

Eldoria



The Player's Concise Eldoria

A Quick Reference Guide by Keith Done and Angela Caffery



This product makes use of the Pathfinder RPG Core Rulebook. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd. Paizo Publishing, LLC 7120 185th Ave NE, Ste 120 Redmond, WA 98052-0577 paizo.com

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Credits

Author – Keith Done

Editor – Angela Caffery

Graphics – Angela Caffery

Artwork– Bob Jones, Keith Done, Nigel Bell, Adrian Mackay

Cartography – Nigel Bell

Layout Artists – Angela Caffery

Friends of Eldoria

Keith Done, Angela Caffery, and Malcolm Owen are members of ‘Friends of Eldoria’ (FOE). They write modules for the rich world of Eldoria created by Keith Done.

Keith Done has had a long history writing fantasy modules, including writing d20 games for the PC gaming company, Auran in the early 2000s. He has had a number of modules previously published including Encyclopedia Eldoria, Shades of Grey, Guardian, and Mindbane. More details on publications are at the end of this resource.



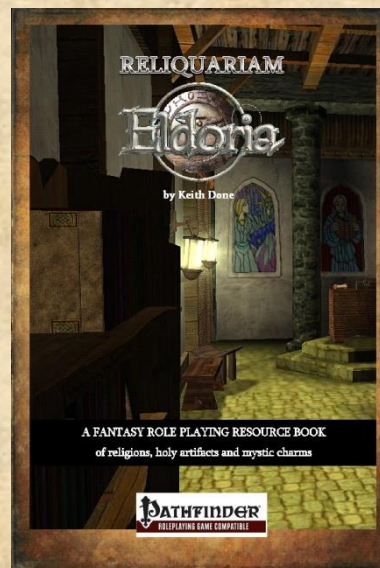
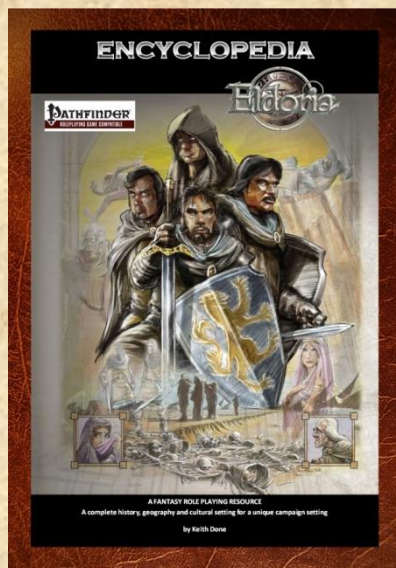
This Publication

The Player's Concise Eldoria is designed as introductory player source material or as a taster for the world of Eldoria. It gives a good general outline of regions, religions and the culture of Eldoria, without divulging any of Eldoria's secrets, usually reserve for GMs.

The Setting

This resource has been written for the fantasy world of Eldoria and throughout are explanations for terms specific to that campaign setting. However if you want to use it in your own campaign, the details and statistics can very easily changed to suit the world you are playing in.

If you find the world of Eldoria intriguing, more information can be found in *Encyclopedia Eldoria* and *Reliquarium Eldoria*.



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About Eldoria - The World

“Indeed it would seem that we dwell in a land blessed by the Gods, for only in Eldoria do we see the remaining signs of their divinity, in the power of the Tas which allows us to shape the world according to their great plan”.

Abbot Uhsurn Canthrell, of the Church of Ormocea, in his opening speech to the congress of Odressi.



Development of Eldoria

This world has been developed over the last thirty years by Keith Done with inspiration from a group of dedicated friends. There have been numerous publications printed about and set in Eldoria. Quite a few of these publications have had worldwide distribution and some are still available for sale on the internet and gaming stores. A digital version can be found here <http://paizo.com/products/btpy8g0y?Encyclopedia-Eldoria>

Presently Keith is working on the final stages of a pathfinder updated **Encyclopedia Eldoria** as well as **The Reliquarium Eldoria** (a book solely about religions of Eldoria). Currently there is an active roleplaying game with multiple groups playing a series of modules and accompanying story arc of "Dark Times in Darringmoor". Keith's next project is **"The College of Arcane Science"**, a resource book about Eldoria's most famous centre of magic.

