



Quorull: City of the Guilds

A FANTASY ROLE PLAYING RESOURCE

An Eldorian city module, complete with Major NPCs and Plotooks
(includes the 200 Mundane Items Tables)

FOE



by
Keith Done







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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FoE Publishing (Friends of Eldoria)



FoE is a group of role playing game enthusiasts who have been playing and designing for since its' first conception. In the early 80s, the world of Eldoria was created and this has been developed over the past 35 years. The goal of FOE publishing is to share our ideas with the world, further build the Eldorian gaming community and provide gamers with quality material.

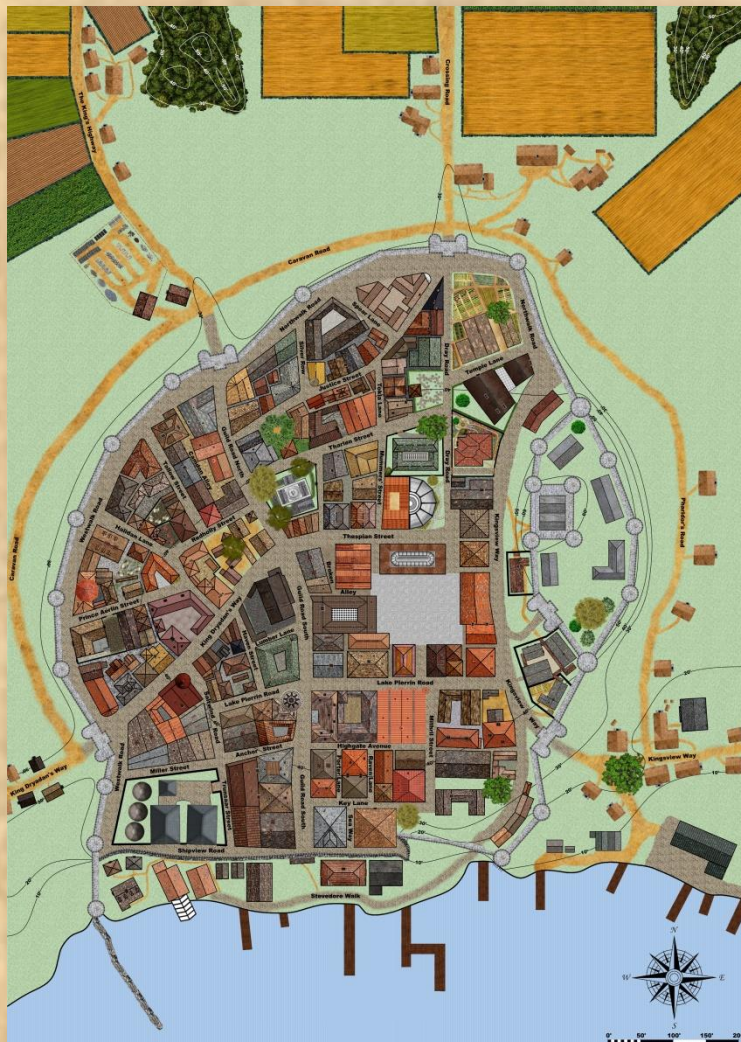
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About this Publication

*"Beware the warrior from Llan, for he fights with a quill as his sword
and a ledger as his shield, yet he can defeat us all with one stroke"*

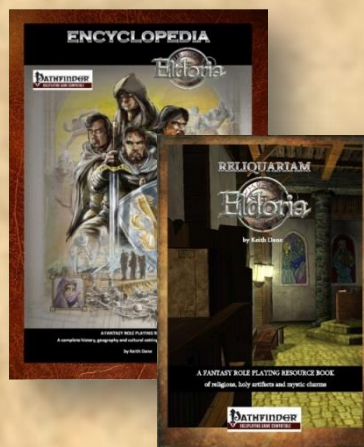
A famous saying amongst those who have dealings with the Guilds of the Llanish capital of Quorull

Quorull: City of Guilds is a module for a fantasy role playing setting and details a medieval port city, which is the economic hub of the thriving Kingdom of Llan. It is a place both rich in culture and prosperity, dominated by the Llanish merchant guilds, which are constantly scheming to maintain control against the opposing noble factions. This source material comes complete with the background history of the region, its traditions, politics and religious institutions. It also provides a GM with an overview of Quorull and includes a wealth of information concerning major NPCs, events and plots for the GM to get their players involved with.

The Setting

This resource has been written for the fantasy world of Eldoria and throughout the text there are side-bars with explanations for terms specific to that campaign setting. However if you want to use Quorull in your own campaign, the details and statistics can very easily be 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***.



Quorull: City of the Guilds Overview

Quorull is the capital city of Llan and is located on its east coast, on the shores of the Greater Inner Sea. This location provides its merchant fleet with excellent trade routes with the city-state of Tempest and the bountiful beef and fruit markets of distant Northland. Llan is a heavily forested land and its Western Highlands are relatively unexplored and sparsely settled. Llan shares borders with Char-Endl to its north and Sard and Elkia to its south. While not the largest city in Llan, Quorull is the political and cultural center of the Kingdom.

Statistics Block

QUORULL

LN Large Town

Corruption +3; Crime +2; Economy +5; Law +5; Lore +2; Society +2

Qualities Economic Site; Magically Attuned (low); Prosperous; Strategic Location; Cultural Attraction (Hall of Tiers)

Danger +4

DEMOGRAPHICS

Government Council (although the Guilds have great influence)

Population 8,000 (7,900 Humans; 20 Half-Elves; 20 Dwarves; 20 Halflings; 10 Elves; 30 Other)

Notable NPCs Sir Andar Gryst, Delerdra Elandar, Narees Tarkenmoor, Magara, Naedath of Sunhollow

MARKETPLACE

Base Value 3,600 gp; Purchase Limit 75,000 gp; Spellcasting 5th Minor Items 3d4; Medium Items 2d4; Major Items 1d4



The Kingdom of Llan (overview)

Population: 2.1 Million (99% Human/1% Half-Elven and Other)

Climate: Cold to temperate.

