

Faehlheim Online



Press start to begin

Faehlheim Online

Installation Guide and Game Manual

Introduction

Earth, 2033.

The game of Faehlheim Online was created two years ago by Yukai Kimori and Steve Hiki, but it was not the widely-available commercial version that sold 200 million copies and that most everyone in the world is familiar with. This game was originally created solely for Yukai and Hiki's friends, a group of daredevil elite players known as The Monarchs, who competed to see who could complete the game first. *Faehlheim 1.0* was designed so that if you died in the game, you died in real life. However, a copy of *Faehlheim 1.0* was leaked, and circulated. Fifteen people died before the server was finally shut down.

After some retooling, a safe version of Faehlheim was released, compatible with any non-lethal PlaySuits, like any other VMMORPGs, but the game was abridged, and changed. Rumours circulated the deep web that the *real* game can only be played by purchasing the official DeathSuits. Within this Faehlheim, criminals deal fictional and real world currency, people trade goods and services beyond the eyes of the law, and people can become rich or lose everything in the blink of an eye. There is only one rule: Player vs Player is, with but a single exception, strictly forbidden

There is also one more very important caveat to all DeathSuit players: Once you're in, you cannot leave until you complete the game, find a Hermes Key, or die.

Within the game of Faehlheim – the *true* game – there is something you seek. And you are willing to risk death to find it. You have all found fully working DeathSuits, and are getting ready to plug yourselves in, and surrender to the game...

Default Controls and Character Menus

Please refer to your *Player's Handbook* for details on character creation, controls and abilities.

Game Installation and Setup of your PlaySuit™



Please adjust your haptic PlaySuit™ using the product's user manual. When biofeedback has been established, activate the switch above your PlayVisor™. Allow time for the visor to calibrate its Neural Control Interface with your central nervous system and brainstem.

When the installation is complete, you will accept the terms of service, and the game will begin. For further information on the character creation stage, refer to your *Player's Handbook*.

KimoriHiki® welcomes you to Faehlheim.

Beginning Your Journey

The Beginner's Lounge and the Fae Gates

Once you have completed Character Creation, you will be dropped into the Beginner's Lounge, where you can practise the basic controls, adjust to your new character and interact with unkillable, friendly NPCs. These NPCs are the only characters in the entire realm who will refer to Faehlheim in game terms.

While towns are generally safe from outside threats, this is not always the case. By contrast, the Beginner's Lounge is a safe zone, where no monsters can spawn. Though levels cannot be gained, you will have the opportunity to come to grips with your new reality. When you feel ready, speak to Gatekeeper Lily, the friendly secretary. She will open the Fae Gates into the world beyond. While players can normally never return to the Starting Area upon leaving, some players – deemed Helpers – are given special permission to go to aid newbies.

Please note that beyond this point, discussion of Faehlheim as a game world is strictly forbidden and multiple instances can result in character death.

Amenities of the Lounge

The Beginner's Lounge features a number of areas fit for new players. These include:

The General Store. Buy basic weapons, armour and potions for your journey ahead.

Training Grounds. Battle against automatons that simulate the enemies you may encounter.

Party Locator. Use this to find players of similar levels looking for a party.

World Map. A handy guide to the World of Faehlheim.

A World Awaits

Welcome to Faehlheim

The world of Faehlheim is a realm filled with fantastic beings, powerful magical artefacts, countless deadly monsters. Adventurers face perilous dungeons, hunt bounties and risk life and limb on a daily basis in order to challenge the evils that threaten the world.