This one of many independent Amazon reviews of Keith's work:

"This one-of-a-kind work, "Encyclopedia Eldoria" by Keith Done, is an exemplar par excellence of finest role play game resources -- even being artistically beautiful via fine fonts, charts, and illustrations. It can be easily blended with diverse role play game variants due to its truly encyclopaedic format of extremely well organized sections that are mostly descriptive -- and very descriptive indeed. The author and artists have created a beautifully balanced and consistent presentation of this magical world -- that is rational in the fullest sense via harmonic ratios between the various aspects of Eldoria. Mostly overtly a fantastical setting, Eldoria is even adaptable to science fictional gaming -- due to some covertly implied ancient and current technology and artefacts -- as well as the just remarked-upon rational harmony.

"Encyclopedia Eldoria" is so well crafted that it is almost like a quality academic concise summary of the world and magic of Eldoria -- except in being much more artistically enhanced than usual. These are well presented via four main sections concerning religion, history, geography, and miscellany. The various races, beings and creatures complement one another well. Explanation of the aspects of Eldorian magic is the best I have seen -- based on the Arcane Science of Tas ["The Force"]. Yet such Tas-based magic is well moderated via other ways of venturing and adventuring such as warrior and seafaring skills and items -- as well as ancient and current cultural and natural limitation. Religion, wizardry, sorcery, and druidry are in mutual balance with various factions in intrigue. Local history, current events and persons of interest complete Eldorian manifold natural role play game hooks. The world of Eldoria is wonderful to venture into via this work of Eldoria."



Brief description (Excerpt from the Encyclopedia Eldoria)

Somewhere in the Void there exists the star that is called Pharys, so named by scholars who dwell upon the second world that circles it. That world is called Enshar, one of six bodies that make their paths about the life-giving sun and the only one that harbors life. It is a green, bountiful place dominated by vast oceans, having only two major land masses, one located in the northern hemisphere and one in the southern hemisphere. The southern continent is called Altarren and the northern landmass is called Eldoria.

Enshar teems with animal and plant life which is, on the whole, very similar to our own. But in ages past, there were more fantastic creatures that walked the plains, delved in the oceans, and crossed the skies of the planet. Most of these were destroyed in the great cataclysm that heralded in an age of chaos known as the Darktime, but some survived, as did the intelligent humanoid races (collectively called the Saahn).

In the countries that make up the continent of modern Eldoria, Humans have come to dominate most regions, particularly the coastlines and rivers that empty into the Greater and Lesser Inner Seas. Other intelligent humanoid races certainly exist, however their numbers are nowhere near that of the populations of the Humans.



The Human cultures are rich and varied, from the hardy Norse-like barbarians of Char-Endl to the exotic desert-dwellers of Y'sira. But while their ways can be very different from one another, they all tend to share a common tongue, set of laws, and currency, due to the legacy of the Sardellan Empire.

This great Empire colonised or conquered most of the Eldorian continent 700 years ago and, although it began its long decline and eventual disintegration many centuries past, its influences are still strong and seen throughout the Human world today.



The Regions

Eldoria has a number of distinct regions. This section presents a brief overview of each major area on the Eldorian continent. Most modules are set in the first three areas: Elkia, Sard, and Lan. These have been positioned first and written in more detail than the rest.

Elkia

Climate: Temperate to warm.

Terrain: Fertile plains, mountainous in the south.

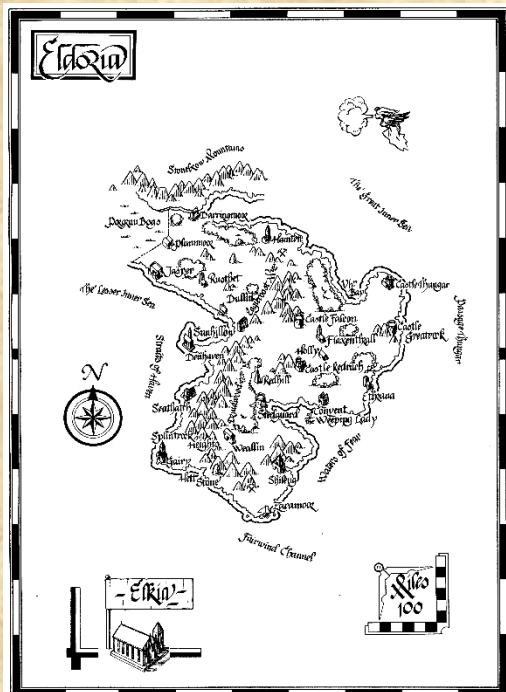
Government: Theocracy (power is vested with the Church of Siritar).

Capital: Denhaven.

Major Religions: Siritar, Ormocea, Esmia, Phelltar.

Elkia is a cultured and civilized land ruled over by the Lord Protector and the theocracy of the Holy Trinity. Elkia was once a major part of the Homelands belonging to the Sardellan Empire and its people are constantly on guard against the threat of war from their neighbours in Sard.