Terrain: Heavily forested.

Typical wildlife: Brown bear, wolf, badger, wild boar, rabbit.

Principal exports: Timber, wheat, cloth, copper, tin, glassware.

Principal imports: Fruit, spices, oil, beef, iron, taak

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

Capital: Quorull.

Current Leader: King Harad.

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

Minor Religions: Theydori, Liraan and Tarimth (Elves).

Regional Trait: Workhouse Laborer (Llan): You spent many of your formative years working for a Guild workhouse. Benefit: Select 2x Craft skills. You gain a +1 bonus on checks to those skills and they are class skills for you.

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. They have maintained financial and military control of Llan for over 500 years after they hired mercenaries to drive out Sardellan forces, occupying the country after the collapse of the old Empire.

Trade is of utmost importance in Llan and rival guild houses go to great lengths to create monopolies, sign secret deals and otherwise 'screw' each other over in deals with foreign trading companies. A common saying in Eldoria is, "Beware the warrior from Llan, for he fights with a quill as his sword and a ledger as his shield, yet he can defeat us all with one stroke". This best sums up the economic machinations of the Llanish Guilders who use gold coin to destroy their enemies.

For more **detailed information** on Llan including cultural notes and history see the full "Kingdom of Llan" section on page 55.



Concise Timeline of Llan and Quorull

Timeline	
1-200R	Khalasian migrations out of Char-Endl settle the region now known as the Llanish Lowlands. Several Elven clans dwelling in the forests in the Lowlands relocate to the Highlands to avoid prolonged contact with Humans.
201-400R	The Khalasian tribes are unified under King Drydan I against the threat of the emerging Kingdom of Sardell to the south. Quorull (the capital) is built (originally called <i>Kwurul</i> in the Khalasian tongue, meaning ‘many boats’. Drydan declares all territories north of the Stonebrow Mountains and west of the Greater Inner Sea to be the Kingdom of Khalast.
401- 600R	Sardellan incursions throughout the Stonebrow Mountains. A large Khalasian force is defeated at the Battle of Norlon’s Pass and the Druidical Orders of Mt. Sark who are allied to Khalast are exiled by the Sardellans. There is growing political instability in Khalast over a religious feud between the Phelltarian Church and the King. Ambitious nobles side with the Church and the Great Llanish Civil War erupts in 600R.
600-700R	The Great Civil War bitterly divides the Kingdom of Khalast. Esmian missionaries from Sardell are massacred after they come to Khalast to help with the suffering amongst the commoners. This later gives Sardell pretence to invade Llan. The Rose Plague decimates the population in 694R, briefly ending the conflict.
701-800R	Noble Houses backed the Llanadan tribes of the Midlands launch a successful military campaign to subjugate all of the Khalasian Midlands and Lowlands. Quorull is razed to the ground. Faedorin I becomes King in 752R. The King arranges marriages between Llanadan tribesmen and noble houses of Khalast and the Kingdom of Llan is created.
801-1000R	Sardell makes numerous territorial claims against Llan, culminating in the seizure of the Llanish port of Darringmoor. Llanish Guilds establish lucrative markets in Y’sira and start a trade war with Sardell. Quorull is rebuilt.
1001-1300R	Llan forms a strategic alliance with Y’sira and pays for Y’siran mercenaries to bolster Llanish troops. In 1100R Llan reclaims Daringmoor but loses it a week later when their army is defeated at the Battle of Salligar’s Mill. In 1238R Sardell launches a large invasion of Llan and occupies most of its Lowland cities. Quorull is destroyed (again) in a great fire.
1300-1600R	The Great Llanish Rebellion; noble houses reinforced with Y’siran mercenaries recapture many Llanish cities. The rebellion is crushed by Sardell the next year and Llan endures a brutal occupation by Trezkillian Warlords for nearly 200 years. In 1567R the Guilds of Llan hire foreign mercenary companies to oust the Sardellans. The Guilds force the King to sign ‘The Proclamation of Renewal’ preventing the mercenaries from being disbanded, the Guilds now effectively rule Llan.
1601-1900R	The old capital of Quorull is rebuilt (again) and the Guilds base themselves there. They finance Sannath Kreen, the great explorer to open up lands in the west of Llan. There is civil war in Llan between the noble houses vying to wrest power from the King. The Guilds remain neutral. Rebel forces besiege Quorull and the King flees to Elkia only to return and win back the throne with the support of the Guilds and their mercenaries.
1901-2150R	The Great Expansion. Quorull Guildhall puts in place the Proclamation of Migration, granting freehold title to land in the west. The Midlands and Highlands are opened up. In 2145R an agreement is signed between Elkia and the Guilds (on behalf of the King) formally ceding Darringmoor to Elkia in return for lucrative trade agreements. It allows for the establishment of Llanish free-hold title warehouses and berths in the port of Darringmoor. This agreement fuels more tension between the King of Llan and the Guildhall as the King did not approve of ‘giving’ Elkia Darringmoor. Several noble houses unite attempt to seize Tokia and Slaarn. The nobles and their forces are ousted by the Guild’s mercenary companies and flee to the Highlands where they continue their insurrection. They are known as the ‘Acorn Rebels’.

Occupation Breakdown

The average population of Quorull at any one time is usually 8,000 people. The table below shows a the number of people gainfully employed in the main industries throughout the city and is provided only as a guideline for the GM. This number can vary depending upon circumstances (e.g. the Council embarks on civil improvements resulting in more masons and carpenters being employed).