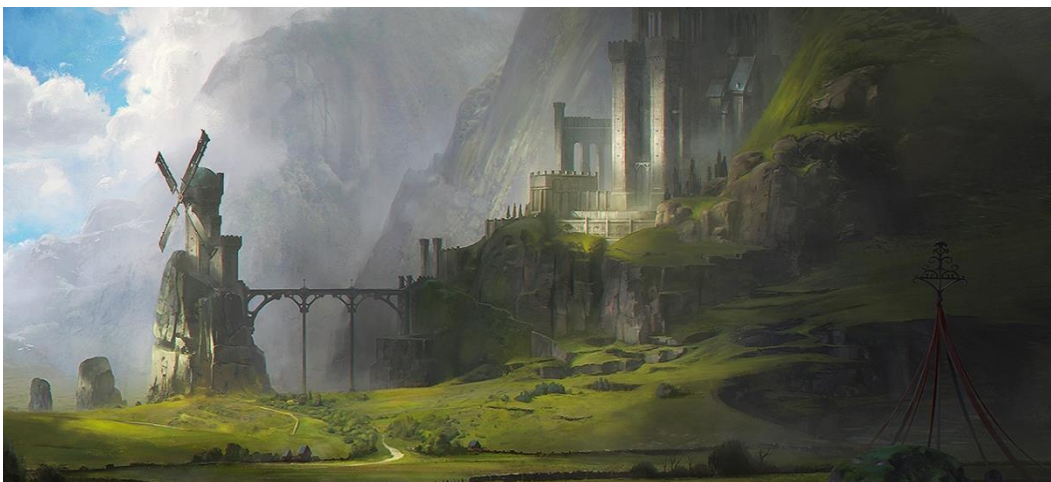
The Great Ruin

While the world thrives now, the land is still heavily scarred by the Great Ruin that struck the material plane over 3,000 years ago when the face of Faehlheim was the site of a deadly war between demon lords Baphomet and Yeenoghu. The war twisted and corrupted all living beings in the world, turning people and animals alike into pawns. The savagery of Baphomet and the madness of Yeenoghu caused untold destruction to the world, and shaped the very land into the nations we know.

The Great Ruin ended when the goddess Taiia struck the land with a flare of radiant power so strong it annihilated the demon lords and their armies.

Remnants of the War

Despite the millennia of peace, the land has not fully recovered from its devastation and Faehlheim is still host to packs of roaming gnolls, ogres and countless other monstrosities which came as a result of the war. Many of the labyrinthine strongholds and dungeons built by followers of Baphomet still stand, and have become homes to his minotaur servants, or to creatures even worse to behold. Many adventurers have met their end while traversing these deadly areas.



Rimner Ruins, 240 miles southeast of Grima

Nations of Faehlheim

Ymlief

Ymlief is the primary location of the game, and is the largest playable area for low-tier characters. It is ruled over by the elven Ym dynasty, and its current Tsarina is **Usdokia**.

Grima

The capital city of Ymlief is known by many names throughout the lands, but most commonly as Grima the Lustrous. Popular places within Grima are:

The Horse Exchange and Stopover. A popular tourist spot and biggest tavern in town.

The Night's Mead. A smaller, more trendy spot for artsy types.

The Armourer's Daughter. A more rough, rowdy pub.

The Guildhall. An enormous venue with offices where the heads of Ymlief's twelve guilds work.

Outsider's Market. A market with an unpleasant name, it is known as such due to it being the most popular spot to get anything from outside of Ymlief.

Big Stein's Metalworks and Sharpery. A once-small blacksmith, it has become the biggest blacksmith's in all of Grima, with chains elsewhere.

Arena of Champions and Lost Souls. Originally a large, mazelike temple, it is one of the few structures from before the Great Ruin. It now serves as the only place in Ymlief where characters can acquire the PvP Emblem, which allows you to duel other players with the emblem. Please see the *Mini Games* section in your in-game menus.



Ceran Palace

Situated one day's ride from Grima, the palace is basically a city in and of itself. Despite this, being allowed inside is difficult, and invites are rarely given, but favourites of the crown are allowed to come and go as they please.

Sverelt

Ymleif's rival nation, often portrayed as villainous by the Ymlish. Historically they have fought many times, over land, resources and just about everything else. They are currently in a tenuous truce, but Sverelt premiere Bretvel's iconic temper could easily destroy this peace.

St Malia

A neutral island country across the channel from Ymleif, known for rolling hills and its laid-back atmosphere. A popular tourist spot, especially in the summer.

Characters Within Faebnheim

Queen Usdopia Ymleif.

The current Tsarina of Ymleif, and the twentieth in her lineage. The first female ruler of the country, her reign was initially looked down upon by scholars and puritans. However, in her eighty-six years of service to the country she has become one of the most beloved rulers in the dynasty's 3,000-year-long rule. She is famous for her fair judgements but ruthless international policies.



Gatekeeper Lily

The faerie owner of the Beginner's Lounge, and the first NPC any players encounter. A cheerful woman of indeterminate age, Lily was once a nurse noble who sold her family home, and turned it into a place for new adventurers to gather.

Gascoine the Orange

The small gnome in charge of the Exchange. Has fingers in many rumour pies.



Big Stein

The ironic nickname given to the particularly small Goliath who runs the biggest blacksmith's in the region. Once he was very sensitive about his size, but has softened with time and takes it with a chuckle.

Graklsrunspeilderberheimburg

A mischievous imp who seems to be neither PC nor NPC. Perhaps a bug in the system.