Elkia's current regime emerged in the 1600's R after many years of civil war, caused by the collapse of the Sardellan Empire. As such, the people of Elkia share much of the same culture as their kin in Sard, although their politics are radically different. The Treaty of Four Swords, in 1677R, ended hostilities between the rival noble and religious factions fighting over the remains of the Empire and established the new borders of Elkia.



The northern and eastern parts of Elkia are a rich agricultural basin, with farm holdings known for their bountiful grain harvests and the quality of their beef and dairy cattle. The countryside in these regions is green and pleasant, with wide pastoral tracts of land broken by meandering rivers or wooded ranges of low hills. The jewel in Elkia's crown is Denhaven, the capital, also known as the Alabaster City. Denhaven features graceful towers and stately buildings, making extensive use of white marble colonnades and multi-story dwellings with roofs of terra cotta tiles.

Elkians tend to dress in shades of brown and ochre clothing. Both men and women wear long hooded cloaks, often embroidered with a family motif. Elkians are the largest consumers of the hot beverage taak, which they import from Rhenfara and Maritaan.



Sard

Climate: Cold to temperate.

Terrain: Mountainous.

Government: Feudal (ruled by a council of nobles who appoint a Chancellor).

Capital: Gablehead.

Current Leader: Chancellor Kharichaan.

Major Religions: Trezkillian and Phelltar.

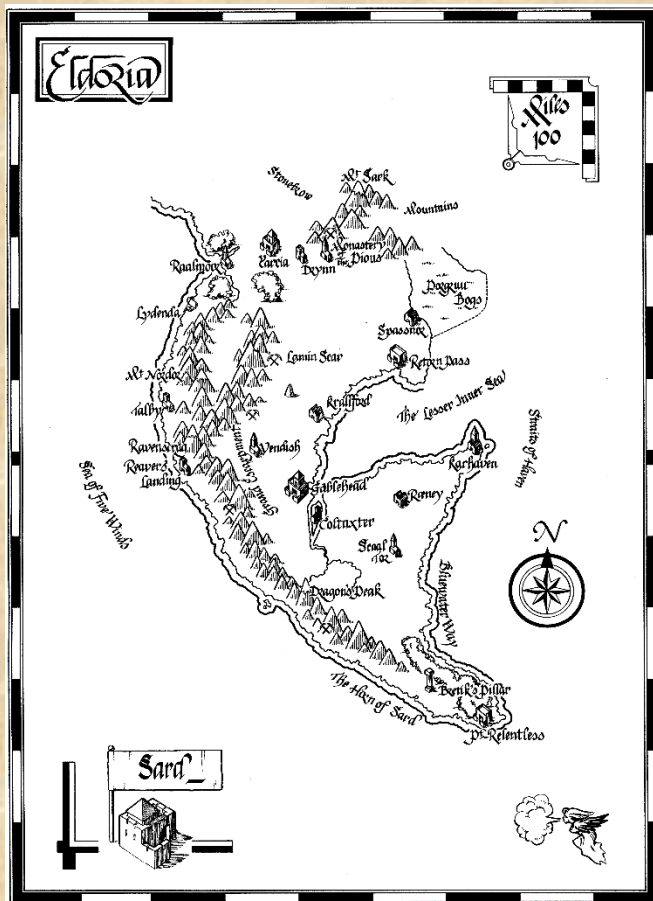


Along with Elkia, Sard was once part of the Sardellan Imperial Homelands and is a mountainous land, rich in mineral wealth. It retains a strict feudal-like system of government, with lands divided between powerful lords, most of whom give patronage to the Church of Trezkillian (God of War).

It lies west of Elkia, the two antagonists facing each other across the waters of the Lesser Inner Sea. The realms share a common border in the north but this is a virtual no-man's land, created by the territories

of the Imperial State and the inhospitable terrain of the Porgruu Bogs. The long east-west running chain of the Stonebrow Mountains effectively divides Sard from the forested highlands of Llan to the north; control of the passes through the Stonebrow has always been a source of conflict in the region. Gablehead is where most of Sard's political machinations take place. It is a picturesque city, built on steeply rising land, around the shoulders of Mount Pyrrad.

Sard is a temperate land with winter snows falling as far south as the capital, Gablehead. Its southerly regions, that extend into the Malonian Peninsula, have a warmer climate and contain much of the farmlands devoted to the cultivation of crops less resistant to the cold, such as grapes, olives, and citrus fruits. Sardian oranges and limes are known for their quality and are sold in many distant markets.