Occupations of Quorull			
Type	Total	Type	Total
Shoemaker	30	Butcher	10
Maidservants	40	Fishmonger	20
Tailor	30	Purse-makers	8
Barbers	20	Wood-sellers	6
Jewellers	20	Magic-Shops	3
Furriers	20	Bookbinders	4
Masons	20	City Guards (permanent)	100
Carpenters	20	Lawyer(Advocate)	4
Weavers	20	Noble Household servants	50
Chandlers	20	Beer-Sellers	8
Mercers	10	Buckle Makers	5
Coopers	15	Plasterers	8
Bakers/Pastrycooks	30	Spice Merchants	6
Watercarriers	10	Painters	5
Leatherworkers	10	Roofers	10
Wine-Sellers	5	Locksmiths	5
Hatmakers	4	Ropemakers	15
Saddlers	8	Tavernworkers	50
Chicken Butchers	8	Thespians/Theatre workers	30
Copyists/Scribes	4	Harness-Makers	6
Sculptors	6	Bleachers	8
Herbalist	5	Tutors	5
Rugmakers	2	Hay Merchants	6
Cutlers	5	Booksellers	2
Glovemakers	4	Illuminators	5
Woodcarvers	5	Clergy	100
Carters	20	Stevedores	50
Toy Maker	4	Sailors	80

Quorull in Brief

Llan's busiest port, the capital of Quorull lies at the mouth of the Drissada River and is an important center of commerce. Vessels from Tempest berth here regularly and even Y'siran ships have been known to make direct crossings of the Passage of Thungar to trade with Llan. The Guilds maintain a respectable merchant fleet in the city harbor and at wharves along the mouth of the Drissada River, all flying the flag of Llan, an oak tree on a red and yellow field.

Once known as 'the most beautiful gem of the north', Quorull is an ancient city but most of the current structures are only about 300 years old, as Quorull was besieged and sacked during a civil war, many of the buildings being burnt to the ground. Only years after the re-emergence of stability in Llan, with power in the hands of the Guilds, was Quorull rebuilt. Although not as large as the original city, modern Quorull comes close to its old reputation of magnificence. All streets are cobbled and kept remarkably clean. The city contains some beautiful architecture, such as the great theatre, the Hall of Tiers, and the Temple dedicated to Ormocea. Most buildings within the city are two, sometimes three, stories in height and stone has been used extensively in many structures. The more affluent residential area is along Highgate Avenue and Mithril Street.

Quorull is a wealthy city. Its elite citizens believe themselves more cultured than their other northern neighbors. The city does have a squalid urban poor, but the authorities tend to prevent them from dwelling within the walls of their 'beautiful' Quorull. Several freehold villages, where most of the underclass lives, exist outside the city walls. The population of the city and surrounding villages at the last census was estimated at being between 8,000 – 9,000 people.

Regions of Quorull

Regions of Quorull		
Quarter		Districts
1	West Gate	Docklands; Cedar Hill
2	Royal Gate	Market District; The Keep
3	River Gate	Guild Ward; Fisherman's Stretch
4	Guild Gate	Parklands; Thespian's Court

Quorull is a walled city and entry for commercial traffic is via four major gates. The gates divide the city into four quarters for administrative purposes and each quarter is further sub-divided into two specific districts. The Justicators and city guard companies are assigned responsibility for these quarters and districts.





ORMOCEA

God of Law

The essential doctrine of the Ormocean Church is one of creating an ordered society, by the introduction of its complex code of edicts, as laid out in the First Book of Law. The edicts of the church promote moral values of obedience to superiors, so long as those superiors act within the defensible confines of Ormocean Law.

The church promotes an attitude of compassion in most of its affairs but will readily adopt a strict and unrelenting composure with those who transgress the law and refuse to seek absolution. Due to the complex integration and interpretation of the thousands of laws contained within the First Book, Ormocean priests can often come across as bureaucratic and uncaring, seeming to be more interested in getting the fine-print of the law correct rather than seeing it applied in a fair and sensible manner. The Church is organised into three distinct major Chapters:

- The Immaculates
- The Choir
- The Justicators

Immaculates are the core clergy of the Church who administer its temples and preach to the congregation. The Choir are devoted to the maintenance of Ormocean Law and serve the courts. Justicators are 'street judges' who are responsible for dealing with petty transgressions in a specific district and making immediate judgements.

History of Quorull

The capital of Llan, Quorull, is smaller in size when compared with other Llanish and foreign cities. The original city was razed in the Great Civil War of 600R and it stood in ruins for centuries. It was rebuilt and destroyed again on several occasions. The current version of Quorull was established by the Guilds after they came to power in the 17th century R. At this time the city of Slaarn was considered the capital, being by far the biggest population center in Llan, with a 16,000 citizens. When Quorull was rebuilt, after the expulsion of the Sardellan Empire, the Guilds established a palace for the King of Llan in the city, but as a slight to the Guilds, the royal family has never used it and instead set their home and court up at the small town of Talindar, twenty miles to the west. Some have commented that the royal family felt safer in a castle garrisoned by their own loyal troops, rather than in Quorull, as the Guilds maintain a number of their mercenary companies in forts close to the city.

The City Today

Quorull is mainly the place where deals are done and taxes and levies paid. The main port that supports the capital is Nohlera, north of Quorull, due to its capacity to handle large cargo. Once trade negotiations are concluded in Quorull, foreign captains are given documentation allowing them to unload the greater part of their cargoes in Nohlera. Quorull none the less is still a busy port, due to its highly-regarded ship-building yards which maintain the merchant fleet and a number of military flotillas. The city itself houses the residences of the wealthy, the premises of the merchant traders who carry out business with them, and the inns, theaters and courtesan houses that they purvey. The commoners tend to dwell in villages outside the city walls and they are largely employed in the Guild shops and on the docks, which see a considerable amount of trade with the city state of Tempest, the mercantile giant to its east.

As most industry had relocated to the southern towns of Slaarn and Tokia over the intervening years, Quorull remained a small metropolis where the Guilds based themselves; a place of wealth and splendor with magnificent architecture, exemplified by its great indoor theater, the Hall of Tiers. The Guilds of Llan do invest some of their profits back into society; education is provided to all who want it, via Guild sponsored workhouses. Here children are taught to read and write, while also being required to spend three hours a day working at Guild-appointed tasks, more appropriate for nimble fingers. Adequate food and shelter is provided to the poor and outcast in return for their free labour. So, if you do not own a business, or are not employed in an official capacity by the Guilds, you can always visit a Guild Hospice and get a meal and a bed in return for work. While some other countries have labelled this a form of covert slavery, the Guildhall in Quorull cites these institutions as a bold program in social stability.

