

Sample file

FANTASY HERO COMPANION II™

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Mark Bennett's Dedication: This book is dedicated to Bob "no-credit" Quinlan and his RED OCTOBER bbs (512)834-2548 (for keeping HERO games alive in Austin), Aaron Allston (for pushing just hard enough), and to my wife Debbie (for being so patient).

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INTRODUCTION

Since the original *Fantasy Hero Companion* was greeted with such enthusiasm and support, and since there were so many authors who were very willing to write (with such quality material), the *Fantasy Hero Companion II* was obviously a product whose time had come. If this meets with as much enthusiasm, *Fantasy Hero* may one day have a line of support that rivals that other *Hero* game line which shall remain nameless but has a lot of people in tights and wearing capes...

HOW TO USE THIS BOOK

The *Fantasy Hero Companion II*, like the previous Companion, contains supplementary material to use as you play *Fantasy Hero*. All of the material contained within these covers is fully compatible with *Fantasy Hero* and the first Companion.

If you don't already own *Fantasy Hero*, you should probably go get it. While it is possible to directly use the material in the Companion, there are many references to the *Fantasy Hero* book that will not make any sense. Moreover, *Fantasy Hero* contains extensive guidelines for designing the spells, characters and magic items that appear in this text.

It is not necessary to own the *Fantasy Hero Companion* in order to use this book, however, there are a few references to that first Companion, and it would be helpful to have.

WHAT'S INSIDE

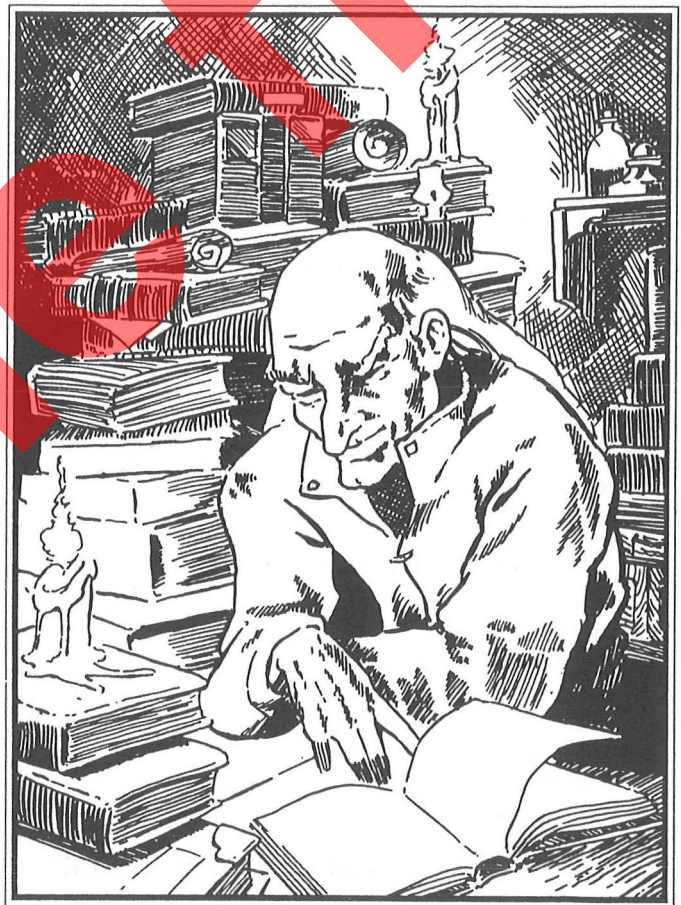
Playing Fantasy Hero: This chapter contains new character archetypes, a new race, rules for using ships in your *FH* campaign as well as guidelines for barding and jousting.

