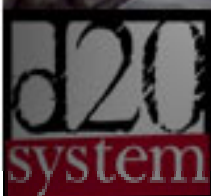"...a revolution in roleplay..."

HaZe Player's Guidebook
Accessory

A Guidebook to Rules, Setting, and Roleplay

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1. Welcome to Haze!

The Haze Persistent World is the official home of the HCR (Hardcore 3E D&D Ruleset) where role-play is strictly enforced and death is permanent. Our team of project leads, DMs, coders, builders and content creators has more than 30 years combined experience running, and playing on, Multi-user Dungeons and Online Role-playing Games.

Our game is set on an island somewhere in the Forgotten Realms. We've attempted to create a living, breathing setting where role-playing means more than killing monsters. Initiative is not simply rewarded with points and treasure: we give players an opportunity to truly change their world and carve out their own little corner of Faerûn by steel, spell, coin, or faith. The NWN engine has been heavily tweaked: for the sake of realism; little works the same way as it does in the original game.

We're grateful that you're taking the time to study our Players Guide. The following text can be overwhelming, especially if you're new to *Neverwinter Nights* or online role-playing - we suggest reading this first chapter in its entirety and using the rest of the text as a reference.

1.1. The Haze Philosophy

These are the principles that govern both the DMs and the Players of Haze:

➢ **Ever-Higher Standards:** *We always strive to improve on our accomplishments, whether it's building, role-playing, coding, storytelling, or growing our community.*
➢ **Role-play Matters:** *When players take the initiative, the world responds and adapts. Haze is not the DMs' story - it's the players' story.*
➢ **System is Secondary to Story:** *Haze is not about killing monsters and harvesting XP. We strictly enforce a focus on role-play over game mechanics.*
➢ **Inspired by Table-top D&D:** *We all love to play table-top Dungeons & Dragons.*

When it comes to theme, rules, and feel, we take our lead from those experiences.

1.2. Realism and Survival

Within reason, we want our world to be detailed, intricate and realistic. Everything is there for a purpose, from monster encounters to merchant prices. Players are encouraged to react to situations as if they are *really* living in Haze.

Realism also means that it can be a struggle to survive. Everybody needs a reliable income and rare is the person who can get by without allies and friends. Magic, for all it's possibilities and potency, offers little solace in our low-magic corner of Faerûn. To the spellcasters of Haze, good and evil alike, knowledge is power and secrets are jealously guarded. By the same token, magical items are rare, expensive and highly coveted - do not expect to find +5 Holy Avengers for sale at the nearest market.

The miracle of resurrection is just that: a miracle. Is it available? Yes. Is it available for your lowly character? Highly unlikely. When you die, it's up to your friends and allies to rescue you from the maws of death. Are you worth a quest of such magnitude? Only time will tell.

There is no "respawn" in Haze. Permadeath is the palpable law of the land. It is an emotion that will tear at your breast. It will make your heart stop as you seek to find your first set of armor and you hide in the brush from a goblin. It will make your blood boil as the village tax collector shakes you down for money when you have little gold and want to steal his purse, but are wary of being beheaded.

All things considered, the adventuring life is a harsh one. You may initially be discouraged by daily setbacks or even the death of your character. But with imagination and perseverance, you may grow to be a pillar of Haze's community. Remember: heroes aren't born - they are forged in the fires of adversity.

1.3. A Living, Breathing World

We use the words 'living' and 'breathing' to describe Haze. First and foremost, this is a persistent world where changes are permanent. If you amass enough wealth to commission the construction of a new building, you can do it (utilizing the Stone/Resource/Lumber system described later). That building will stay in Haze until it is changed by you or another player character.

If you build a reputation of generosity and public service, you will be respected by the townsfolk and other player characters. A local cleric is more willing to heal a character who is a hero than one who is a vagabond. So think twice about pursuing the dark path - and if you do pursue it, do it well.

No one in Haze has plot immunity. From the lowliest Halfling to the Righteous Leader of one of the Hamlets, they are all mortal. Non-player characters are few and far between but they too can die, switch sides, move away, or respond to change just as easily as player characters can.

Plotlines are not dictated from above - when powerful factions of players and non-player characters meddle in the storylines, no one can be sure of the outcome. One thing is for sure: Haze is never a dull place, often surprising the DMs as much as the players.

1.4. How To Join

First, ask yourself if Haze is really a server worth your time and effort. Remember that there is a great emphasis on events driven by players and DMs. 'Auto-quest' content such as self-populating dungeons exist, but aren't as central to the game as on other servers. Haze is not always action-packed, and tangible rewards for your efforts (e.g. levels, treasure) can be hard to come by.

But there's a trade-off: you'll be in a community of very creative players, contributing to a great and exciting story-line. There is as much room for intrigue and politics as there is for dungeon treks and epic battles, and if you succeed, you'll feel genuinely proud of your accomplishments.

If this sounds like something you want to be part of, please do the following:

Step 1: Apply for Membership to the Players Guild

Join the Players Guild on the Bioware community site:
http://nwn.bioware.com/guilds_registry/viewguild.html?gid=5810

When you fill in your application, keep the following in mind:

- Motivate your request and tell us about your role-play experience.
- Remember that we are looking for serious role-players only.
- Wanting to join because "Haze is the most active Guild" is not good enough.

Step 2: Log into the Server

The password to the server is contained in the *General Discussion* area of the Haze Registration Guild located on the Bioware site. Keep in mind that it takes awhile for the Bioware server to process your acceptance into the Guild, so you need to wait some time for the *Haze Registration* forum to show up for you.

Important:. *NEVER give the password to others, not even fellow Haze players!*

Kindly refer those who ask for the password to the *Haze Registration* forum. Players who can't access the forum have no business being on our server. If you fail to comply with this rule, you will inconvenience everyone in the community with a changed password, and probably find yourself permanently banned from the server, the forums, and IRC.

Step 3: Create Your Character

Using the guidelines in the next chapter, you may create your character and enter the world proper. Don't hesitate to ask for DM assistance at any point during this process.

You can ask for DM assistance by:

1. Clicking on the label next to your chat bar (bottom left of screen.) It's set to [Talk] by default, but you need to set it to [DM].
2. Click on the chat bar itself (or press the Chat key – default is the Enter key.)
3. Type your question, or just mention that you need help and press Enter.
4. If a DM is online, he will respond to your request within a few minutes. Please understand that DMs are online to run plots, you might not receive a response.

1.6. Mature Content

Mature content has a place on Haze… up to a point. The DMs draw the line at overtly graphic descriptions of sex and violence. We accept that in-character romances happen and that some of the evil in Faerûn is truly depraved.

Nevertheless, we expect our players and DMs to keep their scenes and descriptions subtle and tasteful.: *imply* the details but don't linger on them, and make sure all the *players* involved can handle the depictions.

Roleplaying sexual violations of any sort is not permitted on Haze and it's best to avoid making such scenes part of your character's personality or background.

If a scene begins to push the boundaries, make sure all the *players* are okay with it (even if their characters are not.) Use [Tell] or [Party] chat to verify this. When a DM tells you to stop, please do so and don't continue the scene through [Tell] – remember, we're not doing this because we're prudish or squeamish, but rather because we're concerned about very real out-of-character consequences for the game server.

Failure to get out-of-character consent is considered harassment, and is grounds for banning!

Important: *Some countries have extremely strict laws regarding on-line decency, especially when it involves minors. Since we cannot verify the age of our players, DO NOT jeopardise the existence of Haze Persistent World by engaging in fantasy play that crosses the lines described above!!*

2. Server Rules

The MDM's (Master Dungeon Master) decision is final.

Haze is run by volunteers who handle your requests to the best of their abilities; please do not spam or harass them for results.

Character death due to client-side issues (i.e. lag, loss of connection) is not grounds for DM intervention.

Any form of harassment of Players or DMs will be met with a warning token; extreme harassment will result in banning.

Failure to separate Out-of-Character from In-Character, in speech or action, inside or outside the game, means a warning token. Repeated failure will lead to a ban.

Failure to report exploits will be met with a ban.

Players who are role-playing an evil character have no right to go on irrational killing sprees against player characters; any attempt to pass off indiscriminate killing as 'role-play' will be met with a ban.

To avoid obviously unrealistic situations, call a DM if you're about to attack a passive non-player character (NPC). If you disregard this rule and go ahead with the slaying, the NPC is resurrected and everyone will assume the incident didn't happen.

Disconnecting from the server when in danger will be met with a ban.

The DMs (and *only* the DMs) are the final arbiters of role-play. Players must respect the role-play efforts of others. Leave the enforcement of in-character consistency and atmosphere to the DMs.

3. Characters

3.1. Rules for Character Creation

Characters in Haze must be based on the D20 Open Source Gaming System:
http://www.opengamingfoundation.org/srd.html

Your character's back story must be consistent the Forgotten Realms 3rd Edition Campaign Setting.

Before you create your new character, log in as "New Character" to get a feeling for the rules in the OOC starting area. After understanding the information presented here, you may log back in and start the character creation process.

3.2. Naming Your Character

As any author can tell you, names are very important in conveying character information. In a fantasy setting, it's easy to come up with exotic and unpronounceable names (just look at the name generator bundled with *Neverwinter Nights.*)

Still, on a server as populated as Haze, we recommend you choose a name that is recognizable and memorable. In the Forgotten Realms, it's common to be named after professions or traits (e.g. Andre Swiftblade, Mirwen Brighteyes), and this is a good way of distinguishing your character.

Refrain from using titles in your name (e.g. Sir Padric, Tolar the Assassin), although a nickname is acceptable if your character uses it more than his or her real name (e.g. Pandaro the Fox, Dark Anya.)

Important: *You are NOT allowed to use character names (or concepts) from well-known films, fiction, games, etc. Please spare us the Drizzt Do'Urdens, Luke Skywalkers, Samwise Gamgees, and Lara Crofts! If you can't take the setting seriously, you really shouldn't be on Haze.*

3.3. Restricted Classes and Races

All Haze characters are assumed to be young adults at least. Playing child characters is not permitted. For game balance reasons, the following race/class combinations are PROHIBITED:

> ➤ HALF ORC / BARBARIAN / CLERIC
> ➤ HALF ORC / FIGHTER / CLERIC

The following exotic races or subraces are not supported:

> ➤ Assimar
> ➤ Tiefling
> ➤ Drow or Half-Drow
> ➤ Deep Gnomes
> ➤ Grey Dwarves

3.3.1 Paladin Restrictions

The Paladin class is restricted, and only open to players who do the following:

> ➤ Start a character as a Level 1 Fighter or Cleric and become an In-Character squire to an existing Paladin. At each level up your Paladin lord will determine if you are ready to ascent to Paladinhood.

Possible Paladin orders are listed with the Deity descriptions in 8.1. You may also request DM permission ahead of time to create a Paladin from the start.

3.3.2. Barbarian Restrictions

When multi-classing your character, take care to keep your new choice of class consistent with your character's development.

The DMs particularly frown on players taking the Barbarian class for its hit point bonus; it's *extremely* unlikely you spend your first level(s) as a civilised person and then suddenly revert to a raging beserker with nomadic inclinations at the next level-up. When you are challenged about this, make sure you have a believable explanation ready…

3.3.3. Druid Restrictions

Druids avoid carrying much worked metal with them because it interferes with the pure and primal nature that they attempt to embody. If you carry too much metal, or wield metal armour and weapons, you will temporarily lose your ability to use your druidic powers. Also, Druids cannot summon creatures far above their own level (i.e. dire creatures.)

3.4. Organisation Membership

The Harpers, the Arcane Brotherhood, the Shadow Thieves of Amn, the Emerald Enclave… there are many organisations in the Forgotten Realms, from secret societies to world-renowned institutions. You may be tempted to create your character as a member of one of these illustrious groups; however, there are some limitations on this.

Any position that is considered a Prestige Class in the pen-and-paper Forgotten Realms setting, is not open to a new Haze character. Examples include the Purple Knights of Cormyr, the Red Wizards, and the Witches of Rashemen.