Llan

Climate: Cold to temperate.

Terrain: Heavily forested.

Government: Feudal Kingdom (although the Guilds really control power).

Capital: Quorull.

Major Religions: Ormocea (nobles), Phelltar (urban commoners), Faar (rural commoners).



This region is a heavily forested land, with large tracts of unexplored territory to the north and west. Llan has been devastated by past civil wars and was occupied by the Sardellan Empire at one stage. However, the country has recently prospered under the control of the mercantile guilds who have largely usurped political control from the old noble houses.

Llan is a feudal kingdom with power invested with the monarch and a parliament consisting of fourteen nobles and three theologians. Or so it would seem. The real power in the country is invested with the Merchant Guild Houses based in Quorull, the capital. Trade is important in Llan and rival Guild Houses go to great lengths to create monopolies and sign lucrative secret deals with stakeholders from all over Eldoria.

Llan is divided into three districts: the Lowlands of the east, where the majority of the larger towns and cities can be found; the Midlands, a frontier community that has only been gradually opened up over the past 200 years; and the Highlands, claimed by barbarian tribes and some scattered communities of Half-Elves.



Ahr-Ganiz

Ahr-Ganiz encompasses the mountainous terrain in the 'elbow' formed at the eastern extremity of Leezeria. It is a barren, hostile environment, with a great deal of volcanic activity to the north and little arable land to speak of, which suits the nature of most of its Goblinskynd inhabitants. Ahr-Ganiz is run by a dictatorship of whichever group is strongest at any given time.

Char Endl

Char Endl is one of the few Human realms within Inner Eldoria, with a society that borders on barbarism. Many warriors amongst its clans still cling to the old ways of raiding the coastal settlements of the Greater Inner Sea for booty and slaves. Its current leader is Dragonsayer, Grunnad Darkeyes.

Leezeria

Leezeria offers perhaps the most beautiful landscapes in Eldoria. It is a place of endless ancient forests, deep valleys, and towering snow-peaked mountains; a quiet, ordered wilder land where you can travel for weeks without a sign of civilization. This is mainly due to the low population density of the Elves who rule that land and the fact that most of its people dwell in the capital or in nomadic households. The current leader of Leezeria is King Pelentine III.

Londar's Land

Londar's Land is comprised of a group of three islands located at the juncture of the Sea of Souls and the Sea of Five Winds. They are Southwind, Sharruck, and Loakiish. The capital of Maedori is located on Southwind Island and is a deep water port with a fortified harbour, potentially providing a berth for a great many merchant ships. However, the sailors of Londar's Land care little for trade as most are privateers who prey upon the commercial traffic of the Sea of Souls. The current leader is First Captain Harabard Kynn.

Maritaan

The inhabitants of Maritaan are mainly a sea-faring race from the eastern oceans who settled the north-eastern Outlands of Maritaan during the Darktime. They pillaged the emerging cultures of the Sea of Souls, taking slaves as well as valuables and founded a fabulous, wealthy city called Tai-Kaiyan. The Sardellans came and took control of Maritaan in the 1600s R and, after the collapse of the Empire, they integrated with its original people. The current leader is King Gawthrain IV.

Northland

Northland is the sleepy backwater of Eldoria, a tranquil agrarian society that has been sheltered from most of the wars that have affected the rest of the continent. This, at first, appears quite extraordinary when you consider Northland shares a border with the Goblinskynd nation of Ahr-Ganiz. It is a testament to the resourceful nature of its people that the country has remained largely unmolested by their savage neighbours. Its current leader is Queen Rose.



Odressi

Odressi is a city state and was founded in 1002R. It is a unique city, unlike any other Human centre, being designed as a sanctuary for all religions. Situated on the western coast of the Holy Isle, Odressi is a place of opulence and power, its buildings meant to impress and inspire the unceasing flow of pilgrims who visit this most holy of places. The current leader is Citylord Narris Lardann.

Rhenfara

Rhenfara is one of the more exotic countries of Eldoria, with landscapes ranging from dense tropical jungles in the west through to the wide grasslands of the Eritaani Plains of the east. Rhenfaran civilization is highly sophisticated and advanced, despite the outward primitive look of their culture. Their antiquated dwellings and technology are a reflection of their choice to live in harmony with the land, under the guidance of the druidical order of the Brotherhood of the Dead Tree. The current leader is King Doi-Chapror.