Government

Quorull is a chartered free-town. This means that although the city owes formal allegiance to the Crown, it has a royal charter for self-government by the merchant guilds. Quorull's civic government consists of a mayor and a council of twelve. Councillors serve for a period of four years, beginning their appointment on the first day of the calendar year. Six months before the end of the four-year period, the Guildhall proposes suitable candidates for the positions of councillors; the names are submitted to the Constable of Quorull Keep who represents the King in the city.

The Constable travels to Talindar Palace, located some twenty miles west of Quorull, and presents the monarch with the Guildhall's choice for the new council. In the event that a candidate for the council is rejected, the Guildhall must propose an alternative before the end of the year, or the Constable may make a royal appointment. The councillors elect a Mayor on the first day that the council meets, choosing from among two candidates nominated by the Guildhall and seconded by the Constable. Naturally, there are many 'behind the scenes' deals in Quorull in the year before a new council is to be appointed.

For the past fourteen years, the councillors have chosen the same man, Feris Palada, to be Mayor. Feris is a wealthy master timber-wright but his son effectively runs the timber-wright business because the Mayor prefers to spend long hours with civic business and politics. Feris presides over the town council (he has the tie-breaking vote) and the annual town moot. He is mostly concerned with day-to-day operation of the city government and directly manages a small administrative bureaucracy.

The council is responsible for the commercial and judicial administration of Quorull. It meets twice per March (1st and 20th) to discuss policy and plans for the city. The councillors are also assigned days of the March when they will act as magistrates, hearing the complaints of Quorull's citizens and resolving minor disputes. With heinous crimes, which have been directed to them by district Justicators, a tribunal of three councillors, selected by lot, holds session.

The Guildhall wields significant power, but is careful not to antagonize the ruling monarch. Currying favor with the Constable also helps. Protection of the city is shared by the Constable of Quorull, Sir Harlin Uthus, and the Sheriff of Marwick, Sir Mardan Darwyd, both appointed by the crown. The Sheriff is far too busy to do much except glance in the general direction of Quorull now and then (or so he says). Besides the town garrisons maintained in the western cities of Slaarn and Tokia and the King's Talindar Regiment, the Constable and the Sheriff of Marador command the only other standing military units loyal to the nobility of Llan. All other military are mercenary companies paid for and maintained by the Guilds.

GM Note: *The Guildhall pays for the upkeep of two large mercenary companies (each comprised of some 100 men) that are based in forts near the town of Massingdon, ten miles to the north of Quorull. The current agreement between the powerful Guilds of Llan and the nobility, forbid the mercenaries from being located closer than ten miles of the capitol or the King's Palace at Talindar. Protocol demands that the King's permission be sought in order for the mercenaries to enter Quorull.*



Guildmaster Feris Palada is in his fourteenth year as Mayor of the city of Quorull. A tailor by trade, he is considered a fair decision-maker but a very astute and shrewd political opponent.

Law, Order and Power in Quorull

GM Note:

Listed below are details concerning the companies of men who police the streets of Quorull. Pathfinder statistics for a typical city guard and an officer of each Order is provided on page (81).

The City Guard

The City Guard has two companies (20 men each) of light foot, one supported by the Sheriff of Marwick, the other by city taxes. Both companies are officially commanded by the Mayor but are, in practice, commanded by the Constable of Quorull. The companies are friendly rivals, and are also called the Sheriff's Company and the White Rose.

The City Guard wear a plate half-helm (cap) and a white gambeson (quilted tunic). The Sheriff's Company can be identified by a black and gold armband. The White Rose has a red armband with a white rose. The City Guard patrols the streets, day and night, in units of two to five men. They are garrisoned within the towers at the four city gates.

West Gate: Sheriff Company

Royal Gate: Sheriff Company

River Gate: White Company

Guild Gate: White Company

For military control, the city is divided into four quarters, each named after a gate. Each quarter contains sub-districts (refer table on page 12).

The Royal Guard

The Royal Guard, also called the King's Guard, is composed of two companies of medium foot, 20 men each; commanded by the Constable of Quorull. Headquartered at Quorull Keep, the Royal Guard rarely moves beyond its walls. Their primary duty is to defend the Keep, and the King, when the monarch visits the city. The Royal Guard is an elite unit and is better armed than the City Guard. Each man wears a plate half-helm and mail cowl, a mail byrnie over a quilted gambeson, and leather boots with plate greaves. They have a surcoat bearing the King's heraldry.

Order of the Swords of Justice

The Church of Ormocea has a large temple in Quorull and they sponsor the fighting Order, the Swords of Justice. At full strength, the Order maintains a strong company of six knights and 24 footmen in the city. Most are battle-seasoned veterans from the Sard-Elkian border wars. The local Knight Commander, *Sir Andar Gryst*, is a tough, competent warrior. The Swords of Justice officially serve as guards for the Temple of Ormocea, but have always 'assisted' the city guard, and not always by request. An uneasy rivalry currently exists between the City Guard and the Swords of Justice.



Relations between their respective captains are poor, which is reflected in the activities of their men. Weapons have sometimes been drawn, and tavern brawls between the two forces are not uncommon. The Sheriff tries to remain neutral because he finances half the City Guard while being an ardent supporter of the Swords of Justice.

The Swords of Justice are well-equipped and wear a surcoat with colors divided into dark blue and white. They are protected by chainmail and wear a distinctive steel helmet. They are usually armed with a longsword.

GM Note:

Guard Encounters in Quorull

If a combat takes place anywhere in the city of Quorull and it can be seen or heard by other townspeople, the City Guard will be alerted. Within 1d8 minutes, 2d6 city guards will arrive, commanded by one knight. If the leader of the guards deems that the situation is serious, he will have one of his men call for support and a further 5+1d10 men will be deployed.