Note that you can still have your character associating with these groups as long as you make sure that the involvement is fairly low-level. E.g. you might come to Haze as the failed squire of a Purple Knight, seeking to regain your honour…

Nobody is saying that you can't eventually rise to a position like, say, Harper spy or Shadow Thief – but you have to earn such positions In-Character. If you insist upon being a Zhent agent without achieving such with in-character actions your character may be paid a visit by unsavoury NPCs.

If you receive permision to play a "special" character class (paladin, etc), then it applies to that character until its death or the class is revoked.

Should you wish to play the specialist class again you will need to reconfirm that with a MDM.

3.5. Alignment

A character's or creature's general moral and personal attitudes are represented by Alignment. You may choose any Alignment for your character, but you're expected to stick by your choice and role-play accordingly.

Important: *It's the DM's prerogative to shift your Alignment in increments if you commit grievous sins against it (as judged by the DMs.)*

3.5.1. Good versus Evil

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

Good implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others. Evil implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships. A neutral person may sacrifice himself to protect his family or even his homeland, but he would not do so for strangers who are not related to him.

3.5.2. Law versus Chaos

Lawful characters tell the truth, keep their word, respect authority, honour tradition, and judge those who fall short of their duties. Chaotic characters follow their consciences, resent being told what to do, favour new ideas over tradition, and do what they promise if they feel like it.

Law implies honour, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, and a lack of adaptability. Chaos implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility.

People who are neutral with respect to law and chaos have a normal respect for authority and feel neither a compulsion to obey nor to rebel. They are honest, but can be tempted into lying or deceiving others.

3.5.3. Class and Race Alignment

➢ Barbarians and Bards always have a non-Lawful Alignment.

➢ Druids must always be Neutral in some regard (i.e. Neutral Good, Lawful Neutral, Neutral, Chaotic Neutral, or Neutral Evil.)
➢ Clerics must pick an Alignment and Domains appropriate to their Deity - the Alignment must be within one step of his Deity's, and it may not be Neutral unless the Deity's alignment is Neutral.
➢ Fighters can be of any alignment.
➢ Monks must always be Lawful in some regard (i.e. Lawful Good, Lawful Neutral, Lawful Evil.)
➢ Paladins must always be Lawful Good. The Paladin's Deity must be Lawful Good, Lawful Neutral, or Neutral Good. Sune (CG) is the only exception, and may have lawful good paladin followers.
➢ Rogues and Sorcerers can be of any alignment, but are generally not Lawful.
➢ Wizards can be of any alignment, but are generally not Chaotic.

3.6. Languages

There is no game system for using different languages, but we do register which languages your character knows and learns. Naturally, it's not acceptable to role-play an understanding of languages you did not register for.

Due to the racial composition of the Island Hamlets of Haze, you need to annotate which language your character is speaking using the following: *Elven* or *Dwarven* followed by your statement.

All In-Character conversations and texts are assumed to be in Common, unless otherwise stated (see 3.6.2.)

3.6.1. Setting up Languages

Each character starts knowing two languages:

➢ Their racial language (Chondathan for Humans)
➢ Common for non-dark races
➢ Undercommon for dark races.

Important: *Dark races don't know Common at the start of the game and consequently will NOT understand most of the dialogue in Haze!*

Additional languages can be learned in-game, if you have the appropriate Intelligence. Your Intelligence bonus equals how many additional languages you may learn, e.g. an Intelligence of 14

has a bonus of +2, so you can learn two additional languages.

3.6.2. Role-playing Languages

If you wish to speak in another language, you have to precede your sentence with the name of the language between double brackets or stars, e.g.:
[Talk] *Elven* Greetings, elf-friend!
[Talk] –Dwarven- Never trust an Elf!

People who don't know the described language must pretend that they cannot understand the dialogue and ignore any IC reaction. There is an in game method for learning new languages. You must seek this information in your hamlet or via in game resources.

Important: *It's NOT permissible to roll a high INT check and claim you can understand what's being said!*

3.7. Experience and Levelling

In conception, Haze is not a 'player versus environment' multiplayer game. Through role-play and game mechanics, the DMs try to discourage the 'farming' and 'harvesting' of experience points through random killing sprees around monster spawns. Although gathering a band of adventurers to investigate dangerous areas is perfectly fine.

Engaging in role-play, accomplishing in-character goals, and participating in events are the easiest ways to gain Experience Points.

Haze does not use the standard 3E/NWN experience table. Because we couldn't alter the way the *Neverwinter Nights* engine handles XP, the system may look confusing at first.

There's a difference between *Character Sheet Experience* (XP) and *Extended Experience* (EXP). Your XP is what shows up on your character sheet; this score is mathematically converted into EXP, which is what Haze actually uses to determine your ability to level.

Example: Haze requires 2,500 EXP to go from level 1 to level 2. *Neverwinter Nights* requires 1,000 XP. If you are level 1, and get 100 EXP, your character sheet would only reflect a gain of 40 XP.

When you gain experience, you will see three numbers:

➢ The EXP granted on our custom chart

➢ The XP added to your character sheet by the Haze module.
➢ The XP added to your character sheet by the *Neverwinter Nights* engine. The third number should always be zero.

For game balance purposes, some races, subraces, and classes have tweaked EXP tables. These differences are calculated and filtered automatically upon receiving EXP and reflected in the actual XP added to the character sheet.

~ **Partial Level Progress Table** ~

Desired Level	EXP needed
2	2,500 EXP
3	5,000 EXP
4	10,000 EXP
5	22500 EXP
6	40,000 EXP

In line with our *System is Secondary to Story* motto, the DMs have no intention of publishing all the charts, calculations, and tweaks to the player base.

3.7.1. Tasks-for-Level

In Haze, you cannot advance in character levels until you are trained. (Currently all characters start at level 2)

You must approach and successfully convince a *Player Trainer* (PT) to train you. Note that TFLs are not class-based: you can train with any PT. This may become important as PT's may come and go, you should keep your eyes open to any character that may be able to train you along the way towards levelling. Do not pigeon hole yourself based upon alignment either, it is quite possible a Rogue would seek the favour of a Cleric of Helm in their path to learn the ways of the Hamlet power structure. The PTs will charge you a small amount of gold and ask you to perform some kind of service in exchange for their assistance. This service is called a *Task-for-Level* or TFL.

After the conditions of the TFL have been fulfilled, you can advance to the next level. Over time, you will grow powerful… and maybe become a Player Trainer yourself.

Some guidelines regarding TFLs:

➢ Post your TFL request in the Hamlet forum on the Haze Website.
➢ Find a trainer in the game by asking In Character. Most trainers are other players, some are DMs. Be nice to PTs and DMTs (DMs with training ability)

- Respect the fact that when a PT or DMT takes out the time to train you, this is a *favour* not a *responsibility*. PTs are encouraged by the builders to be selfish with their time and to advance their own In Character goals with their Task for you.
- There are PTs covering all alignments, you may have to search hard to find one that suits your character concept. There is no reason a Rogue undercover cannot seek a TFL from a Paladin of Helm.
- Treat a TFL as a **role-play opportunity** not a level cap! Longer quests (lasting days, even weeks), moral problem solving, and difficult choices are expected, especially at higher levels.
- Appreciate these unique and individually tailored quests instead of complaining about being 'nerfed'. Remember, you signed on to Haze for role-play, not power-levelling.
- DO NOT send requests for TFLs on the in-game DM channel
- DO NOT send [Tells] to trainers asking them for training or the status of your current TFL.
- First-come, first-served does NOT apply to TFLs.
- A trainer will only offer a player ONE task, ONE time. If the player declines the TFL, he will have to find another trainer.
- Once your TFL is done, or can not be completed for some reason, post that you are done in the *Requests for TFL* thread so that your request can be deleted.

3.8. Death and Dying

When your character is brought below 0 hit points, you are *dying*. You will lose 1 hit point per round until you are either *stabilized*, healed, or at -10 hit points, at which point you will be *dead*.

There is a small chance every round that you will stabilize on your own. If you do, you will now lose 1 hit point per game hour. There is a small chance every hour of entering recovery, and may actually be able to stand back up.

Important: *do NOT log out when you are at negative hit points!* .

If you do, all stabilization effects are lost and you start bleeding again. The chance for stabilization is small, do not risk it.

When you are bleeding / unconscious, other players will have access to your inventory. They can choose to help you… or loot you.

Haze has a Lucky Strike Rule, meaning the first time your character is struck dead (one time only) you will be zapped back to 100% health.

3.8.1. The Fugue Plane

When you go down to -10 hit points, you will be transported to the Fugue Plane. Your inventory will empty and be placed at the location of your death in an object labelled *Dying Corpse*. Any character can take the contents of the Dying Corpse.

If you are to be resurrected, the presence of your Dying Corpse is required. Your chance of being resurrected is somewhere between none and never. Access to Resurrection magic is rare unless Player Characters reach a point to provide it on some greater basis.

If you wish to take your chances with the Afterlife, you will notice the visage of death waiting patiently in the Fugue Plane. They have all the time in the universe and will wait forever, if need be.

It is with them that you choose to 'Meet your Maker' and retire your character. If you talk to either one of them, you'll have two options: either start over from scratch, or take advantage of the inheritance system.

It's important to spend some time in the Fugue planning your new character *before* you send your old character off to meet her Maker. You can come and go from the server as you please but your persistent location will remain Fugue until you re-create

3.8.2 Inheritance

If you so choose, your next character will have:

> 25% of the XP on your Bioware Character sheet.

Note: Playing a relative of your previous character (same last name) is not factored into the Inheritance system. While you may wish to create a second character as a relative of the first, this gets a bit cliché after 50 players come back as brothers, sisters or offspring. Use this idea sparingly if you must.

Important: *When you meet your Maker, you MUST create your new character before the server resets, or your inheritance will be lost!*

3.8.3 Suicide

If, for any reason, you wish to stop playing your current character, you can use the "suicide" function on the Emote Wand. If you do this twice in a row, the server will destroy your character and log you out. Suicide bypasses the Fugue Plane and leaves no corpse or items on the ground. You can now login and start creating a new character right away and inheritance will apply to that character. Please do this in an area that will not cause commotion to other characters. A good place would the private rooms in the Coffinswode Common House or the like. Also, do not drop all your equipment and then suicide in an effort to bolster the starting cash of your PC. This behaviour is considered abuse and will lead to your being banned from play.

Important: *Do NOT login with the character you suicided or the server will register it as your main character again. Suicide again if this happens. This is a common mistake of new players, they suicide and then a few days later they forget and login with their old character which promptly gets automatically booted from the server.*

3.9. Leadership Characters

Haze has certain *Leadership* Characters These are player characters (PCs) with exceptional in-character duties, run by players with the out-of-character responsibility of generating role-play for others. Being selected for Leadership is both an honour and a duty. The DMs do not simply give out these positions as a reward for good role-play; rather, they expect you to use your proven skills to promote role-play and expand the setting. There are three types of Leadership Characters:

Player Trainers (PTs): PTs are characters who have attained a position of some import in the Haze community. Their players are granted the ability to give out Task-for-Level (TFL) quests and permit PCs to level up.

Player Quester (PQs): PQs are normal characters that have been given extra authority to run small self contained quests with the characters around them. Their job is to facilitate role-play by assigning quests just for the fun of it. This involves PQs having access to a range of plot items to help other players visualize a plot. This is all accomplished In Character.

Hamlet Leaders: These PCs earn the right to run their hamlet through In Character Actions. Hamlet Leaders have many IC and OOC responsibilities. However, they are not immune to overthrow but also command lethal force. Hamlet leaders are not limited to the 4 racial "towns" as you see them, any organization of enough player characters may qualify for Hamlet Status.