Tempest

The city state of Tempest is by far the economic giant of Eldoria, its merchant houses dominating trade throughout the Human realms under the auspices of the influential Guild of Gold. Mercantilers from every land have warehouses in Tempest and benefit from the Guild's liberal taxes and duties. The Guild produces its own coinage, the Tempest Trade, which is the preferred tender of merchants who operate out of the city. It is the Tempest Trade that all other currencies are measured against. The current leader is Citylord Ivarren Blayn.

Vheridane

Vheridane is a desolate land with subsistence communities existing along its coastal plains. There is one major centre of barter and trade at Ahrgarsden, a small town by the standards of other countries in the Inner Realms of Eldoria. Most communities are autonomous and there is little evidence of centralized government, except for a small military regime at Westimir.

Y'sira

The mighty desert land of Y'sira has retained a distinct and vibrant culture, despite contact with the northern realms of Sard, Elkia, and Llan, and occupation by the Sardellan Empire. Its people are a mix of Zurrandi and Keljac and their ethics and beliefs have been moulded by the harsh environment that they dwell in and strict religious dogma of the Daugron faith. The current leader is K'luud Ismal K'ziz.



The Outlands and Beyond

The outer coastal regions of the continent of Eldoria are known as the Outlands. They are largely a barren and depopulated region, with poor soil and erosion problems caused by severe storms and flooding. They are delineated from the more fertile inner realms of Eldoria by high ranges of mountains that act as a protective barrier, breaking up the cyclonic activity and transforming the outer storms into more gentle rain-bearing clouds.



Religion

Religion is perhaps the single most influential force across Eldoria, both spiritually and politically. There are twenty-seven recognised deities in the pantheon of gods.

The Theledai (Gods) are ordered into nine groups of three, each represented as mother, father, and offspring deity. These groupings are known as Aercharns or the Holy Houses of the Gods. The religious institutions that preach the gospels within the same House are usually on good terms with each other or have some form of alliance.

The Holy Houses

House of Wisdom

Alignment: Lawful Good

The House of Wisdom is also known as the **Holy Trinity** across Human realms.

Ormocea

Lord of Righteousness, the Arbitrator of the Gods, the Law Giver

Domains: Law/Protection/Nobility/Glory/Good/Knowledge

Appearance: A middle-aged bearded man with prismatic eyes.

Esmia

Lady of the Tranquil Hand, Bride of Unfettered Tears, the Healer

Domains: Healing/Restoration/Resurrection/Community/Good

Appearance: A woman attired in white, usually depicted cradling a child.

Siritar

The Golden Warrior, Champion of Heaven, Lord of Paladins

Domains: Strength/Good/Protection/Nobility/Leadership

Appearance: A young golden-haired man attired in silver armor.



House of Secrets

Alignment: Neutral Good

Theydori

Keeper of Hidden Secrets, Knower of All Things, God of the Mind

Domains: Knowledge/Memory/Construct/Artifice/Rune

Appearance: A wizened old man, clutching a small wooden casket.

Gaien

The Holy Mother, the Mystery Immaculate, the Fertile Hand

Domains: Knowledge/Charm/Trickery/Thought/Nobility

Appearance: A matronly woman, usually represented standing beneath a stone arch.

Priath



House of Life

Alignment: Chaotic Good

Ahridaar

The Wanderer, the Lord of Supper, the Great Muse

Domains:

Travel/Exploration/Trade/Luck/Knowledge

Appearance: A stout man dressed in a colorful robe holding a harp.

Faar

The Queen of the Harvest, the Sower of Seeds

Domains:

Weather/Seasons/Plant/Good/Community

Appearance: One of four seasonal incarnations; Daughter Spring, Mother Summer, Lady Autumn and Winter Widow.

Rhioria

Goddess of Beauty, the Dancer at Dawn, Lady of Hearts)

Domains:

Charm/Love/Good/Liberation/Freedom

Appearance: An unnaturally beautiful young woman who is accompanied by her Uushai Unicorn guardian, Astrellin.



House of Light

Alignment: Lawful Neutral

Tarimth

The Lost God, Lord of the Elves, the Star Begotten
Domains: Law/Darkness/Night/Luck/Fate
Appearance: A winged Elven male with ebony skin.

Phelltar

The Maker, Lady of the First and Second Born, Queen of Light
Domains:
Community/Family/Knowledge/Protection/Liberation/Revolution
Appearance: A female humanoid with a featureless mirror-like skin.

Pharidor

Herald of the Dawn, the Golden Serpent, God of the Sun)
Domains: Sun/Light/Law/Strength/Knowledge
Appearance: A gold-scaled winged serpent with the head of a male Elf.