There is also a 25% chance that 1d6 soldiers of the Swords of Justice will turn up within 1d4 minutes of any fracas. They will be openly insulting toward the city guard and try to take control of the situation.

Once per hour, there is a 10% chance that players on the street will encounter 1d3+1 guards on a routine patrol. The chance increases to 20% at night. Guard inspections of taverns are also common. Encounters with off-duty guards may also occur.



Ormocean Justicators

A special Chapter the Ormocean Church is that of the Justicators. Followers of the Order of Justicators administer Ormocean Law throughout the many Human countries that have adopted the Ormocean legal system after being conquered or becoming an ally of the Sardellan Empire. Although Justicators are usually devotees of the Ormocean Church there are many secular Justicators in countries where the faith is not as strong but Ormocean Law is still the accepted means of dealing with disputes.



As acolytes, Justicators study law under the tutelage of the Choir (the legal experts of the Church) and upon obtaining an acceptable level of competency; they are given a posting to maintain the law in a designated community within an Ormocean Protectorate. They are responsible for arbitrating a wide range of claims and grievances, ranging from mercantile transactions to petty theft. Their decision on any issue is final unless an affected party opts to have the dispute taken to an Ormocean Audit (a higher court). In Quorull, the role of Auditor is fulfilled to members of the city council rather than clerics of the Ormocean Church.

In doing so, the person who requested an Audit hearing had better be sure of their case as they can be served with large fines and even imprisonment for wasting the time of the court. Justicators do not handle matters that involve the loss of life. In these cases, they will undertake an initial investigation and detain any necessary suspects, but this information is automatically handed over to an Auditor to preside over. Justicators usually work hand-in-hand with the local militia or town guard in order to make arrests.

The Ormocean temple in Quorull has eight appointed Justicators who are each assigned to one of the city districts. While they can call citizens to account in their own right they usually only dispense justice when approached by someone with a grievance or by the city guards, who have made an arrest in a matter that they believe can be brought before a Justicator or referred to a full Ormocean Audit.

Crime and Punishment in Quorull

In the case of petty crime most sentences are handed down by Justicators, using the Ormocean Books of Law and its 366 volumes of statutes and precedents as a guide. Justicators are free to be creative and make the punishment fit the crime (e.g. someone being drunk and disorderly may receive the punishment of having to work as a labourer for a local inn). More serious cases (those usually involving harm to persons of significant property) are brought an Auditor. In Quorull, the Church has made an agreement with the Sheriff that city councillors will preside over these cases. Crimes involving the clergy or nobles are brought to the attention of a Supreme Audit, which requires a tribunal of three judges, one of which must be an Ormocean Auditor.

Below is a table to assist the GM with typical crimes in the city, who presides over them and the appropriate punishments:

Crime	Judged by	Punishment	Fine
Drunk and disorderly	Justicator	Confined to home 1d4 days	1+1d4gp
Minor assault	Justicator	Lock up for 5+2d6 days	5+2d6gp
Breach of contract	Justicator	Usually n/a unless referred to an Auditor	10+5d10gp
Minor property damage/theft	Justicator	Lock up for +2d6 days	Cost of Dmg x2
Refusing the decision of a Justicator	Auditor	Contracted to a Guild Workhouse 20+5d20day	200gp
5 repeat minor offences	Auditor	Contracted to a Guild Workhouse 20+10d20 days	500gp
Major assault	Auditor	Imprisonment 50+10d10 days	1,000gp
Murder	Auditor	Imprisonment 1d20 years or death	2,000gp
Treason	Auditor	Imprisonment for life or death	Forfeit of assets
All crimes committed by clergy or nobles	Supreme Audit	Varies see below	Varies see below
Major Property damage/theft	Supreme Audit	Imprisonment 20+2d20 days	Cost of Dmg x5
Assault with grievous bodily harm/Rape	Supreme Audit	Imprisonment 20+10d20 days	5,000gp
Murder	Supreme Audit	Death or trial by combat	Forfeit of Assets

The punishments listed above are a guideline and punishments can include both imprisonment and the recommended fine, depending on the circumstances of each individual case.

The lock-up that is referred to is a small secure set of cell that is maintained in each district of the city by the responsible Justicator. It is reasonably comfortable and food is provided under arrangement with a nearby inn. Otherwise imprisonment is in the dungeons beneath the Rivergate Tower or, in the case of nobles or clergy, beneath Royal Gate.

In the rare instance of a Supreme Audit announcing trial by combat to decide a dispute, both sides may appoint a champion, if all three judges agree.

The Right to Bear Arms

The authorities of Quorull impose laws restricting the carrying of weapons other than a dagger or a staff. Usually any weapons being carried must be turned over at the city gates. A fee of 1gp is charged to hold and store any seized weapon(s) and a document is given to the owner so they can claim them back when they leave Quorull. Note that weapons are kept for ten days; the storage fee must be renewed with the relevant gate authority at that time or the weapon(s) claimed by sunset of the tenth day. The guards are bureaucratic about this and there is no excuse accepted for tardiness. Unclaimed weapons become property of the City Guards.

There are exceptions to the Right to Bear Arms rules. Nobles and their retainers may carry weapons in the city. Most of these people are known to the city guards but, if challenged, they must produce evidence of their identity. Nobles foreign to the city are usually accompanied by a herald who can show letters of patents to the authorities. Similarly, people working on behalf of a noble family will make sure they are carrying documents bearing their patron's seal.

Arguing with the guards over these rights without proper documentation is pointless. Those who persist will quickly find themselves in a Quorull Keep dungeon.