3.9.1. Hamlet Power and Equipment

As a Hamlet Leader, you might be given both tangible power (e.g. levels, items) and intangible power (e.g. access to high-level NPCs, plot information) - but these things are the tools and not the perks of your job. The rule of thumb in Haze is what you see is what you get. Hamlet Leaders for instance must utilize the Stone/Lumber/Research methods of gaining new information, construction or problems solved with In Character means.

3.9.2. The Free Will of Hamlet Leaders

A Hamlet Leader is your character in every way. You determine the character's personality, actions, short-term and long-term agendas. The DMs will not stage-manage your actions nor should you expect the DMs to spoon-feed you instructions.

As DMs we are committed to a living, breathing world in which the players, and not the DMs, are the big movers and shakers. Hamlet Leaders are a way to promote this philosophy as they are even trusted to hand out their own XP awards on a limited and documented basis.

3.9.3. Changing Hamlet Leadership and Player Killing

Change is necessary and can be a form of healing in many societies throughout the ages. Haze is no different. However, this frontier gathering of tiny hamlets must be kept from utter chaos where possible. To this end, the following guidelines are set forth to cover both the prudent actions of a wary Hamlet Leader and the motivations and steps toward the winds of change:

Hamlet Leaders in the Haze realm are always forefront in the story of life. As such they are always under scrutiny and should take steps to safeguard not just their Hamlet but their very life and the succession of their rule in the event of any nasty accidents. The following factors are always being monitored during the course of a Leader's Rule:

- **Social Inertia** of the common man and soldier at arm: This comes directly from morale of the hamlet. NPC opinions of leader quality as well as PC opinion of leader quality will be used by the Hamlet Liaison DM to get a relative strength of rule score for the HL
- **Political Strength**: This relates to the power the HL wields over his/her hamlet, somewhat linked with Social Inertia, this also ties into CHR of the Leader and the boldness they portray in their decision as well as the Opinions of their Political allies such as the King of another Hamlet. Also includes Trade and Barter reputation within the realm.
- **Plan for Succession**: A conscientious leader always has a firm plan for succession. This is like a well planned insurance policy for rule. A careful heirarchy will be crafted by the Hamlet Leader and handed over to the Hamlet DM Liaison for safe keeping. The strength of this plan and its thoughtfulness shall also be scored by the DM Liaison.

Continuing on past the proper planning of a Hamlet Leader we find the non-violent or untainted forms of Leadership Change. The following mortal dangers are commonplace in the Frontier Wildlands of Haze and should be covered by the above plans:

- Accidental death (fall from the Feast Hall into the mines of Kal-ahn'dur)
- Honorable Death in the defense of their Hamlet (Orc wounds, Dragon claw wounds and such)
- Hamlet Leader being banned from server by their significant other for OOC reason (lack of sleep, food or affection for spouse)

If at any time the PC leadership of any Hamlet or organization should flounder, the Hamlet DM Liaison shall always have the right to install an NPC Steward to safeguard the people while a suitable leader is fostered from among the chaos. It is the sole responsibility of the Hamlet DM Liaison to be close to the inner workings of their Hamlet Politics.

The final form of change is supplication of an existing Hamlet Government by an unnumbered group of revolutionaries. This is not to be confused with a single act of assassination as that is covered in the next section under Player Kill. Total Political Revolution is bound to happen in Haze. The following guidelines should be considered if a player character aims to topple a Hamlet Regime:

1. First, the Hamlet Leader's scores in **Social Inertia**, **Political Power**, and **Plans for succession** will be evaluated and kept on hand as the Hamlet DM Liaison prepares to consider the plans of the Revolutionaries.
2. Any attempted coup organizers must have Hamlet DM notification and authorization 48 hours prior to their final phase of operations
3. Hamlet DM will set the timeframe of operations and will spell out the rules of engagement for the proposed operation
4. If the ousted Hamlet Leader refuses quarter then PK approval is not needed and may automatically be conducted by the assailants. Please save your logs.
5. Three phases of a coup are necessary for DM approval.

- Assailant must win the hearts and minds of the people (subject to Hamlet DM discretion, based on Social Inertia and Political Power of the current Hamlet Leader)
- Assailant SHOULD but are not required to, wage in mental war in the following areas if they hope to be successful (Blackmail of the Leadership, Corruption of the Leadership, Rumor Mongering behind the backs of the Leadership)
- Assailant must subdue any and all resistance during the actual battle phase if such occurs and will then have to deal with Regime supporters on a case by case basis
- Players are warned that during a time of Revolution their lives are not under any OOC protection, you should decide carefully during these crucial moments in whom you should place your life.

6. The assailant(s) must present a Hamlet Management Plan to the Hamlet DM prior to beginning the 3 phase coup approval process. The

HMP must include key staff selections similar to the Plan for Succession as required of the ruling Hamlet Leader described above.

If all the aforementioned hurdles have been met in the eyes of the Hamlet DM, then said Coup may be attempted. If the coup is a failure, the assailants are not guaranteed quarter.

3.9.4. To Terminate Another Character Life

Forgotten Realms is a setting where life is a raging battle betwixt good and evil, light and dark, breath and suffocation. Haze follows the same themes but also must make allowances for the enjoyment of its ever growing player base. Any request to kill another Player Character must be submitted to a Hamlet DM or above at least 48 hours prior to any attempt on said life. A supporting document must be submitted explaining the IC reasoning for murder and the reasons why this is the only proper IC course of action. Supporting text including flimsy excuses such as "I'm an evil villain that's what I do" will be flatly rejected. Evil and dark forces are extremely difficult to play and even more difficult to play well. Your motivation will be scrutinized by the Hamlet DM or DM with jurisdiction over said confrontation.

Having established the above as a baseline for Player vs. Player operations the following exclusions to this policy **[including but not limited to the 48 hr notice]** are noted at the Discretion of the DM Team:

- Murder in Heat of the moment [Elf Ranger Pussinboots finds Dwarf Fighter Rumblenuts eating dear meat and whittling a freshly chopped branch of fine elven oak wood in the Eleven woods. Elf slays Dwarf for destruction of posted property]
- Immediate Threat Removal: Ronnie Tightbottom, Paladin of Helm, comes across an Orcblood thrashing a damsel in distress. Ronnie senses evil about the Orcblood and smites the beast.
- Same topic, Esmerelda Rottencrotch the evil sorceress is in secret discussions in a dark cave with her principle disciple discussing the plan to murder the Hamlet Leader. Billyjoe the Bard wanders in looking for mushrooms and hears the discussion while hiding behind his lute. Billyjoe is tortured and slain, his bones are never recovered.

The above exclusions require your "in game log" to be saved for DM review, since you most likely will not have DM approval given the IC context of the confrontation. We realize that some Player vs. Player murder will occur but we hope all players realize that such action in a world with Permanent Death does hinder player story telling and if run unchecked it would ruin the fun of many players.

3.9.5. Player Damage System

If you request to kill another Player Character and get denied because your IC justification is not strong enough, we do hope you'll consider the popular choice of Player Damage. PD (player damage) is a permanent loss to a certain player stat (STR, CHR, DEX, etc) or some other form of non-mortal disfigurement of the DM's choosing. The 'spirit' of a PD attempt is to IC give the victim a nasty reminder of having crossed you; but OOC allow the victimized player to feel their character is whole enough, to continue play. You are basically instilling the fear of demons in an attempt to change the behavior of your victim without yet killing them.

All requests are to be sent to DM's as in the case of a PK request. This is done in Forum Private Message, not on the in game DM chat line. The target of a PD must be subdued before the PD is allowed. In the name of balance, if your character makes a habit of pissing off other characters it would be wise to find yourself a brutish bodyguard and make it known that you travel together.

For Example:
Monday....Darth Snivelus the Archmage seeks approval from Boyo the DM to PD Polly Purebread the Lorekeeper of Kal-ahn'dur
Wednesday....Darth Snivelus and his band of Ranger/Barbarian/Wizards captures Polly and force her to give up the sacred recipe of Khazad Velch Pie. Polly flatly refuses to give up the recipe. Darth pulls out his dagger and promptly chops off Polly's pinky finger. At the sight of her severed pinky, Polly passes out and the sound of hardened Khazad boots in the distance are heard scurrying. Darth and his villains flee the area. Polly's ABC stat is lowered in accordance with the DM pre-approval.

Note: Running away after being subdued by another Character is an illegal action in Haze.

4. Gameplay

4.1. Logging On for the First Time

When you enter the world for the first time, you will be in an area called 'OOC Start Area'. This is a completely out-of-character area, separate from the main world. Feel free to talk to anyone you meet there and don't hesitate to ask questions.

Take the time to read all the signs you find here (by right-clicking on them and choosing the Eye icon.) You will also notice a gnome by the name of HC asking for players to register their sub-race. If you plan to play an elf or dwarf with some other race than the standard race you will need to speak with this character one time only.

You will be given equipment and a few starting coins based on Race and Class. There is no store prior to finding your starting hamlet. When you feel you are ready, enter the glowing portal… Congratulations, you have arrived in the world of Haze!

Depending on your background, you will find yourself on one of three shorelines after a shipwreck. At first, you may feel overwhelmed by the need to survive and feeling naked. Use this feeling to your advantage as you role-play your way into your new dwellings.

Don't be discouraged by the fact that you can't find everything straightaway. Take the time to get your bearings, You have just survived a major catastrophe, use this starting block as a means to gather information from townsfolk but do not expect the world on a silver platter, this is a harsh frontier setting.

Important: *Be careful venturing outside the city or underground. Even some of the wildlife can be lethal to lone characters!*

When you meet other players and engage in role-play for the first time, keep your character's short-term and long-term goals in mind.

Your short-term goal might be to find a place to sleep and buy food, and maybe get a job. Your long-term goal might be to establish a place of worship for your little-known deity, avenge your father's death, become famous etc.

Focus on the short-term goals first; don't overwhelm other player characters with your back-story and lofty goals until you've established a place for yourself in Haze. You need to learn how to walk before you can run.

Things to do in Haze when you're new:

- ➢ Find a job with a local Craftsman, supplies are needed and can be time consuming to gather.
- ➢ Try to make yourself useful to the community and attain recognition.
- ➢ Find and link up with members of your religion/profession/alignment.
- ➢ Offer yourself for odd-jobs and errands.
- ➢ Acquaint yourself with the laws of the in-character world. Even if you plan to break them, it doesn't hurt to know what the authorities are watching out for.
- ➢ Remember: you are not the only shipwrecked stranger stumbling around town. Identify others and organise yourselves. Not only is there safety in numbers, but it's easier and more fun to start your own group rather than trying to attain membership in an established organisation. There is always a majority of newbies to a minority of veterans – use that fact to your advantage!
- ➢ If you get stuck in role-play situations, it never hurts to [Tell] others you are new. You will not get in-character breaks for it, but most players will try to accommodate if they can, for instance by slowing down

the pace of their role-play or offering more obvious role-play 'hooks' you can react to.

4.2. Role-playing

Role-playing is both a skill and an art. The idea is to behave as your character would behave. There are no good or bad *characters*, just good and bad *role-players*.

Role-playing is, basically, acting. A role-player creates a character and uses player-interaction to give other players an impression of who that character is. A role-player also uses his or her character as a vehicle through which to create excitement, intrigue, and even romance.

Role-playing in Haze is like taking part in improvisational theatre or the writing of an open-ended novel; each person playing adds to the larger story. Where your character will go, what your character will become, and how your character will affect the world of Haze is limited only by your portrayal of the character.

Talking: To have your character say something, make sure the label next to the chat bar (lower left of your screen) is set to ' Talk' . Then press the chat button (defaults to Enter) and type what your character would say. Because of the real-time nature of Haze, keep your sentences relatively short so they are easily read and stay within the context of the topic at hand. It's usually a good idea to wait for everyone around you to react in some way before you launch your next sentence, otherwise you may end up talking *at* people rather than *to* people.

It's good to develop a distinctive mode of speech for your character; e.g. high INT characters might use elaborate sentences and difficult words, while street-savvy rogues might be almost unintelligible in their use of *patois*.