House of the Land

Alignment: Neutral

Ulliah

Lord of Forests, the Green King, the Herder of Trees
Domains: Plant/Growth/Decay/Strength/Protection
Appearance: A tree-like humanoid

Yhancia

The Maker of the Stonekin, Queen of the Mountains, Watcher on High
Domains: Earth/Caves/Metal/Travel/Exploration
Appearance: A heavy-set female with a third eye in her forehead.

Hirath

The Beastlord, King of Animals, the Great Shepherd
Domains: Animal/Fur/Strength/Ferocity/Travel
Appearance: A shaggy-haired man robed in skins. Hirath also takes the form of a Black Dragon.



House of Waters

Alignment: Chaotic Neutral

Gurthor

The Sea God, Ruler of the Five Seas, the Dweller in the Deep

Domains: Water/Oceans/Travel/Animal (aquatic)

Appearance: A man with an octopoid head.

Liraan

The Wader in the Reeds, Goddess of Rivers and Lakes, the Crystal Queen

Domains: Water/Travel/Flotsam

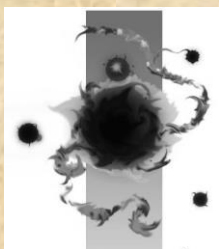
Appearance: A woman whose skin continually runs with water. Her long hair is intertwined with water reeds.

Sé

The Stormbringer, Wielder of the Bright Spear, Lady of the Clouds

Domains: Weather/Storms/Air/Cloud/Wind

Appearance: A coltish young woman with wild hair, often accompanied by her Ushai companions; two eagles, Kezrinn and Far-Eye.



House of Power

Alignment: Lawful Evil

Trezkillian

Wielder of the Thirsting Sword, God of War, the Dread King

Domains: War/Blood/Tactics/Destruction/Rage

Appearance: An armored humanoid with the head of a serpent, Trezkillian has four arms; holding a mace, axe, spear and sword.

Daugron

Queen of Fire, the Soulburner, the Waster of Lands

Domains: Fire/Ash/Smoke/Law/Destruction

Appearance: A skeletal woman wreathed in fire.

Imaar

Master of the True Path, Bane of Wizards, Wielder of the Secret Arts

Domains: Magic/Arcane/Divine/Knowledge/Rune

Appearance: A sphere of scintillating blue energy.



House of Shadows

Alignment: Neutral Evil

Xullia

Master of Fear, the Lurker in the Shadows, Lord of the Dark

Domains: Evil/Darkness/Night/Fear

Appearance: An area of complete darkness in which are two green glowing eyes.

Sirrith

The Pale Lady, Queen of Death, Mistress of Shadowland

Domains: Death/Undead/Repose/Ancestors/Darkness

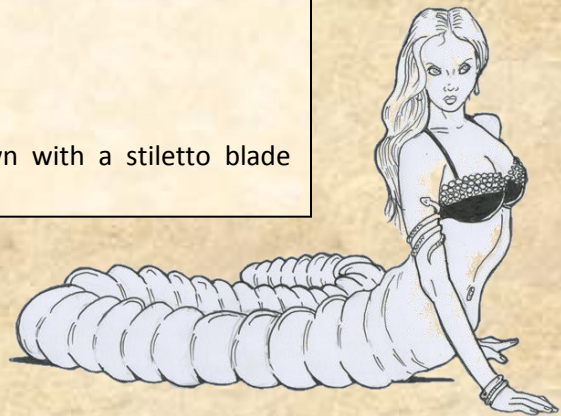
Appearance: A white-skinned gaunt woman with ram's horns.

Tiea

The Trickster, Goddess of Thieves, the Luckchild

Domains: Trickery/Thievery/Luck/Curse/Fate

Appearance: A girl of about twelve years, usually shown with a stiletto blade concealed behind her back.



House of Doom

Alignment: Chaotic Evil

The House of Doom is also known as the **Unholy Trinity** across Human realms.

Sadir

The Destroyer, the Raving God, the Great Enemy

Domains: Chaos/Destruction/Death/Madness/Evil Appearance: A warped humanoid with crystalline growth protruding from his flesh.

Yaarneya

The Whore of Heaven, the Temptress, the Corrupter of Hearts

Domains: Charm/Lust/Chaos/Liberation/Revolution

Appearance: A voluptuous woman from head to waist, with the lower body of a great white worm.

Kharic-Ohrm

The Plague Lord, God of Pestilence, Master of the Festering Hand

Domains: Evil/Devil/Death/Magic/Chaos

Appearance: A humanoid figure with an insect-like head and limbs.