Mercenary Companies: the Power Behind the Guilds

History

Llan has a history of instability caused by long-standing feuds between its noble families, which have resulted in the Kingdom being easily overcome by its enemies in the past. The division between Llan's senior families can be traced back to the Great Civil War of 600R when the country was torn apart over religious and political issues. Some scholars blame King Drydan for the unrest, citing his devolvement of central power into the hands of the Barons having created circumstances that pitted the Great Houses against each other. Other historical commentators lay the blame solely against House Kordahl, who manipulated most of the other Houses in an unprecedented bid to seize the throne.

Regardless of who was responsible for the Civil War, the atrocities committed against each other by the various factions left Llan a bitterly divided country for centuries and instilled a mistrust between common-folk and the noble classes. The demoralized state of the country made it easy matter for Trezkillian warlords, of the Sardellan Empire, to march into Llan in 1238R and maintain control for 300 years.

The Guilds Step Up

The mercantile sector of Llan had become despondent with their rulers since their failure to defend the Kingdom against the Sardellan incursion and their inability to form any kind of cohesive rebellion against their rule (due to continuing family feuds). As early as 1560R, the Guild began a secret plan to recruit foreign mercenaries to fight against the Sardellans. They brokered a deal, whereby the Great Houses of Llan agreed to a truce and, in return, they would lead their own retinues of knights, bolstered with Guild-contracted mercenaries, against the occupying forces.

This started as a guerilla movement, but by 1567R, the mercenaries based in Llan had reached numbers estimated at 10,000 strong. With the Kinstrife destabilizing the Sardellan Empire and a significant number of their soldiers being withdrawn to fight in conflicts in the Homelands, the Guild took the initiative to strike and the Great Houses led their armies in a series of conflicts across the Midlands and Lowlands, culminating in the Battle of Camdon Field, which effectively ended Sardellan control of Llan.



TREZKILLIAN God of War

Trezkillian has a popular following amongst many organized martial Orders throughout the Human realms. The God is also the chief deity worshipped by the Goblindynd of Ahr-Ganiz. Such is the strength of the Goblindynd following, that there are seven major temples devoted to Trezkillian, strung throughout the Mountains of Terror.

The Human chapter of Trezkillian evolved at the time of the Sorcerer Kings, during the most bloodthirsty wars of the Darktime. Erason Snakesoul, one of the more powerful sorcerers of that age maintained a large honor guard for protection. Erason used his knowledge of Pre-Redemption times to raise their morale before battle, inspiring his followers with tales of Trezkillian, the God of War. It was not long before his men were offering sacrifices before going forth to conquer territory in Erason's name; singing hymns and battle-songs upon their return.

Trezkillians believe there is no greater honor than death in battle and those warriors who die in the service of the God are guaranteed passage to Khallarghad (heaven). Those who are not suited to battle, but still swear obedience to the Trezkillian faith, are also rewarded. They may also find an afterlife in Khallarghad, where they serve and support those numbered amongst the holy warriors of the Legion Eternal.





In the Marches that followed, the King and his newly appointed council met to establish the governance and direction for Llan following centuries of occupation. This involved a plan to decommission the mercenary levies over a number of years. However, the old divisive feuds of the Great Houses emerged again, and debates continued endlessly on how to divide up control of Llan's territories. In the end the Guilds stepped in and declared that they were going to continue to upkeep the mercenaries remaining in Llan in order to maintain stability and the defence of the nation's southern borders. The Kinstrife was still being fought across the Sardellan Empire and there was no guarantee that Llan may become a target for invasion again by ambitious factions. The idea of leaving a sizable and well-seasoned force of soldiers in Llan and in the pay of the merchant classes was not a palatable arrangement and the King and his Barons argued against the Guild. Then the King arrested several dissident Guildmasters city of Nohlera. Civil war has always been the national sport of Llan and, this time, it was no different.

Most of the Great Houses formed a temporary alliance to fight the mercenaries, while some Hoses (mainly those who were looking like being on the losing end of the proposed land redistribution) sided with the Guilds. There was a single battle fought between a Llanish army led by the Crown Prince Aerlin and the combined mercenary companies, paid by the Guilds, under the command of Orrith Kamora, a respected mercenary captain. The battle took place, just south of Nohlera and resulted in the defeat of the Llanish force and the capture of the Crown Prince.

In return for his son's life, the King of Llan agreed to sign a charter that set out the constitution of new regime and how the country would be administered. It was called the "Proclamation of Renewal" and basically left the Great Houses their estates intact but ended the feudal system. Instead, it invested the Guilds with much more control of the labour force of the country and management of the resources of

the land. The King remained as a figurehead and signatory to the policies of a Council, made up of elected Guildsmen and the more powerful members of the Great Houses.

It was then that the mercenaries of Llan began to organise themselves. Originally, they had been a band of individual fighters who were loosely commanded by different leaders, when their services were required. Some fighters who had come to Llan to seek service came as units that had already fought in engagements together in foreign lands. Their professionalism and camaraderie attracted others into their ranks and they became larger, mercenary orders with their own permanent leaders and officers; they also were able to demand higher rates of pay and conditions of service from the Guilds. Other groups began to coalesce, copying the way these units had set themselves up and, thus, the Mercenary Companies of Llan were born.

The Modern Mercenary Companies of Llan

As the mercenaries became better organised, the Guilds began to fear that they may lose control over the 'monster' they had created so they were quick to negotiate "The Freebooters Charter", which would govern how these newly formed companies would operate. The final document included such things rules for deployment of the companies, a working command structure, rates of pay and compensation for injuries incurred in service. They key features of the "Freebooter's Charter" includes:

- (1) The Council of Guildmasters are the authority who pays and issues contracts of engagement to the Captains of the Guilds
- (2) Each Mercenary Company can number no more than 100 men plus their Captains.
- (3) No company may enter a city or town (as defined by the Guildmaster Council) without first being given a warrant to do so.
- (4) Each Company Captain is paid an annual stipend (currently 30,000gp per year), with which they are to pay their men and provide them with food, shelter and maintenance of their arms and armor.
- (5) Mercenary Companies are either active or inactive. An active Company is one that has been awarded a contract to undertake a specific task required of them by the Guildmasters (e.g. manning a border fort; dealing with insurrection; providing escort for a valuable cargo). Active Companies are awarded a bonus payment according to their individual contract. Inactive Companies are expected to train and upkeep their equipment and garrison.
- (6) Mercenaries who are members of a sanctioned Company are not subject to Llanish Law; instead they are accountable to their Captain. By no means is this an indication that a Mercenary Company is ill-disciplined and lawless; mercenaries who act outside of the acceptable bounds of their agreed role find that they do not win contracts from the Guildmasters. The Companies are very good at self-discipline and their punishments can be harsher than those dealt out under normal law.
- (7) Each Company determines its own form of succession so that, if its Captain dies or retires, there is a clearly defined means of quickly appointing a replacement.