The Forgotten Realms is a quasi-late-medieval setting, so avoid the use of modern phrases such as 'OK'. On the other hand, don't go overboard with 'ye olde English' unless it's part of your character's personality. We appreciate a little fantasy flavour, but don't demand Shakespearean efforts.

Posing: If you want to convey an action rather than a piece of dialogue, put a 'pose' in your chat bar. You do this by describing your action as a stage-direction and putting it between stars. E.g.:
[Talk] *picks her nose*
[Talk] *puts hand on sword*

You can also combine words and poses, e.g.:
[Talk] *shakes head* I'm not going.

Or:
[Talk] *disgusted* Get away from me, wretch…

Emotes: You can also trigger animations to give an idea what you're character is doing. These can be chosen by right-clicking on your character and selecting the Emote radial menu, or by using the Emote wand (see chapter 5.2)

Important: *Remember to role-play the health status of yourself and others... firstly, if you notice the description Near Death over someone, react to it. Also, if you are damaged, please role-play it. You could have your ailing character falling prone on the floor, mumbling incoherently, needing to sit down after short distances etc.*

4.3. In-Character vs. Out-of-Character

The difference between In-Character (IC) and Out-of-Character (OOC) is one of the most important things to understand. Keeping OOC and IC separate is not only fundamental to good role-play and fun, but also in making sure Haze is a healthy game environment.

IC is the label given for when you are playing your *fictional* character. When you are IC, you leave 'Real Life' behind you, and imagine yourself in the life and personality of the character you have chosen to role-play.

OOC is the label given for when you are not engaged in role-play. Whether you are helping another player set up his or her character, talking to friends on the [Tell] channel, or discussing the game with a DM, it is understood by all that this is not your *character* talking, but *you*, the player.

Most messages on the [Tell] channel and all messages on the [DM] channel are OOC, therefore NO information passed through channels or pages can be used in role-play.

Important: *You may NOT use any information that you have gained OOCly in an IC manner (i.e. you cannot use information that you, in real life, know when your character would not know that information). If you are found to be abusing OOC information in-game, you risk being banned from the server! This is not because we are trying to be police, but rather because OOC abuse gives one player an unfair advantage over others that stay strictly IC.*

Remember that by using OOC information ICly, you not only 'cheat' on your fellow players and ruin your own role-play, but you will likely spoil the role-play of many other players. It has a domino

effect that not just affects yourself and the player you're interacting with, but also everyone indirectly involved in the story.

4.3.1 IC-OOC Guidelines

Character Name Tags: Nobody in Faerûn has a name tag floating above their heads... please ignore the *Neverwinter Nights* name tags in role-play. If you haven't met someone, introduce yourself In Character! Also, if someone tells you their name is Bob, but their tag says Joe, their name is Bob as far as you know.

Important: *This goes for ALL name tags, including ones that show IC positions. (e.g. 'Captain Lyonsbane', 'Priestess Jade') – don't address these characters by title if you've never met them!*

Area Names: Load screens for the NWN engine display area names... Remember this is OOC information! E.g. an area called 'The Hunt' may very well have a very different role IC than what you might deduce from the OOC name. If you must describe an area use geography and features rather than OOC title.

[Tells]: Haze is very large. Sometimes, in the interest of meeting friends online, it is acceptable to send a [Tell] to a friend, something like:
[Tell] Is it possible for Joe to run into Manny this gaming session? They never did finish their barter agreement ** do not use this method unless you know that the receiving player is like minded regarding [Tells]

Make sure these arrangements make IC sense (and common sense as well.)

Important: *NEVER use tells to get help, as in* [Tell] Help, I am unconscious and bleeding in the sewers, save me!

Line of Sight: The *Neverwinter Nights* engine will let you 'see' around corners. This is a combination of your spot/listen checks revealing the prisons of a creature who is out of your line of sight. Please RP this situation if you are with a party, i.e. move up to the corner and say:
[Talk] *peeks head carefully around corner*
or:
[Talk] I hear something around that corner, We best use caution.

4.4. Getting Around in Haze

You may be used to running around everywhere, simply clicking where you want to go and watching your character jog to that spot. If you do this in Haze, other people will react to it naturally – they will assume that you are in haste and ask questions about it. If you want to avoid raising eyebrows everywhere you go, it's better to learn walking around at a natural pace.

There are several ways to do this:

> ➤ Use the 'driving mode' keys to move around. You can change these key settings by pressing Escape and going to the options menu.
> ➤ Set your character in 'Detect' mode (should be on your quick slot bar under F1.) Sadly, this does not work for Elf characters.
> ➤ Keep your mouse pointer close to your character as you assign waypoints.

4.5. Social Standing

Important: *Haze is NOT an egalitarian, democratic society. Don't expect the same basic freedoms that you enjoy as a modern citizen in the 21st century in our fantasy setting. Floggings, hangings and mutilations are commonly accepted forms of punishment. This society most closely resembles the ancient feudal days where might makes right. Most commoners respect authority and power and will bow before the wielders of such power.*

4.6 Warning Tokens and Banning

Warning tokens are invisible markers that persist on your character, given by DMs when they feel you are violating the rules or the spirit of the game. DMs will always explain why they are giving you one.

If you receive three warnings, you are automatically isolated from the game world in an OOC holding area. Receive five, and the MDMs will have you banned from the server, as well as the Players Guild and the IRC channel. Again, this is not to be police but rather because this gaming world is a team effort by both builders and players. Anyone unwilling to put in the required effort to follow rules and play fairly is not wanted.

A warning token is the proverbial 'shot across the bow' – all the DMs will be watching you closely until you show improvement (which is grounds for removal of the token) or repeat your mistakes.

Don't let it come to that – when you receive a warning token, consider it a learning moment and try to understand exactly why you are being warned.

Important: *The MDMs do not tolerate irrational and arbitrary punishments. Consequently, the DMs don't give out player sanctions lightly. If you get sanctioned, take the time to understand why before you go on the defensive.*

4.7 Getting in touch with the DMs

Your primary means of communicating with the DMs is the Haze Forum Private Message. The in-game [DM] channel should only be used for dire emergencies. You can switch channels by clicking on the field left of your chat bar and choosing [DM].
The [DM] channel is a one-way communication – you can't see your own messages or anyone else's. If a DM is online and available, they will usually get back to you within a few minutes.

Important: *Avoid repeating your requests and spamming the [DM] channel. If you do this, you will be pushing away the messages from fellow players and interfere with DM discussions on the channel. DMs time is limited, if they have time they will try to assist.*

Most DMs get back to you through a private [Tell]. It's best to click on their portrait and [Tell] them in reply, in order to keep the [DM] Channel clear.

If, for whatever reason, you are reluctant to talk to a DM or feel they are not responsive to your queries,

try getting in touch with the Player Representatives (see 6.1)

Important: *Remember, there are no dumb questions, especially if you are new to Haze!*

Some reasons for getting in touch with the DMs include (but aren't limited to):
- ➤ You're doing something that changes something in the game world (i.e. breaking into a building, attacking an NPC, trying to seal off a dungeon.)
- ➤ You want to talk to an NPC for IC reasons
- ➤ You want to propose a plot or character development or addition to the setting.
- ➤ You witnessed or role-played through events that have a large impact on the game world and want the DMs to know about it.
- ➤ You need a DM to referee dice rolls or conflicts with other player characters.

4.8 In-game Channels

You can communicate in-game by using one of the following channels (change channel by clicking on the label next to your chat bar, lower-left corner of the screen.)

[Talk]: This is the primary channel used for talking to everyone in Haze. It's always assumed to be IC unless specifically stated it's OOC. Examples:
[Talk] Tymora be with you. How fares Coffinswode today?
If you need to let other players know you are Away From Keyboard, please use the AFK widget in your backpack, there is no need to use [Tell] ((ooc)) phone

Failure to separate OOC from IC or excessive use of OOC speech in the game world is sanctioned by the DMs.

[Shout]: The [Shout] channel is disabled for players, it is used by DMs to disseminate plot or event information.

[Whisper]: Whisper can be used for short-range conversations. The same OOC rules apply to [Whisper] as to [Talk]. Example:
[Whisper] You jump the guard while I take his keys…

[Party]: The [Party] channel is where you can make BRIEF OOC messages, such as "AFK" to let players in your group know what you are up to.

Alternatively, you may also use [Party] to simulate in-character shouting across an area transition. Example:

[Party] It's all safe down here! You can enter!

[DM]: The DM channel is not to be used unless it is absolutely necessary. Ask once and have patience. Do not spam the DM line. Example:
[DM] I'm trying to sneak past the NPC guards in the Coffinswode Keep. Can a DM please referee? (There is, as always, no guarantee of an answer)

[Tell] Tells are to be used when OOC talk is necessary. IC discussions do not belong in [Tell]. Haze is large - you may use Tell sparingly to contact another player to find out if there is a chance to meet in your current gaming session. However, where they are, or other IC details should be left up to normal in game methods (If you are looking for Joe the Smith, you'll most likely find him at the workshop).

To use a [Tell], from any mode, click on the chatbar and type:
/t "Character Name" Message
or, /tp "Player Name" Message

Alternatively, you can click on their portrait if they are in your party, or click on their Character Name in the 'Characters Playing' box and select the Tell icon. Example:

[Tell] I have to take a lunch break. Can we continue the scene when I get back?

4.8.1. Custom Text Macros

You can create custom text macros in your quick bar.

Important: *Custom text macros DEFAULT TO [SHOUT] and are blocked unless you change the channel.*

Make sure you preface each macro with "/talk" or "/tk". Example:
Macro Name: DUCK
Macro Text: /tk WATCH OUT!

5. Systems

5.1 Hardcore Ruleset HCR

The Hardcore Ruleset is a modification to the original *Neverwinter Nights* engine created by one of Daggerford's founders, Archaegeo Neosophy. It was originally designed to replace the death system with something more akin to the 3rd Edition D&D rules, but has since been expanded significantly.

Our version of the HCR mod includes:

- Persistence (see 5.7)
- Subraces (see 8.2):
    - Gold Dwarf
    - Shield Dwarf
    - Moon Elf
    - Sun Elf
    - Wild Elf
    - Wood Elf
    - Halfling Strongheart
    - Lightfoot Halfling
- Experience Point System (see 3.7)
- Death System (see 3.8)
- Resting and Natural Healing (see 5.1.1.)
- Hunger/Thirst/Fatigue (see 5.1.2.)
- Healing Skill and Medicine Bags (see 5.1.2.)
- Search Tool and Thieves' Tools (see 5.1.3.)
- Spells and Special Abilities
- Miscellaneous tweaks to game engine

5.1.1. Resting and Natural Healing

- 27 real-life minutes = 1 hour in the game world.
- You can rest in game once every 12 hours game time (about 5.5 hours real life). If you have a bedroll, that time becomes every 8 hours game time (about 3 and a half hours real time).
- You need food to be able to rest.
- When you rest, you heal 1 hit point per character level.
- Only one person per party may rest at any one time.
- Resting in armour with a total bonus of AC 6 or more will produce *fatigue* (-2 to STR, -2 to DEX, walk only). Resting in armour while fatigued will produce *exhaustion* (-6 to STR, -6 to DEX, slow walk only).

Important: *Logging out and returning does NOT reset the resting timer!*

5.1.2. Hunger/Thirst/Fatigue (HTF)

Periodically, you will receive feedback on your HTF Levels. This is a numerical indication of your Hunger, Thirst, and Fatigue. The lower the numbers, the more hungry, thirsty, or fatigued you are. When the numbers get really low, you will receive additional feedback, such as "you are thirsty."

Walking around in bad weather or extreme cold and heat will tire your character faster.

Obviously, you should not let your character starve to death, or press her on to the point of collapse.

5.1.2. Changes to Spellcasting

Summon Book: If you're spellcaster with the ability to summon creatures, you might consider buying an in-character called 'Book of Summoning.' By using it, you can specifically state which creature you want to appear when you cast one of the *Summon* spells.