Tarrisada (the Afterlife)

When a mortal dies, their soul is drawn into the Tween-World, the place that exists as a kind of ‘neutral zone’ between divergent planes of existence. It is connected by a vast Unending Sea where souls of the Saahn arrive after death. Those souls whose devotion is true perceive a distant light, and ascend from the sea toward this divine beacon, where the faithful eventually reach the domain of their Patron God in the holy realm of Tarrisada.

Shadowland

A dangerous realm that exists in the Unending Sea is Shadowland. This is a major obstacle to the Souls of the Saahn reaching Tarrisada. Shadowland is a prison, in which the Goddess Sirrith was condemned and it resembles a vast island, with sheer, unassailable outer cliffs. Those who enter here become her servants, should they stray from the safety of the Grey Road, which traverses her domain. However, if they are strong-willed and resolute, they can pass through Shadowland and so come to their own particular Tarrisada.

Miscellaneous

Magic

Eldoria is often referred to as the Arcane Realm, a place where hidden super-physical powers exist, that regular folk refer to as magic. The unseen energy used in magic is known as ‘Tas’. The common person is aware of magic existing alongside the rest of the natural forces, although they have little idea how the Tas works. The ability to tap into the power of the Tas is limited to only a very small portion of the population.

Money



Currency in Eldoria is called trades. The chief unit is the gold trade, with silver and copper trades being of lesser value. This coinage of the Guild of Gold (the Tempest Trade) is accepted as legal tender in all countries except Y'sira. Most transactions are paid in gold, silver and copper trades (simply substitute for the same value of gp), although large negotiations are sometimes arranged using promissory notes dealing in the transfer of land and/or property.

Time

Lanis Gilliard, a scholar and student of the Priath Cult, and a member of the Chroniclers of Jasper, was commissioned to devise a calendar by the Empress in 1540R. This is the calendar used today.





THE MARCHES AND SEASONS

The Holy March (Mid-Winter)

March of Water

March of Gold

March of Earth

March of Light (Mid-Summer)

March of Fire

March of Life

March of Air

March of Shadows



The year is divided into Marches, and a day begins at dawn and is broken into watches. The first day of each season is a festival. Each March consists of three Spans.

Time is recorded before the Darktime (D) or after the Redemption (R). The Darktime was a period of unrecorded time where the early civilizations collapsed and the Gods forsook the world.

Marches and Seasons

The Eldorian year is divided into nine marches. The seasons span these marches. For example the March of Earth is like spring, excellent planting time as Eldoria begins to warm. The March of Water brings rainy days and the March of Shadows has increasingly long nights. Probably the most interesting March is that of Fire.

Notes on the March of Fire

The March of Fire takes place largely in summer over a 40-day period. From the 1st of Fire to the 20th, the sky will take on an increasing shade of rust-brown with ochre and orange clouds. This will reverse between the 21st and the 40th, with the skies returning to blue. During this time it is not unknown for fireballs to rain down on the ground.

Nonhumans

Besides Humans, who control most of Eldoria, there are three other major races of humanoids in the world: Elves, Dwarves, and Goblinskynd. Collectively, these races are called the Saahn. Humans are the most prolific of these.

Elves

Known as the Leezeria in their language, the Elves occupy Leezeria and have dwelled apart from other realms in Eldoria, dissuading Humans from intruding into their domain. Elves are essentially immortal, but few remain active beyond the age of 500 Human years. Most Elves succumb to a condition known as *Priatharia*, whereby they enter a permanent trance-like state.

Dwarves

Also known as the Stonekin, the Dwarves have largely come to dwell amongst the cities of the Humans, typically working as smiths or masons. They are a people in transit, conscious of losing touch with their old ways. Tales tell that before the Darktime, the Dwarves once dwelled in the west, in grand underground halls, mining the depths of the world.

