

Heroic Children Campaign Setting

by Elliander Eldridge

Years ago great heroes and villains spread their influence over the world of Eberron. After their great adventures the epic heroes of old decided to settle down into obscurity vowing never again to meddle in the affairs of the world. Redleaf village was chosen to be their new home due in part to the peace and tranquility of small town life, but due in greater part to it's position along the border between Aundair and the Eldeen Reaches.



During the last great war the Kingdom of Aundair lost the city of Thaliost along with The Silver Woods to the Kingdom of Thrane after which the Eldeen Reaches decided to succeed from Aundair. Aundair is still bitter about losing the most fertile half of it's kingdom and it's wealthiest city. It was believed that the mere presence of these heroes would prevent war, and so it had, though Aundair still desires to reclaim it's lost territory.

The Eldeen Reaches since fell into lawlessness. The reclusive Druids withdrew from politics as a new evil began to spread from seemingly nowhere, and despite the presence of the heroes of old there are now reports of the undead in Aundair's Duskwood forest and Windshire village.

Of course, this story isn't about the heroes of old. This story is about the heroes of tomorrow. The children of those heroes have lived their whole lives listening to their parents stories and will soon set out into the world to make their own mark on the world.

A look at Redleaf Village: (East side business district modelled after Nibelheim in Final Fantasy 7)



Redleaf village is a village roughly one square mile in size with a population of 750 people at campaign start, including our heroic children. The picture shown above represents the portion of the town closest to the river. In fact, the mayor's manor has its back to a cliff edge looking down on the river below. The right side of the manor is a trail leading down to the river cross dock. Most of the village is low wealth, though each of the heroes invested in something.

The Mayor is not a hero of old, but was at one time a merchant who profited greatly from the heroes exploits and has since retired. When he learned his wife was barren he decided to adopt a little girl, but no one even remembers where she came from and when she arrived in the village. Who is she really?

The clerical hero of old, for example, opened a **Temple** (modelled from Grandia II) in honor of her deity on the Western edge of town where she can provide higher level healing and resurrection services than is typically available in a small village due to her epic levels. The central spire of the temple is situated such that the setting sun sets in a direct line behind the temple. The graveyard is just beyond the temple, with Riverwood forest just beyond. (The Icehorn Mountains visible in far distance)



The Thieves Guild also has a local branch headed by none other than the rouge hero of old, though no one really knows where it is or much about it.

The Magic Shop was established in the business district near the Mayor's Manor and is run by the Wizard hero of old. It is stocked with a variety of spells and magical items that rival even some large cities due to the old Wizard's vast collection. He also dabbles in magical item creation, but sometimes it goes horribly wrong.

The Smithy is run by the warrior hero of old who decided to become a blacksmith because he was tired of seeing good men die due to "*cheap crap*". He can make anything you need if you can find the materials.

The Item Shop: is run by the Mayor's old assistant wasn't willingly to retire. Expecting great things to come from the heroic children she decided to start her own business in Redleaf village and wait for her time to profit.

There is also a **Butcher shop** and **Tanner** in the business district, but lately a local band of Nymphs have taken it upon themselves to go bombing places of "animal cruelty" so it's never clear for sure if these shops are open. This has led to a few direct confrontations between the Nymphs and the Hunters whose livelihood depend on those shops remaining open.

The village also has some farmland directly surrounding it. The farmland owes its high fertility to seasonal flooding from the river, but the town is safe due to the way the hills rise up to a cliff edge. When counting the farmland, the total village area is roughly 5 square miles in size with the river acting as the border not only for the village, but the country of Eldeen Reaches as well.

Redleaf is situated roughly 100 miles downstream from Lake Galifar where sits the large town of Varna and 200 miles upstream from the ocean. The nearest village – Windshire – is roughly 30 miles away across the river. The second nearest village – Riverweep – is roughly 50 miles away. The two nearest cities, The City of Passage and The Capital City of Fairhaven are each roughly 175 miles away across the river.

Children even in this village generally conform to the following table, but the children of the heroes of old became an exception to this rule. Despite their young age, they have the ability of capable adults and are treated as normal size adults in regards to their ability score modifiers.

Race	Aging Effects								
	Infant	Very Young	Young	Juvenile	Adulthood	Middle Age	Old	Venerable	Death
Human	0	2	8	11	16	35	53	70	+2d20
Dwarf	0	3	18	30	43	125	188	250	+2d%
Elf	0	6	30	66	114	175	263	350	+4d%
Gnome	0	3	16	27	44	100	150	200	+3d%
Half-elf	0	2	8	14	21	62	93	125	+3d20
Half-orc	0	2	6	9	15	30	45	60	+2d10
Halfling	0	3	10	13	22	50	75	100	+5d20
Ogre	0	2	4	5	12	28	40	55	+2d20
Goblin	0	2	5	7	13	25	36	40	+3d10
Gnoll (Uzgok)	0	2	4	7	15	33	50	66	+1d12
— Effects of Aging —									
Strength	1	-	1d6	+1d6	+1d6	-1	-2	-3	-
Dexterity	1	1d6	+1d6	+1d6	-	-1	-2	-3	-
Constitution	1d6	-	+1d6	-	+1d6	-1	-2	-3	-
Intelligence	1	1d6-2*	+2*	+1d6	+1d6	+1	+1	+1	-
Wisdom	1	1d6-1*	+1*	+1d6	+1d6	+1	+1	+1	-
Charisma	1	1d6	-	+1d6	+1d6	+1	+1	+1	-

*: If a roll would be zero or less, apply part or all of the young modifier early.