Material Components: Although rarely a problem at low levels, your spellcaster will eventually need material components to cast the most powerful spells. These components are usually rare and expensive and gathering them might require questing or currying favour with powerful in-character factions.

5.1.3. Spell Tweaks

- Animal Companions are now created to be 1 Hit Die greater than the player.
- If your Familiar or Animal Companion dies, you will receive a significant penalty in XP and suffer damage.

- Determining the *Turn Undead* levels for pure Paladins and Paladin/Cleric multiclass is now correct as per the 3E D&D rules.
- The Paladin now has the power to *Detect Undead*, as per 3E D&D rules, except for lasting auras.
- The Paladin has an *Aura of Courage* that he can activate once he reaches level 2. It lasts for 2d6 rounds.
- *Acid Fog*: Entrance damage changed to 2d6.
- *Awaken*: Removed STR, added CHA bonus, added 250xp cost
- *Barkskin*: Changed +5 bonus to level 2, changed duration to 10min/lvl
- *Bestow Curse*: Changed from -2 to all stats (BW) to random either -6 to 1 stat or -4 to attack and all saves.
- *Blade Barrier*: Removed ability for friendlies to move through without damage. Removed Reflex saves for those entering *Blade Barrier* after casting. Caster can be damaged by his own barrier!
- *Blindness/Deafness*: One or other, not both, and permanent!
- *Call Lightning*: Damage changed from d6 to d10, only works outside, and affects everyone in range, friend or foe.
- *Calm Emotions*: Duration changed from 2 rounds to number of rounds equal to caster's level.
- *Cure Wounds* series of spells and potions have been modified so that they do not always cure for maximum when cast on players characters.
- *Melf's Acid Arrow*: Damage changed to 2d4, damage on subsequent rounds changed to 2d4.
- *Raise Dead* and *Resurrection* apply the resurrection penalty of level loss.
- *Summon Creature* spells (I-IX) now last the duration given in 3E D&D, i.e. 1 round per caster level (plus 1 round to make up for *Neverwinter Nights* game mechanics).
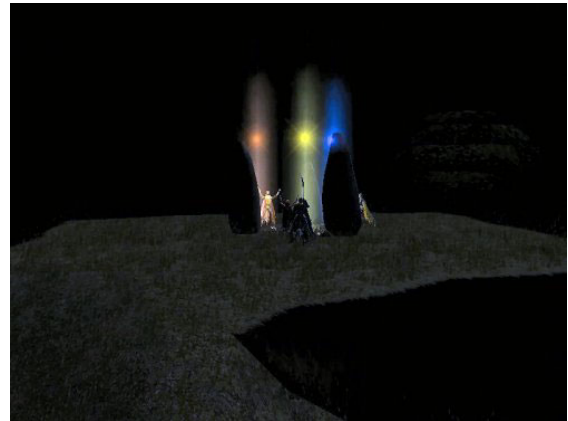
5.2 Game Tools

Some abilities and effects added by the custom code can only be accessed through special items. Some of these will be in your inventory when you create a character – these are considered OOC items and should not be given, traded, and dropped.

Other items, such as Medicine Bags and Thieves' Tools, can be bought from in-character merchants and are considered part of the in-character world.

What follows as an overview of items needed to access special abilities and effects.

5.2.1. Medicine Bags

If you have the Heal skill and a *Medicine Bag*, you can attempt to *stabilise* anyone who is bleeding to death, attempt to *Cure Poison* or *Cure Disease* (on a successful Heal check versus the Disease DC), or attempt L*ong-term Care*.

In order to attempt Long-term Care, the healer must use a medicine bag on an *healthy* person. Healthy means no poison, no disease, and the patient must have at least 1 hit point.

To use the Medicine Bag, right click on the healing kit, choose "Unique Power", then point at the person you would like to apply healing to.

Important: *A healer may not apply Long-term Care upon himself!*

5.2.2. Search Tool and Thieves' Tools

If you want to attempt to detect traps, strand within 10 feet of where you think the trap is. Activate the *Search Tool* by right-clicking on the Search Tool. Select "Unique Power Self Only".

If you do a successful check, the trap will be revealed visually. No other feedback is given..

Important: *Only Rogues can detect traps of DC 21 and higher!*

The person who detected the trap may attempt to disarm it. For this, you activate a special item called *Thieves' Tools* by right-clicking on the it and selecting "Unique Power". Then point at the trap you wish to disarm.

Important: *If you fail your disarm check by -5 or more, you will trigger the trap!*

You can also use Thieves' Tools to pick locks. Again, right-click on the Tool and Select "Unique Power". Point at the item you wish to unlock – you will automatically roll your Pick Locking skill against the DC of the lock.

Important: *If you fail to pick the lock, there is a random chance that you break your Thieves Tools!*

5.2.3. The Emote Skill

The Emote Wand in Haze has been coded into the "Craft Trap" skill and is accessible from the player radial menu. This is a powerful tool for expressing the moods and actions of your character. It should take up a prominent place in your quickslot bar.

If nothing else, you can use the Emote Skill to sit down on nearby chairs, benches, sofas or logs. You can also use it to perform complex emotes such as prayer or meditation for extended periods of time.

Using the Emote Skill is fairly straightforward. We recommend that you experiment with it as you enter the OOC Start Area. You will certainly get a lot of good role-playing ideas from it.

The Emote Menu also holds the suicide option (see 3.8.)

5.2.4. The Dice Bag

There are many D&D rules and permutations that aren't covered by the *Neverwinter Nights* engine or the Hardcore Ruleset. If these come up during scenes, DMs can ask you to roll a certain ability or skill check.

Checks are always a d20 plus the pertinent Ability or Skill bonus. A higher roll is always better - when a DM asks for a roll, you have to the beat a certain number to succeed (which the DM may announce beforehand or not), or beat someone else's check. Often times the DM will just make rolls for you.

Activate the Dice Bag and choose the appropriate option. You have several options for 'broadcasting' your result. It should default to 'Local' (meaning, only players in the direct vicinity can see your result.) Don't change this unless a DM specifically instructs you to do so.

Important: *All dice rolls, regardless of broadcasting options, are visible to the DMs on the DM Channel. Do NOT spam the channel with mass dice rolls – and remember that DMs can scroll back and see dice rolls if you call them in to referee after the fact. Players are not dice police, do not attempt to force other players to make dice rolls without DM intervention.*

Sometimes you may want to make a skill check when there is no DM present. This is encouraged as long you keep a couple of simple rules in mind:

- You may only attempt the same roll once per scene
- Spamming the scene with a lot of rolls in quick succession is not acceptable
- If the roll affects the world (e.g. you are trying to break a piece of furniture with a Strength check) or an NPC (e.g. you are trying to sneak past an NPC sentry), you must call a DM to referee your roll
- If your roll affects another player character (e.g. trying to distract a sorcerer from casting a spell) then the outcome of the roll is only accepted if both players agree to it out-of-character before the roll is made. If consensus cannot be reached, please call for a DM.

In short, try to resolve dice rolls through consensual roleplay. Don't use high skill checks to 'trump' other people - make rolls only when the people you are RPing with agree on the meaning of the result beforehand, or when you're prompted to do so by a DM. You may be prompted to make a dice roll by a special character known as Player Trainer's or Player Quester's. These players have DM permission to conduct such events and should be heeded in accordance with their In Character instructions.

5.2.5. The Examiner Tool

You can use the Examiner tool to get an in-character appraisal of another character. By using it, you are assumed to be studying the other character closely and they may react to it in-character. If you enter a bar and start using the Examiner on everybody present, you will definitely raise eyebrows.

The Examiner gives the using player some idea of the physical attributes of the person they are facing. Clever characters can appear stronger or weaker than they really are by using the Examiner on themselves and selecting a 'pretend mode'. All players can now create their own custom Examine text that other characters will be able to view.

5.2.6. Subdual Damage

Activating *subdual damage* through the subdual tool allows you to do non-lethal damage to other player characters until they pass out. Note that this does not adhere to the 3E D&D rules regarding subdual damage (so there are no attack penalties associated.)

If you activate the subdual tool, you can set yourself to either Subdual Damage or Full Damage. This only applies to the damage you do to other players – monsters will always take Full Damage from you, regardless of your setting.

When you've knocked someone unconscious through subdual damage, you can go through their inventory and claim their possessions.

There is also a third option: Sparring Mode. This does exactly the same thing as normal Subdual Damage, but does not allow you to rummage through your opponent's inventory at the end.

Important: *Subdual damage only works on PLAYER characters! NPC's will always be slain regardless of settings.*

5.3. Craftable Natural Resources CNR

CNR is a so called 'trade skill system'. Put simply, it gives you access to new skills for gathering *resources* and then combining them in *recipes* to create new *items*.

By learning and using the proper skills and combining the right resources at the right crafting device, you can create literally *hundreds* of interesting items, both for use and sale. In Haze PW, your character has limits on what they are able to master. To simulate this limitation, your character will only be able to advance trade skills in 3 CNR skills. Progress in any additional areas will not bear fruit.

With a little imagination and perseverance, you can turn yourself into a master of the brewing keg… or set yourself up as a resource gatherer, crafter, tradesman, or shop keeper. However skilled your

individual craftsman, will become, one thing is for certain. To be the most efficient and productive, you must seek to hire labourers and apprentices, who perform the menial tasks of gathering resources and producing component parts. This way, your influence within your community, will be much larger than one finished item. You may wield political power; you may assist the roleplay of those around you

You access your trade skills through a special object called a *Trade Skill Journal*. You have to buy these Journals from in-game merchants, usually found at Guild houses.

When you use your Trade Skill Journal, you can see a list of the 12 available skills and your *Trade Skill Level* in each of them. The higher your Trade Skill Level, the better you are crafting items using that skill. Depending on the skill, the levels can go up to 10 or even higher.

The only way to improve your skills is through practice and training. In the beginning, you may end up with a lot of failed experiments and burnt up resources… but for each attempt, you receive *Crafting XP* which will eventually raise the level of your Trade Skill and improve your chances of success. Some complex recipes may also yield XP bonuses upon completion, giving you a crack at even harder projects.

5.3.1 Trade Skill Overview

ALCHEMY: Alchemy is what you use to brew potions. Alchemists can also make some of the oils required for the other Trade Skills. Every potion has two main resources: an *essence* and a *key ingredient*. Essences are made by combining several ingredients and pouring the mixture into a *glass vial*. This is done at the *Alchemists Still*. A

successful skill check will then yield the essence (otherwise the recipe ingredients are destroyed.) Potions are made by combining an essence and various ingredients along with an empty flask. This is done at the Alchemists Table. If successful, the potion will be placed in the players inventory. If unsuccessful, the recipe ingredients will be destroyed.

ARMOUR CRAFTING: Using resources produced by Mining, Smelting and Tailoring you can forge armours. The base items needed for armour require are *ingots* and *armour pattern*s. First equip a *Smith's Hammer* in order to use an *Armour Crafting Anvil*, then place the required resources inside. On a successful skill check, the desired armour will be created inside your inventory. Unsuccessful checks mean your resources are destroyed and some amount of *mangled metal* may be give back to you. Both armour and mangled metal can be recycled at an *Ingot Recycler* to regain a portion of the recipe's base ingot.

BAKING: Every adventurer needs bread and pies and that's what baking is for. Gathered *grains* can be converted to *flours* or *meals* using a *Farmer's Mill*. Using a *Farmer's Press* you can distil *oils* from grains and *nuts*, or *juices* from *fruits*. You can even gather *eggs* from chickens by feeding them either *corn grains* or *corn meal* (the latter is the preferred food of chickens.) In the same way, *milk* is gathered from cows by feeding them a variety of different grains (experiment to find out which grains make cows really happy.) Flour, eggs, milk, salt, sugar and fruits are typical ingredients used in the *bread* and *pie* recipes, which you can make by a *Baker's Oven*.