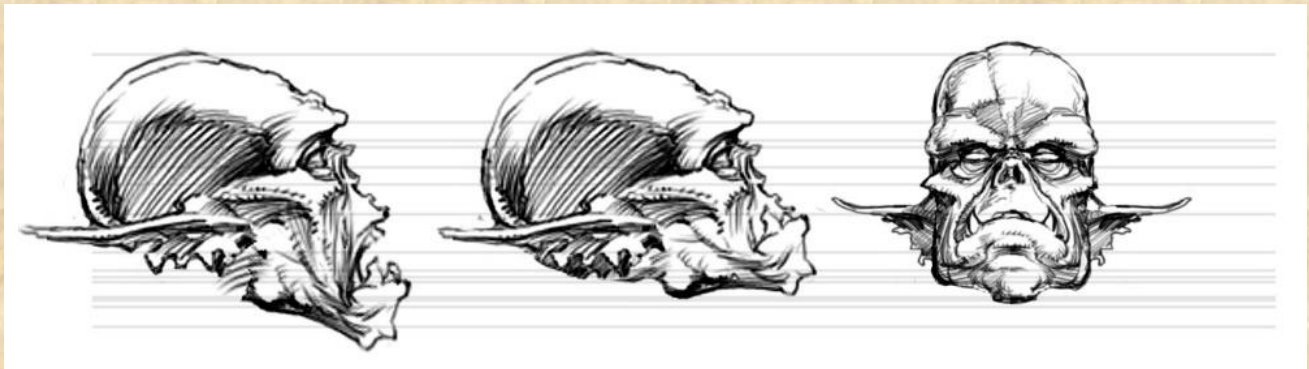


Goblinkynd

This is a term for all intelligent, humanoid creatures (Goblins, Orcs, Ogres, Lizardfolk etc.) normally considered belligerent to Humans. They exist in small numbers throughout most of the modern world, hiding in secret labyrinths or caverns on the fringes of Human civilization. They exist in larger numbers as the nation of Ahr-Ganiz on the eastern borders of Leezeria.

Other Races

Other intelligent races, such as Gnomes and Halflings, exist in Eldoria but not in significant numbers that would constitute a nation. Larger groups dwell in remote and more secret places but a few venture to see the world.



Useful Terminology

Black Dragon Venom

A notorious drink proscribed in most lands, although readily purchased from 'under the bar' in many establishments of ill repute. If a patron can drink three in a row, the custom is that all drinks are on the house for the rest of the evening.

College of Arcane Science

Eldoria's most prominent training facility for practitioners of magic.

Congress of Odressi

A council of the Churches held every four years in Odressi.

Eldarwood

A wood which channels and stores the Tas, much the same way that Excellium does. It only grows in Leezeria and is sacred.

Enshar

The name of the planet that encompasses the region of Eldoria.

Esmia's Tears

The Holy Water of the Esmian Church. This is also a potent curative, the equivalent to a maximised Cure Light Wounds spell.

Excellium

A metal that easily stores and channels Tas energy. The shortage of Excellium is one factor that limits the construction of magical items in modern day Eldoria.

Ja-Minda's Curse

A painful disease that affects the nervous system causing excruciating skin irritation. Victims are often driven to claw off their skin in order to seek relief. There is no known cure and even Tas magic fails to work on the disease.

Nalarian Tiles

A popular means of reading the future using tiles engraved with symbols of the Gods.

P'tar

P'tar is a common name in Eldoria. It is a shortened version of Phelltar.

Quorull

Capital of Llan, a mercantile port city.



Roundels

A game of strategy, popular in Sard and the Holy Isle. It is an abstract game of war fought on a round board.

Seervaati

A priest who understands the Tas and has been accepted into the inner circle of their Church and taught its secret incantations.

Taak

A popular drink among humans. It is made from ground Taak seeds boiled in water; the distillation tastes like coffee laced with peppermint.

The Cult of the Withered Blade

The most powerful thieves' and assassins' guild in Eldoria. A feared organization.

Three Books of Law

Three tomes that document the tales of the Gods and the laws by which the Saahn should live. They also contain much of the theology, rituals, and practices of the entire Pantheon.



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Online Community Pages

There is a Facebook page with information on this world here: <https://www.facebook.com/pages/Eldoria/443402119036225>

There is a ‘Friends of Eldoria’ Facebook group where players can chat and get some additional information here:

<https://www.facebook.com/groups/358804577530186/>



Previously Published Modules

Mindbane (generic role-playing adventure) Darkstar Gaming Pty Ltd 1983

Web of the Widow (Harnworld adventure) Columbia Games 2000

Shades of Gray (electronic d20 download) Auran Pty Ltd 2001

Dark Awakenings: Guardian (d20 adventure) Auran Pty Ltd 2001

Dark Awakenings: Shadowland (d20 adventure) Auran Pty Ltd 2002

Sanctuary (d20 adventure) Auran Pty Ltd 2002

Encyclopedia Eldoria (d20 campaign setting) Comstar games (2005)



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The Player's Concise Eldoria

A quick reference guide for players that doesn't give any secrets away! This publication describes the major regions of Eldoria, religions, magic, and many commonly asked questions are answered.

***Don't want to read the
200 odd pages of
Encyclopedia Eldoria?***



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