There are currently 48 Mercenary Companies spread across Llan; 27 of these in the Lowlands, 10 in the Midlands and 11 guarding the more dangerous Highland regions. The eight most famous of these trace their roots back to the original Companies who were signatories as part of the original “Freebooter’s Charter”. They are the Companies who are most successful in winning ongoing contracts with the Guildmasters and are usually in an ‘active’ mode.

The current active Companies of Llan are:

Company	Captain	Insignia	Home Base	Current Contract
Faligar’s Blades	Isael Faligar (Level 7 Fighter)	3 silver swords on a red field	Massingdon 10 miles north of Quorull	protection of the capital
The Company of the Lion	Dasanda Duelbane ① (Level 8 Fighter)	a gold rampant lion on a blue background	Redguard Keep 8 miles south of Quorull	protection of the capital
The Company of the Black Arrow	Gillan Westerson (Level 5 Ranger)	2 black arrows crossed on a white field	Defiance Tower Thurindor Pass	border protection with Elkia
The Gray Guards	Jonn Alanthier (Level 5 Fighter)	a thistle on a gray field	Village of Stopover SE Llan	border protection with Elkia
Ranyard’s Raiders	Kallid Thane (Level 7 Fighter)	a wolf on a gold field	Fort Rannigan Llanish Highlands	local protection from the Bloodmane
The Sons of Kamora	Vale Kamora (Level 6 Fighter)	portcullis and crown on a black field	Tain’s Garrison Far West Llan	border protection with Sard
The Pharysaar Light Horse	Paradeen Quest (Level 5 Cavalier)	eagle and sun symbol on a green field	The Dorvian Garrison Slaarn	engagement with the Acorn Rebels ③
The Company of the White Stag	Salediath Pelentine ② (Level 8 Ranger)	a white stag on a purple field	The High Stronghold Nohlera	Escort of Guildmasters between Quorull and Lake Plerrin

① Dasanda is the only female Captain of Llan’s Mercenary Companies and has a reputation of never losing a duel.

② Salediath is an Elven Captain and the rumor is that he is the cousin of the Elven King of Leezeria.

③ The Acorn Rebels are a group of nobles who have holdings in the Midlands and are opposed to the power of the Guilds and their relationship with the Mercenary Companies.



The Red Scarves Thieves' Guild (and Delerdra Elandar)

The Red Scarves are the most active thieves' guild in Quorull; there are other groups, such as the Finn Brothers Gang and the Shadows, but these are very small and disorganised by comparison. The Red Scarves name is derived from their use of a token, such as a red handkerchief or red ribbon to identify themselves to each other. As the guild became bolder in recent years (see below) gang members began openly wearing red scarves and even leaving them at the scenes of crimes they committed. The Red Scarves used to be in the same minor league as the Finns and the Shadows; Quorull is a very lawful city and, the added presence of the Ormocean Order of the Swords of Justice, makes a life in petty crime, extremely difficult. However, four years ago, a new person joined their ranks and this changed their power structure and their activities in the city.

Delerdra Elandar, a priestess of the Yaarneyan religion in Quorull was found washed up on the beach near Ebidor, a poverty stricken village where the Red Scarves maintain a strong presence and a hidden lair. Delerdra was a rising, influential star in her temple; that was until her High Priestess, Narees Tarkenmoor, decided to eliminate her as a potential threat. Delerdra survived an attack on her life arranged by Narees and, close to death, she was brought to 'The Hole', a secret lair of the Red Scarves, located beneath Ebidor and accessed by a trapdoor in the house of Elgar the White, a resident of the village. Over many weeks Delerdra was nursed back to health and the leader of the Red Scarves, a young man known as Slarrad, was attracted by her looks and captivating nature. She confided in Slarrad, telling him her story and how Narees had schemed to end her life. The pair became good friends and later entered a relationship. It wasn't long before the Red Scarves were even referring to Slarrad and Delerdra as husband and wife, although they never formally married.

Over the next year the thieves of the Red Scarves came to respect Delerdra's presence among them. The priestess had a great knowledge of the wealthy families of Quorull; what valuables they possessed and where they kept them. What's more, she knew who was secretly attending the High Feasts celebrated at the Yaarneyan temple; persons who would not want their family and colleagues to know about their relationship with the temple. Delerdra drafted many blackmail letters to Guildmasters, store owners and city officials and this brought a lucrative and regular income into the Red Scarves coffers.

All this time Delerdra was also plotting revenge on her High Priestess, Narees Tarkenmoor. She sought out a small group of women amongst the Red Scarves who became her loyal followers. They spied on the Yaarneyan temple for her and one woman, Magara, infiltrated the temple and became an acolyte there. Slarrad did not share her desire for revenge and believed that



YAARNEYA Goddess of Pleasure

The core belief of a Yaarneyan cultist is that, when they die, they will spend eternity in the most pleasurable paradise ever imagined, the Palace of Unending Delights; the home of the Goddess. In order to prepare themselves for this, they must cast off the illusion of the mundane mortal world, indulging all their senses in a continual haze of realized desires and fulfilled fantasies.

The achievement of this often requires considerable access to finance and a prime consideration of any Yaarneyan temple is to maintain a healthy treasury by establishing a network amongst the more wealthy and powerful parts of the social system that it becomes established in.