Important: *Baking does not yield Crafting XP, although you may receive XP for successfully baking more complex recipes.*

BREWING – Brewing beer, wine and liquor begins with the gathering of wheat grains: *corn, barley, wheat, rice, rye* and *oat*.

Grains must be roasted to bring out their flavour using a *Baker's Oven*.

A *Farmer's Mill* is then used to crack the roasted grains into *malted grain* which can be combined with other natural resources and cooked in a *Brewer's Kettle*. You will end up with *wort*, which you combine with sugar, water and bottles in the *Brewer's Keg*. Presto: a tasty alcoholic beverage is produced!

Important: *Brewing does not yield Crafting XP, although you may receive XP for successfully baking more complex recipes.*

ENCHANTING: Through enchanting you can create magical weapons, armour, shields and other items. It requires resources made by Tinkering, Gem Crafting, Weapon Crafting, Armour Crafting, Alchemy and Smelting, which you use on one of the following crafting devices:

Enchanting Altar – Used to create enchanted gems and enchanted ingots by combining them with *enchanting oil*. You make *elemental bags* at the altar by combining a *leather pouch* with *gem dust* and a key ingredient.

Enchanting Statue – Used to enchant shields by combining an elemental bag with enchanting oil.

Enchanting Pool – Used to enchant weapons.

Enchanted shields and weapons are created by combining the weapon or shield with an elemental bag and enchanting oil.

GEM CRAFTING: The process of working with gems is a very detailed one that involves multiple steps and the following crafting devices:

Gem Deposits – Yields *gem minerals* after mining (which means "chipping" the deposit with an equipped gem chisel.)

Gem Cutting Stone – Used to cut gems
.
Gem Crafters Table – Used to detail cut gems.

Mineral Wash – Used to identify the *mystery minerals* that are sometimes found while mining.

Jeweller's Bench – Used to create rings, scarabs, necklaces and amulets.

First, locate a gem deposit and successfully dig an uncut gem mineral. You must have a Gem Chisel equipped if you want to mine gems or minerals. Then cut the gem mineral at a Gem Cutting Stone (make sure that you have a *Set of Gem Crafter's Tools* in your inventory.) This process will yield either *cut gems* or *flawed gems* and a by-product called *gem dust* (which can be useful in itself.)

Cut gems can be detailed, which also requires a Set of Gem Crafter's Tools. This time, you'll be working at the *Gem Crafter's Table* which yields either *fine gems* or degrade your cut gems into flawed gems.

Now you can take your fine gems and combine them with ingots and a mold at the Jeweller's Bench. Here you can craft rings, necklaces, scarabs or amulets.

MINING: By equipping a *Miner's Pickaxe*, you can "bash" *Mineable Rocks*. After a certain amount of damage to the rock, you chip off a nugget, sometimes even two. In rare cases, you may hit an unknown type of mineral, which you can wash and identify at a *Mineral Bath*. Miner's Pickaxes slowly wear out and the Mineable Rocks will 'dry up'.

SMELTING: Many useful items can be made from metal ingots. You craft these through the *smelting* of ore *nuggets* (see Mining) at a forge. After a successful smelting check, you will receive an ingot. Successful or not, the nugget is destroyed in the process. Some advanced metals require more nuggets to smelt one ingot.

TINKERING – Tinkers are masters of using some metal ingots and clay molds to create wondrous items. Tinkering can yield a variety of different items ranging from glass ingots to crafting tools to deadly traps. These items are created using a *Set of Tinkers Tools* at the following crafting devices:

Tinker's Device – This strange looking contraption is used to create arrowheads and miscellaneous . tinkering items by combining metals and something to shape them with. **Important:** *Tinker's Devices can become unstable and explode!*

Tinker's Toolkit – This device is used to create traps and crafting tools. Again using metal and other tool parts such as wood handles or leather for covering an item like a canteen.

Tinker's Furnace – This device is very similar to a forge except that it uses *lumps of clay* to make various clay *molds* and *bags of sand* to make *glass ingots* and various glass products.

Sand and clay, which can both be mined using a *Shovel* at the appropriate deposit. Shovels, like the Miner's Pickaxes, will wear out from time to time when used.

TAILORING – Tailoring involves the creation of both leather and cloth based items, including various armour types, boots, belts, gloves and cloaks.

Cloth is spun from harvested *cotton*. *Leather* is created out of *animal skins*, which means hunting animals and skinning their corpse using an equipped *Skinning Knife*. Depending on the animal, you end up with small, medium or large skins.

The skins must first be cured at a *Curing Tub* and combined with various resources depending on the recipe. This will yield *cured hide* which is transformed into leather at the *Tailor's Table* when combined with *tanning oil*. Note that you must have a *Sewing Kit* in your inventory to use the Tailor's Table.

To craft leather armour and other pieces of clothing, you must combine leather or cloth, a *pattern* and any other required resources. After a successful Tailoring check, you will receive the desired item. You'll lose the resources if unsuccessful.

To create a pattern, you merge a *Book of Patterns* and a *piece of cloth* at the Tailor's Table.

WEAPON CRAFTING – One of the most difficult and rewarding crafts, it requires items produced by the Wood Crafting, Mining, Smelting and Tinkering skills. At the very least, crafting a new weapon requires *ingots* and a *casing mold* (small, medium or large.) Some weapons also require *wood shafts*.

Find a special *Weapon Crafting Anvil*, equip a *Smith's Hammer* and use the Anvil. To create a weapon, place the required resources into the anvil's inventory. If you succeed in a Weapon Crafting check, the desired weapon will be placed in your inventory. If unsuccessful, the resources will be destroyed, however some amount of *mangled metal* may be returned to you. You recycle mangled metals (or even whole weapons) by using an *Ingot Recycler*.

WOOD CRAFTING – Wood Crafting combines carpentry, bow crafting and fletching. You harvest the required *wood* by equipping a *Woodcutter's Axe* and using it to "bash" a *Hickory Tree, a Mahogany Tree* or an *Oak Tree*.

Trees produce *branches* that can be turned into *wood shafts, wood planks* and *wood staves* at a *Carpenter's Bench*. You can only use the Bench if you have a *Set of Carpenter's Tools* in your inventory. The required resources are placed into the device and if a successful Wood Crafting check is made, the item is placed in your inventory. If unsuccessful, the resources are destroyed.

5.4 Server Updates

Because new content is frequently added to Haze, the DMs will sometimes announce short downtimes to upload a new module.

When you log back in, you will find yourself back in the OOC Start Area again. You may enter the

realm of Haze just as you did before. However, you may use your Emote Skill at any time during the game in any area to save your Characters Spawn location. This option will teleport you back to this "set" location in the IC world.

5.4.1 Persistence

If something is 'persistent', it means that it will stay in the game regardless of server downtimes and updates. E.g. When you drop something on the ground and it's not picked up, it will eventually disappear from the world – the location of the dropped item is not persistent.

But if you store your items in a vault down at the bank, it will remain inside the vault even after server disconnection because the vault's data is stored in an external database. This is what we mean by 'persistent data'.

Character status and inventories are persistent by default, as they are regularly stored in a database called the 'Server Vault' (the contents of which you see when you log into the server.) Messages on IC bulletin boards are persistent, as is much of the CNR system.

Everything else will be reset after a server update (including the location of NPCs and monsters.) If you want to permanently affect the game world, you can only do so by notifying a DM and have them change the actual game module.

Haze does have Persistant Placeables such as tables, chairs, potted plants and such that can be set in any location you like and will stay put across server reboots (so long as some robber does not come by and steal your new flower arrangement).

5.5 HAKPacks

There is a lot of content in Haze that's not part of the original *Neverwinter Nights* game, e.g. tilesets, textured skies, flowing gowns and custom sounds. We try to incorporate both our own custom content and the best of the *Neverwinter Nights* editing community.

You need to have this content on your hard drive to be able to play, in a so-called HAKPack. A HAK is a file which contains all custom objects needed to play on Haze; it goes in the NWN\HAK\ directory (however, our HAK files are self-extracting and copy themselves automatically to the right location.)

Watch the Lyceum and Announcment sections of the Haze Forums for announcements of new HAKPack versions and download them from the listed links. The forums can be reached at http://www.Hazepw.tk

Important: *You need ALL the HAKPaks to play on Haze PW, not just the latest version! As well as other special files called 2da files.*

At the moment, we strive to keep the size of individual HAKs under 15 MB to accommodate low-bandwidth users, however there are some larger files that you will need. The builders strive to only add content to these files that is truly enriching to the world.

Important: *We are always looking for people willing to host (temporary) mirrors of our HAKPack downloads. Please contact the DMs if you wish to help out.*

5.6 Reporting Bugs and Problems

If you notice a problem/exploit/bug or inconsistency, please do your part to improve Haze: report it on the Haze Bug or Exploit Forum and log the bug in the Mantis Tracking Website http://www.ocf.berkeley.edu/~atv/mantis/main_page.php . We will do our best to solve the problem.

Please only report bugs in this thread and not opinion's or wishes for content.

5.6.1. Possession Bug

Sometimes, the Neverwinter Nights client gets confused, especially after area transitions or increased connection lag. A bug can cause you to suddenly 'possess' (control) another player character, a non-player character or even an object such a piece of furniture! You will have an altered character sheet, a different portrait, and may experience odd jumps when moving around.

This is not something that the Haze team can solve - this so-called 'possession bug' has to be patched by Bioware (information exists that this bug is fixed in patch 1.31.)

A quick solution is to log out and log back in again. You may want to [Tell] another player in your party before you do this, so they know what's going on.

5.6.2. Auto Kick after server restart

After the server is updated or restarts for any other reason players are unable to join for 5 minutes, this is to facilitate the world's characters "spawning"

If you try to log on during that time you will receive the message "you have been booted" this is nothing to be concerned about, simply wait five minutes then join (time for that drink break!)

6. Community

Haze is many things but first and foremost, it's a community. Ideas, content, code, and DM ability alone cannot turn this world into a success. Everything stands or falls with the enthusiasm, dedication, and imagination of the player base.

We're proud of the community we've built so far and hope that by reading this document, you become enthusiastic enough to contribute. In the following paragraphs, you can read how to stay in touch with other players and the DMs.

6.1. Haze Forum Message System

Most team members can be contacted using the Haze Forums personal message system. On a case by case basis, a DM may give you their personal email address. Please respect the privacy of others though and do not spam them.

The project lead can be contacted using the name HOT.

6.2. The Players Guild Forums

Haze has outgrown the Bioware Guild software. As such we have setup our own Forum site here:

http://www.uraj-studios.com/main/haze/forum/cgi-bin/yabb/YaBB.cgi

Currently, the forums on this site are the heart of the Haze community. The forums cover a wide variety of categories both In Character and Out of Character here are some additional guidelines for using them:

➢ Read the STICKY posts in ALL of the Haze Discussion forums. They contain the most critical and up-to-date information about the game. Also, read through the Announcements section as these will be the first place to look for changes to game play.
➢ Remember that Haze will always be a work-in-progress and there is usually a lot of open discussion between the DMs and the players on the forums. Because much of this is brainstorming, wait until you see official announcements about features/changes/updates before you jump to conclusions about design choices.
➢ Be patient with newbies and help them understand what Haze is all about.
➢ It is a good idea to check the forums everyday for important news and updates right before you play. New and current rules, changes, and server information is posted there.

Important: *Try to check the Players Guild forums at least once a day!*

6.3. Hazepw.tk

The official Haze website is at:
http://www.Hazepw.tk

All important news items will be found there, as well as all downloads and documentation pertaining to Haze.

Player-run organizations can use special sections of our Haze forums. It's a good idea to participate in the appropriate forums once you become settled in Haze (or maybe just use the Private Message system)

On top of that, there are funny or interesting articles and regular polls to give feedback to the Haze Team.

6.4. IRC

There is an IRC chat channel dedicated to Haze, server which allows real-time chat outside of the game. It's a particularly good place to gather when the game server is down or to have light-hearted conversation with both players and DMs.