Fast Facts and Beginner's Tips

- For simplicity the calendar in Faehlheim follows typical Gregorian months and the globally recognised year is 3422 AF.
- In Ymleif, a secondary year is used commonly, using the current Tsar's name and the year of their reign. It is currently **Usdoxia 86**.
- While most playable species are accepted within Grima and wider Ymleif, there is still some cultural separation amongst the monstrous races, many of which are seen as descendants of the demon lords
- Certain other cultures stay within quarters better designed and suited to their needs, and often live more homogenous lives, even in the big cities.
- Knowing who is a PC and an NPC could be the difference between life and death – be careful! Anyone caught engaging in PvP will suffer the consequences
- Solo players often struggle in the early game. Though experience and loot has to be divided, it is recommended to use the Party Finder in the beginner's area for your first few levels.
- There is no shortage of new information, raids, dungeons, events and quests throughout the world. Always communicate with NPCs.

Ending the Game

As previously mentioned, there are two non-lethal ways of exiting the world of Faehlheim. Scattered throughout the world are Hermes Keys, extremely rare items that allow you to leave. Some Hermes Keys may have requirements to meet before being used.

Additionally, there are many in-game challenges, events and locations that can be overcome or defeated. Doing so will count as a victory over the game, and you will be given a choice then and there to exit or to continue the game. The choice must be made at the time of asking.



Faehlheim-Specific Gameplay

Character Backstories, Species and Classes

Faehlheim Online's incredible AI-assisted worldbuilding allows it to shape the game to suit your own created backstory. While your Avatar will begin the game in the Beginner's Lounge, it is assumed that they are fully-realised individuals within the history of Faehlheim. The game will take into account your constructed backstory and incorporate it into the world's ever-expanding lore.

Every species and class described in non-setting-specific books (setting-specific books are Ravnica, Eberron, Sword Coast etc) are allowed without question. Others are upon request.

Spells

Altered Spells

Healing word. The spell can only heal creatures that are not unconscious and therefore able to hear.

Witch Bolt. The effect ends if the targeted creature is out of range ***at the end of your turn.***

Mordenkainen's Sword. Concentration has been removed.

Goodberry. Requires a single mundane berry that is consumed.

True Strike. Concentration has been removed. A simultaneous Nature Check equal to 10+ the creature's CR can also give a hint as to a weakness.

Resurrection. Effects on a Player Character have changed. See Death and Revival (below) for details.

True Resurrection. Effects on a Player Character have changed. See Death and Revival (below) for details.

Removed Spells

Remove Curse. Curses and the land the curse is on play a role within the history of Faehlheim. The spell simply doesn't work within the context.

Terminology and classifications

Player refers to your "real world" character, **Player Character** or **Avatar** are terms used to describe your in-game PC.

Gnolls in this game are considered fiends rather than humanoids.

Death and Revival

Death in Faehlheim Online is no joke. Unlike in the commercial version, you share your character's fate. However, real-world death can be circumvented in the following ways:

- Should your character die, you will have a 60-second period – or ten rounds of combat – before the PlayVisor™ removes itself from your brainstem, shredding it completely.
- However, as long as one member within your Party holds 1 or more diamonds worth a total of 500gp, the PlayVisor™ will keep you in a state of suspended animation for one week, after which the PlayVisor™ will remove itself from your brainstem, shredding it completely.
- Alternatively, communicating with a Shrine, and reserving a Resurrection, will also keep you in a state of suspended animation for one week, after which the PlayVisor™ will remove itself from your brainstem, shredding it completely.



Your Real-World Character

Your character needs something, or has a drive to enter the dangerous world of Faehlheim Online. The game plays host to a number of illegal deals, non-fungible rewards, crypto currency and just about everything else under the sun. Communication with the outside world – sometimes depicted as a character talking to a god, patron, or imaginary friend – is not uncommon, but difficult.

Some less-than-ethical organisations have forced people in heavy debt to play the game for them, acting as a middleman between players and the company. Others play for the thrill of killing. Others, to simply escape the real world.

Are you there to meet another person? A player who vanished a long time ago, perhaps. Or maybe to rescue someone who is lost. Maybe you simply need to find two Hermes Keys: one for a lost player, and one for you.

Maybe you wish to find secret company stocks, hidden by shady accountants (and disguised in-game as something else entirely), make a fortune in gold, or just want to challenge a real-world rival in the Arena. Are you a party of friends, family, or other before you enter the game? Or did you meet in the beginner area?

It's your game – and your call!

Welcome to Faehlheim Online.