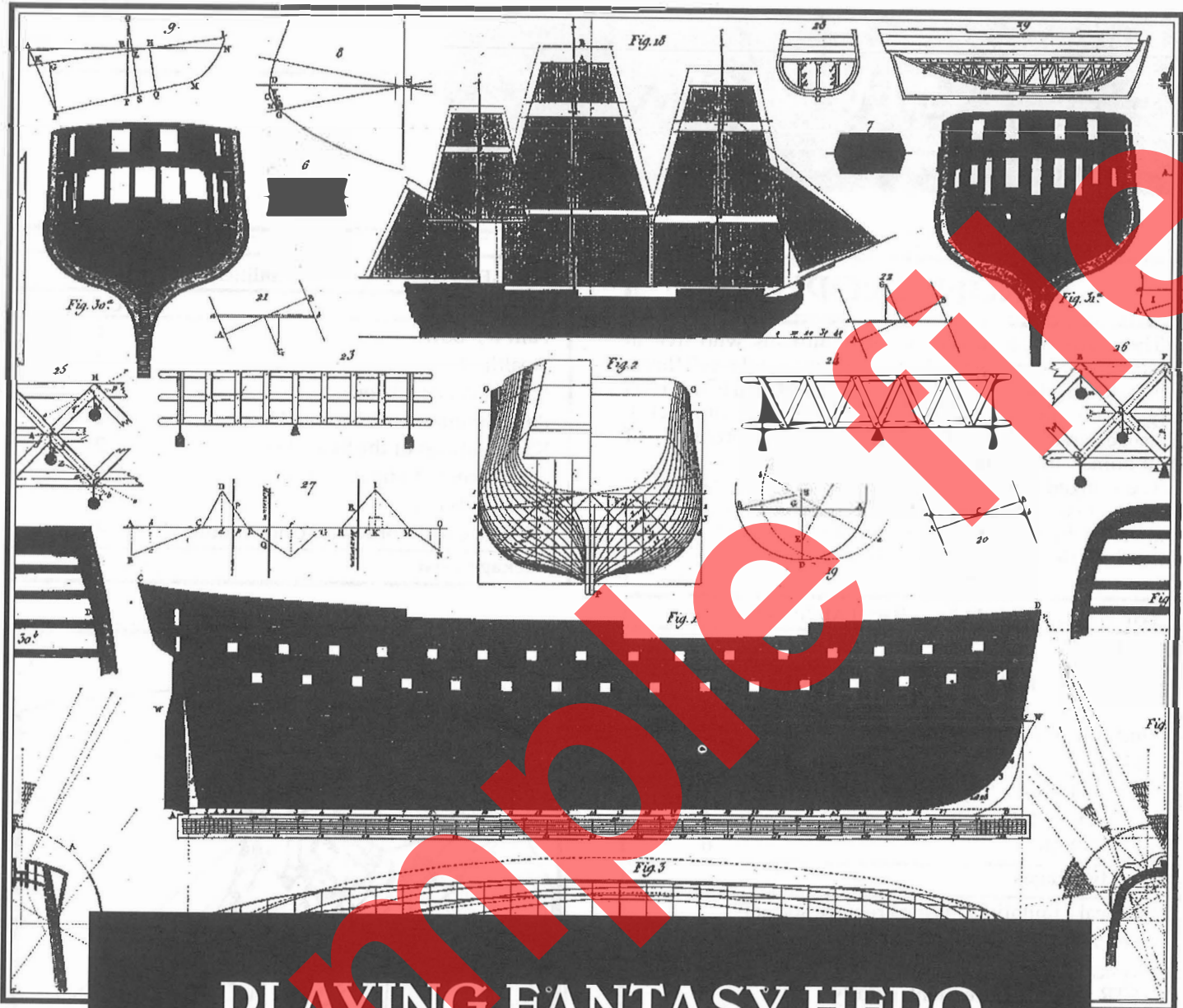
Locations: These new floor plans and descriptions are presented so as to add onto and expand on the fantasy locations already presented in the first Companion.

Magic: New suggestions and guidelines for spellcasting can be found in this section, as well as more sample magic items and handy rules to create them.

Spellbook: Hundreds of new spells are presented in this chapter, to thrill and challenge all the players of *Fantasy Hero*.

Guilds of the Western Shores: Sample organizations, NPCs and package deals for use in the Western Shores, or any fantasy campaign.





PLAYING FANTASY HERO