To join, follow these steps:
- ➢ Download the latest version of mIRC (at the time of writing, this is 6.03.) You can find it at: http://www.mirc.com/get.html
- ➢ Install it and at the end of the installation check the *Launch mIRC* box.
- ➢ The first time you launch mIRC you see an options screen. Fill in all the required details.
- ➢ When you get to the main interface, you will see buttons on the right-hand side for adding, editing.. deleting IRC servers, click *Add*.
- ➢ Use anything you like for *Description*, the fill in:
  - • IRC server : irc.Haze.net
  - • Port(s): 6667
  - • Groups: (leave blank)
  - • Password: (leave blank)
- ➢ Click *Okay* and go back to the *Options* window. Click on the left hand side and , under the *Connect* tree, click on *Perform*.
- ➢ In the new window that appears, make sure the *Enable Perform on Connect* box is checked. In the text window put this: /j #Haze
- ➢ Back to the left-hand side of *Options*, choose *Connect* again and then hit the *Connect to IRC Server* button. Do this connect to the Haze channel.
- ➢ Chat away!

Important: *Do not use the IRC channel to discuss IC information!*

6.5. TeamSpeak

The Haze Team stays in touch by daily logging on to a TeamSpeak server, allowing direct voice communication. Some players with OOC responsibility (such as Player Trainers and Player Representatives) may be invited to join. In that case, you need to download the freeware TeamSpeak utility: http://www.teamspeak.org/

7. Setting

7.1. Haze Layout

Kal-ahn'dur
Settled in the hallow mount of Kal-Ad, the
Province of Iron, as its often called, is the dwarven
power in Narumer. With their industrial might, they
forged from the mountain a sovereignty under the
rule of King Hargrom IV in 1007 DR, his house
still the ruling house. Known for their expansive
mining halls, Kal-ahn'dur is home of the dwarven
pride, more so, their ore.

Laeru'thas
The elven home of Laeru'thas is old. The expansive
forest of Drakenwood wraps around the elvenlands
like a shield cosseted affront a soldier. Mantling
their realm from the treetops and stone, their home
is vast and more picturesque than the humans and
dwarves alone.

Coffinswode
Founded by a marooned merchant fleet from Amn,
nearly 220 years earlier, by Sir Captain Aeyld

Coffinsson, Coffinswode is a peaceful hamlet situated near the coast, on slightly raised land in between the elven and dwarven lands.

Karanorn

The gnomish warrens lie deep within the hills on the edges of the flatlands. Acting as scribes and counselors to any who wish, these quiet folk have contributed to the peaceful connection between the various races through diplomacy and trade.

7.2. Haze in the Forgotten Realms

Traveling the cold waters of the ocean can lead to perilous events, and such events have led you to be shipwrecked on the beaches of Haze. This mysterious and dark island offers harsh, winter climates in Kal-ahn'dur and to the north of Orc Pass, where gnoll tribes dwell and bands of ogres roam. The murky tunnels of Orc Pass lead under the impassable mountains to the central regions, and many an explorer has met his end there. Beware of the hideous greenskins that lurk about every crag and rock, although rumors of precious minerals within reach the ears of the traders.

The Long Road travels from Orc Pass southward through dense temperate regions about Coffinswode, heading into the misty forests and lush flatlands near the elven border. Clans of beastmen are heard to prowl the woods, claiming the ancient earth as their own. Swamps to the far-east lay untouched and unexplored, holding unknown treasures to the adventurer and traveler.

Haze is part of a large and rich setting called the *Forgotten Realms*, which is full of history, strife, wonders, and folklore. It's a setting where the Gods meddle in the affairs of mortals and valiant adventurers struggle tirelessly against the ever-present threat of Evil.

Compared to some places in the Forgotten Realms, Haze is a modest continent, almost insignificant. But as with most things in the Realms, there's more to it than meets the eye.

7.3. Adventuring in Haze

Haze is a harsh frontier Island with a few different settlements or Hamlets. There are few sanctuaries and only armed vigilance ensures the peace.

Consequently, each Hamlet welcomes adventurers and mercenaries with much more warmth than 'civilized' places such as Baldur's Gate.

However, the inexperienced and poorly equipped need to tread carefully, because the city is beset by dangers within and without.

It is clear that there are many untold perils, hidden treasures, and dark secrets yet to be discovered.

The battle for peace and prosperity has only just begun, and Haze welcomes anyone to join the fight, whether they are armed with steel, spells, coin or faith.

8. Appendices

8.1. The Major Deities

Important: *Just because a deity has no known presence in Haze, doesn't mean that you can't play a worshipper of that deity. Who knows? Perhaps you'll be the one gives your god a foothold in Haze.*

AZUTH
The High One / Patron of Mages / Lord of Spells
Alignment: Lawful Neutral
Portfolio: Elemental Air, Air Elementalists, Movement, Speed, Flying creatures
Symbol: A white cloud, often upon a blue background
Monk Order: Shining Hand (Neutral)

BANE
The Black Lord / The Black Hand / The Lord of Darkness
Alignment: Lawful Evil
Portfolio: Strife, hatred, tyranny ,fear
Symbol: An upright black hand usually on a red field
Monk Order: Order of the Iron Hand (Evil)
Presence in Haze: Followers hidden among populace

CHAUNTEA
The Great Mother / The Grain Goddess / Earthmother
Alignment: Neutral Good
Portfolio: Agriculture, Plants cultivated by Humans, Farmers, Gardeners, Summer
Symbol: A budding flower encircled by a sunburst, also: a sheaf of golden wheat on a green field
Paladin Order: The Field Guardians
Presence in Haze: The Harvesthouse (Temple); blessed The Hunt

CYRIC
The Prince of Lies / The Dark Sun / The Black Sun
Alignment: Chaotic Evil

Portfolio: Murder, Strife, Lies, Intrigue, Deception, Illusion
Symbol: A white skull (sans jawbone) on a dark purple or black starburst

GOND
Wonderbringer / Lord of All Smiths
Alignment: Neutral
Portfolio: Artifice, Craft, Construction, Smithwork
Symbol: A shining toothed wheel or cog with four spokes, in ivory, bone or metal

HELM
The Watcher / The Vigilant One
Alignment: Lawful Neutral
Portfolio: Guardians, protectors, protection
Symbol: An open staring eye with a blue pupil and outline painted on the back of a right-hand war gauntlet or the palm of a left-hand war gauntlet
Paladin Order: The Vigilant Eyes of the God

ILMATER
The Crying God / The Broken God
Alignment: Lawful Good
Portfolio: Endurance, suffering, martyrdom, perseverance
Symbol: A pair of white human hands bound at the wrists with blood-red cord; also: a blood-stained rack
Monk Order: Disciples of St. Sollars/Monks of the Yellow Rose (Good), Broken Ones (Good)
Paladin Order: Order of the Golden Cup

KELEMVOR:
Lord of the Dead / Judge of the Damned
Alignment: Lawful Neutral
Portfolio: Death, The Dead
Symbol: An upright, bone-coloured skeletal arm holding the golden scales of justice balanced evenly in its fist against a steelgray field
Paladin Order: Knights of the Eternal Order

KOSSUTH
The Lord of Flames / The Firelord
Alignment: Neutral

Portfolio: Elemental Fire, Fire Elementalists, Purification through Fire
Symbol: A springing flame or a flaming orb
Monk Order: Disciples of the Phoenix (Good), Brothers and Sisters of the Pure Flame (Neutral), Disciples of the Salamander (Evil)
Presence in Haze: Worshipped in Thayan Enclave

LATHANDER
The Morninglord
Alignment: Neutral Good
Portfolio: Spring, Dawn, Birth, Renewal, Creativity, Youth, Vitality, Athletics, Self-Perfection
Symbol: A disk of rosy pink hue
Monk Order: The Sun Soul (Neutral or Good)
Paladin Order: Order of the Aster
Presence in Haze: The Moontower (Temple)

MALAR
The Beastlord / The Black-blooded Pard
Alignment: Chaotic Evil
Portfolio: Hunters, marauding beasts and monsters, blood, blood-lust, evil lycanthropes, stalking
Symbol: A brown-furred, bestial claw with long, curving talons tipped with fresh red blood

MASK
Master of All Thieves / Lord of Shadows
Alignment: Neutral Evil
Portfolio: Thieves, thievery, shadows
Symbol: A black velvet mask, tinged with red

MIELIKKI
Our Lady of the Forest / The Forest Queen
Alignment: Neutral Good
Portfolio: Forests, forest creatures, rangers, dryads, autumn
Symbol: A white unicorn on a green field; a white unicorn's head facing sinister; or a tiny star of dazzling white hue balanced on an open green oak or ash leaf

MYSTRA
he Lady of Mysteries / Mother of All Magic
Alignment: Neutral Good
Portfolio: Magic, Spells, The Weave
Symbol: A circle of nine stars with a red mist rising toward (or flowing from) its centre; or a circle of seven blue-white stars; or a single blue-white star
Paladin Order: Knights of the Mystic Fire

OGHMA
The Lord of Knowledge / Binder Of What Is Known
Alignment: Neutral
Portfolio: Knowledge, Invention, Inspiration, Bards
Symbol: A simple black scroll
Monk Order: Children of the Passive Voice (Neutral)

Presence in Haze: Worshipped by Thinkers' Fraternity

SELÛNE
Our Lady of Silver / The Moonmaiden
Alignment: Chaotic Good
Portfolio: Moon, stars, navigation, navigators, wanderers, seekers, good and neutral lycanthropes
Symbol: Two darkly beautiful human eyes surrounded by a circle of seven stars
Monk Order: The Sun Soul (Neutral or Good)

SHAR
Mistress of the Night / Lady of Loss / Dark Goddess
Alignment: Neutral Evil
Portfolio: Dark, night, loss, forgetfulness, unrevealed secrets, caverns, dungeons, the Underdark
Symbol: A black disk with a border of deep purple
Monk Order: Dark Moon (Evil)
Presence in Haze: Increasingly popular among unscrupulous spellcasters

SHAUNDAKUL
Rider of the Winds / The Helping Hands
Alignment: Chaotic Neutral
Portfolio: Travel, exploration, long-range traders, miners, caravans, windghosts
Symbol: An upright silver left palm out and fingers together, its wrist trailing away into ripping winds on a black or deep purple background of circling winds

SILVANUS
Oak Father, the Forest Father, Treefather
Alignment: Neutral
Portfolio: Wild nature, druids
Symbol: A green, living oak leaf; an oak tree in summer; or a wooden staff sprouting tiny leaflets and buds down its length
Presence in Haze: Popular among Haze's druids

SUNE
Firehair / Lady Firehair
Alignment: Chaotic Good
Portfolio: Beauty, Love, Passion
Symbol: The face of a beautiful, ivory-skinned human maiden with long, red tresses
Monk Order: The Sun Soul (Neutral or Good)
Paladin Order: Paladins of the Firehair
Presence in Haze: Dragonback Inn dedicated in her honour

TALOS
The Destroyer / The Storm Lord
Alignment: Chaotic Evil
Portfolio: Storms, Destruction, Rebellion, Conflagrations, Earth-Shakings, Vortices

Symbol: Three lightening bolts, each of a separate colour, radiating from a central point
Presence in Haze: Worshipped by neighbouring Lizardmen Tribes

TEMPUS
Foehammer / Lord of Battles
Alignment: Chaotic Neutral
Portfolio: War, Battle, Warriors
Symbol: A blazing silver sword on a blood-red field
Presence in Haze: The Table of the Sword (Shrine), worshipped by 3rd Company Waterdeep High Guards.

TORM
The True / The True Deity / The Loyal Fury
Alignment: Lawful Good
Portfolio: Duty, Loyalty, Obedience, Paladins
Symbol: A right-hand metal gauntlet held upright, palm open and toward the viewer; or a silver or grey metal shield bearing the open-handed gauntlet device with three black arrows embedded in the shield
Paladin Order: Order of the Golden Lion

TYMORA
Lady Luck / The Lady Who Smiles / Our Smiling Lady
Alignment: Chaotic Good
Portfolio: Good Fortune, Skill, Victory, Adventurers, Adventuring
Symbol: A shining featureless disk of silver
Presence in Haze: Fairfortune Hall (Shrine), manifested physically in Haze during Time of Troubles, Lady Luck Tavern dedicated in her honour.

TYR
The Even-handed / The Maimed God / The Just God
Alignment: Lawful Good
Portfolio: Justice
Symbol: A balanced set of scales set upon the head of an upright war hammer
Paladin Order: Knights of the Merciful Sword / Knights of Holy Judgment
Presence in Haze: Modest shrine in Moontower, Duke's Magistrate is a retired Tyrian Paladin.

8.1.1 Other Deities and Powers

LESSER POWERS

Auril (Neutral Evil): Cold, Winter
Beshaba (Chaotic Evil): Random mischief, Misfortune, Bad Luck, Accidents
Deneir (Neutral Good): Glyphs, Images, Literature, Literacy, Cartography, Scribes, Art
Eldath (Neutral Good): Peace, Quiet, Stillness, Pools, Springs, Waterfalls
Elistraee (Chaotic Good): Song, beauty, dance, swordwork, hunting moonlight
Finder Wyvernspur (Chaotic Neutral): Bards, Saurials, Cycle of Life, Transformation of Art
Grumbar (Neutral): Elemental earth, solidity, changelessness, oaths
Istishia (Neutral): Elemental water, purification, wetness
Lliira (Chaotic Good): Joy, Happiness, Dance, Festivals, Freedom
Loviatar (Lawful Evil): Pain, Suffering, Torture
Milil (Neutral Good): Bards, Poetry, Song
Talona (Chaotic Evil): Disease, Poison
Garagos (Chaotic Neutral): War, Plunder
Gargauth (Lawful Evil): Betrayal, Political corruption
Gwaeron Windstrom (Neutral Good): Rangers, Tracking
Hoar (Lawful Neutral): Revenge, Retribution, Poetic justice
Jergal (Lawful Neutral): Fatalism, Proper burial
Lurue (Chaotic Good): Unicorns, Pegasi, Intelligent and talking beasts
Nobanion (Lawful Good): Lions,Wemics, Feline beasts, Royalty
Red Knight (Lawful Neutral): Strategy, Planning, Tactics
Savras (Lawful Neutral): Divination, Fate, Truth
Sharess/Bast (Chaotic Good): Hedonism, Sensual fulfilment, Festhalls, Cats
Shiallia (Neutral Good): Woodland fertility, Glades, Woodlands of the North
Siamorphe (Lawful Neutral): Nobles, Royalty
Umberlee (Chaotic Evil): Oceans, Currents, Waves, Sea Winds
Uthgar (Chaotic Neutral): Uthgardt barbarian tribes, physical strength
Valkur (Chaotic Good): Sailors, Ships
Velsharoon (Neutral Evil): Necromancy, Liches, Undeath

DWARVEN PANTHEON

Moradin (Lawful Good): Creation, Smithing, Craftsmanship, War
Abbathor (Neutral Evil): Greed
Berronar Truesilver (Lawful Good): Safety, Truth, Home, Healing
Clangeddin SilverBeard (Lawful Good): Battle, War, Bravery
Dumathoin (Neutral): Shield Dwarves, Buried wealth, Ores, Gems, Mining
Sharindlar (Chaotic Good): Healing, Love, Mercy, Fertility
Vergadain (Neutral): Wealth, Luck, Trickery, Negotiation
Dugmaren Brightmantle (Chaotic Good): Scholarship, Invention, Discovery

Gorm Gulthyn (Lawful Good): Guardians, Protection, Vigilance
Marthammor Duin (Neutral Good): Guides, Explorers, Travelers
Thard Harr (Chaotic Good): Wild Dwarves, Jungle survival, Hunting
Haela Brightaxe (Chaotic Good): Battle, Adventurers, Luck

ELVEN PANTHEON

Corellon Larethian (Chaotic Good): Arts, Crafts, Music, War
Angharradh (Chaotic Good): Fertility, Birth, Wisdom
Aerdrie Faenya (Chaotic Good): Air, Weather, Avians
Deep Sashelas (Chaotic Good): Sea Elves, Oceans
Erevan Ilesere (Chaotic Neutral): Mischief, Change, Rogues
Hanali Celanil (Chaotic Good): Love, Beauty, Art
Labelas Enoreth (Chaotic Good): Time, Longevity
Rillifane Rallathil (Chaotic Good): Wood Elves, Woodlands, Nature
Sehanine Moonbow (Chaotic Good): Mysticism, Dreams, Death, Journeys, The Moon
Solonor Thelandira (Chaotic Good): Archery, Hunting, Wilderness survival
Fenmarel Mestarine (Chaotic Neutral): Wild Elves, Outcasts, Isolation
Trishina (Chaotic Good): Dolphins, Love, Fidelity, The Young, Play
Shevarash (Chaotic Neutral): Vengeance, Loss, Hatred of Drow

GNOME PANTHEON

Garl Glittergold (Lawful Good): Protection, Humor, Trickery, Gemcutting, Smithing
Baervan Wildwanderer (Neutral Good): Forests, Travel, Nature
Calladuran Smoothhands (Neutral): Stone, Underdark, Mining
Flandal Steelskin (Neutral Good): Mining, Physical fitness, Metalworking, Smithing
Nebulun (Neutral): Inventions, Good Luck
Segojan Earthcaller (Neutral Good): Earth, Nature, The Dead
Urdlen (Chaotic Evil): Greed, Bloodlust, Hatred
Baravar Cloakshadow (Neutral Good): Illusions, Deception, Traps
Gaerdal Ironhand (Lawful Good) : Vigilance, Protection, Combat

HALFLING PANTHEON

Yondalla (Lawful Good): Protection, Fertility
Arvoreen (Lawful Good): Protection, Vigilance, War

Cyrrollalee (Lawful Good): Trust, Friendship, Home
Sheela Peryroyl (Neutral): Nature, Agriculture, Beauty, Love
Brandobaris (Neutral): Stealth, Adventuring, Thievery
Urogalan (Lawful Neutral): Death, Earth

8.2. Custom Race Descriptions

When creating a character on Haze PW, you can choose a sub-race by choosing the appropriate option during Character Creation and typing its EXACT name in the input line.

Important: *We can't change the hardcoded Neverwinter Nights race attributes. What we can do is script 'continuous effects' on your character that reflect the appropriate subrace bonuses.*

- ➢ Dwarves can have as sub-race: Shield, Dwarf, and Grey.
- ➢ Elves can have as sub-race: Moon, Sun, and Drow,

Important: *Drow are hunted and usually killed on sight within the city walls! Haze PW makes NO allowances for 'good' Drow!.*

- ➢ Gnomes can be either Rock Gnomes or Deep Gnomes.
- ➢ Halflings can be: Strongheart, Lightfoot, or Ghostwise.
- ➢ Half-elves can be half-drow.
- ➢ Humans can have as sub-race: Aasimar or Tiefling.

Important: *Choose a subrace for roleplaying purposes, not because of its stats or special abilities!*

On the next page is an overview of all available subraces with their exact description. Note that some require DM-approval – get in touch with a DM BEFORE you create such a character!

Some list something called 'Equivalent Class Level' which is a scaling factor to keep all races balanced. A class with a higher ECL takes longer to advance in levels (i.e. you need more EXP for each level than you would need with a regular race.)

Custom Race and exact spelling for Character Craetion	DM Approval Needed?	Modifiers
Gold Dwarf "gold"	No	+2 Constitution, -2 Dexterity +1 racial bonus on attack rolls against aberrations (this replaces the attack bonus against orcs and goblinoids)
Shield Dwarf "shield"	No	+2 Constitution, -2 Charisma
Grey Dwarf "gray" "grey" "deep" "duergar" (ECL 2)	Yes!	+2 Constitution,-4 Charisma -Darkvision -Immune to paralysis, phantasms, and magic or alchemical poisons(not normal poisons) +4 racial bonus on Move Silently checks +1 racial bonus on Listen and Spot checks Spell-Like Abilities: 1/day enlarge and invisibility as a wizard twice the duergar's level (minimum 3rd level). These affect only the duergar and whatever he carries. Light Sensitivity: Duergar suffer a -2 circumstance penalty to attack rolls, saves, and checks in bright sunlight or within the radius of the daylight spell.
Moon Elf "moon" "silver" "gray" "grey" "teu-tel"	No	+2 Dexterity, -2 Constitution
Sun Elf "sun" "gold" "ar-tel"	No	+2 Intelligence, -2 Constitution
Wood Elf "wood" "forest" "green"	No	+2 Strength, +2 Dexterity, -2 Constitution, -2 Intelligence, -2 Charisma
Wild Elf "wild" "savage" "sy-tel"	No	+2 Dexterity, -2 Intelligence
Drow "drow" "dark" "black" "ilythiiri" "dhaeraow" "mori" "ssri-tel" "gothrim" (ECL 2)	Yes!	+2 Dexterity, -2 Constitution, +2 Intelligence,+2 Charisma -Spell-Like Abilities: 1/day - dancing lights, darkness, and faerie fire. -Darkvision -Favored Class: wizard(male), cleric(female) -Light Blindness (EX):Abrupt exposure to bright light(such as sunlight or a daylight spell)blinds a drow for 1 round. In addition, drow suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light. -Spell Resistance of 11+ character's level. +2 racial bonus on Will saves against spells and spell-like abilities.
Rock Gnome "rock"	No	**+2 Constitution, -2 Strength**
Deep Gnome "deep" "svirfneblin" (ECL 3)	Yes!	**+2 Dexterity, -2 Strength, +2 Wisdom,-4 Charisma Darkvision up to 120 feet Spell-Like Abilities: 1/day- blindness, blur, and change self. This ability replaces the gnome ability to cast the 0-level spells dancing lights,ghost sound, and prestidigitation. -Non-detection (Su): Svirvneblin have a continuous non detection supernatural ability as cast by a wizard of their character level. -Spell resistance of 11+character level -+4 dodge bonus against all creatures (no special bonus against giants) -+2 racial bonus on all saving throws -+2 racial bonus on Hide checks**
Half-drow (implemented as half-elf subrace) "drow" "dark"	Yes!	
Halfling Lightfoot	No	**+2 Dexterity, -2 Strength**
Halfling Ghostwise "ghost"	No	**+2 Dexterity, -2 Strength Does not receive the standard Halfling +1 racial bonus on all saving throws Speak Without Sound - 20 foot range, Ghostwise to Ghostwise communication only.**
Halfling Strongheart	No	**+2 Dexterity, -2 Strength Does not receive the standard Halfling +1 racial bonus on all saving throws**

Credits and Dedication

This is the second edited and bundled version of the Players Guide, compiled by BCgone in this edition. The original version was compiled by Dalex & BrassDragon.

The original document was a large collection of brainstorms, FAQs, articles, and comments by many contributors. Unfortunately, it's impossible to list every single contributor but a few names need to be mentioned:

Archaegeo
bcgone
Dalex64
HOT/Olid
Jaks
James Darkstar
Treysta
Festyx & Hrnac (CNR scripters)

A big thanks to the founders of Daggerford for writing down the original vision and assembling the incredibly talented team needed to make that module and PW happen. The lessons learned from Daggerford have vaulted Haze light years ahead in quality RP.

An even bigger thanks to DMs who contribute endless ideas, tireless effort, and oceans of time to keep Haze's vision alive.

The biggest thanks goes to the hundreds of players who have chosen to make Haze the home of their imagination. Their belief in Haze PW, even in the face of innumerable bug-fixes, tweaks, system overhauls, and growth spurts, is the foundation of our game.

This guide is dedicated to all the people involved in Haze, in large and small ways.

> *Go confidently in the direction of your dreams. Live the life you have imagined.*
> *-- Henry David Thoreau*