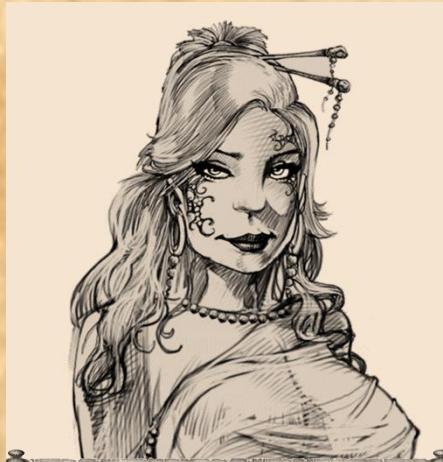
No pleasure or desire is denied a true follower of Yaarneya and the pursuit of hedonistic delight is held above the laws of any institution. There are six distinct areas of pleasure that are to be indulged in by a cultist, whenever and wherever possible. They are referred to as the Six Gifts of Yaarneya and are: the Pleasures of the Eye; the Ear; the Feast; the Scent; the Flesh; and the Soul.



For more detail see
Reliquarium Eldoria



Delerdra aka the Widow



Narees Tarkenmoor



Magara

Delerdra's activities were going to bring unwanted attention on the thieves' guild. He warned her to cease her obsession with Narees. Delerdra acquiesced to her 'husband' but sensed the change in his attitude toward her; he did not like her growing influence in the Red Scarves. Secretly, she began to gauge her support amongst the thieves and villagers of Ebidor and when she was sufficiently confident, she acted; Slarrad and his two most trusted lieutenants died in their beds and Delerdra effectively assumed control of the Red Scarves overnight.

She adopted the title of 'the Widow', as homage to her deceased 'husband', but mainly because the Yaarneyan church refers to one who leaves the temple as a *Widow*. With none to oppose her, Delerdra renewed her surveillance of Narees Tarkenmoor and is currently conspiring to bring down the downfall of the existing Yaarneyan temple in Quorull. She considered immediately ordering the assassination of Narees Tarkenmoor, but then decided she must first drain the Yaarneyan Church financially; Delerdra is not simply looking at stepping into the shoes of the High Priestess – she is going to disband the existing Order and build it again with followers loyal to her cause. Under her leadership the Red Scarves have grown in power and reputation. They are now brazenly open about their activities in Quorull and many store owners pay extortion money to them.

The City Guards and Swords of Justice are quick to respond to the concerns of Quorull's citizens and make arrests of the thieves when they are caught. However, several key magistrates and people of influence are caught up in Delerdra's web and, as a result, the Red Scarves are never found lingering in the tower dungeons for long. This particularly frustrates, Andar Gryst, of the Swords of Justice. Despite their open expansion in Quorull, "The Hole" is still a the secret lair of the Red Scarves in Ebidor and remains their organisational hub. Delerdra has her headquarter here and rarely leaves Ebidor, where she has become the 'darling' of its people, improving their lot in life over the past year. She now has ten devoted zealots who have sworn fealty to her brand of the Yaarneyan religion; two of these she has identified as Seervati and has inducted them into the clerical spells of the Church. Her second in command is Magara, who still masquerades as an acolyte in the temple of Narees Tarkenmoor, awaiting Delerdra's order to strike.

The City of Quorull (Map Locations)

The Map of the city appears on page 84. A jpeg of the map is also available for free download on Drive ThruRPG to enable the GM to reproduce a larger version of this as a resource.

Throughout this index there are sometimes entries that appear beside the title of a specific location, which provide the GM with additional information. These are explained as follows:

★ A rating of the quality of any goods and services provided at the location and an indication of their monetary value. One star is poor and five stars is excellent. Prices at different quality locations vary (see the following table).

☑15 A Difficulty Check required to successfully haggle prices down to their minimum level. An ☑ icon appears with a number representing the base role to be made.

Icon	Rating	Prices	Haggling*
★	Poor	25% lower the standard Pathfinder prices	Minimum Price 50% std
★★	Inferior	10% lower than the standard Pathfinder prices	Minimum Price 25% std
★★★	Average	Standard Pathfinder prices	Minimum Price 10% std
★★★★	Good	50% higher than standard Pathfinder prices	Minimum Price standard
★★★★★	Excellent	100% higher than standard Pathfinder prices	No haggling

* Haggling requires a successful Appraise check at DC15 plus a successful Diplomacy check against the Locations individual Hagggle Rating. Each successful Diplomacy check reduces the price by 5% until, either the roll is unsuccessful, or the minimum haggling price is reached.

👤 4 The number of people employed and usually on the premises during working hours including the owner. The icon appears with a number beside it indicating the number of people employed.

External City Walls and Gates

A well-maintained wall with a mean height of 30 feet surrounds Quorull. The outer walls of the city have four gates (Royal, Guild, West and River). There are also two internal gates which are not garrisoned in the same way as the major external gates; these are the Constable's Gate (which provides entrance to the Keep) and the Wharf gate (which provides access to the docks). Each of the major external city gates are flanked by twin garrison towers that rise to a height of 40 feet. The gates have stout, wooden double doors and a portcullis. The gates of the city are closed at sundown and the City Guard keeps a watch of at least two men on each gate. All commercial traffic ceases after this time, but individuals can pay 1gp to be let through a postern gate built into the main gate, unless orders prevent this.

The Gates and their map locations are as follows:

- G1 Royal Gate
- G2 Guild Gate
- G3 Constable's Gate
- G4 West Gate
- G5 River Gate
- G6 Wharf Gate





FAAR

Goddess of Agriculture

Faar has four different incarnations that she adopts as the seasons change. As Widow Winter, she is an elderly pale-skinned woman, robed in white fur. Long tresses of ashen hair fall to her ankles and snow swirls about her as she walks. As Daughter Spring, she becomes a young teenage girl with unruly saffron hair. She wears a green slip and runs bare foot in the fields, awakening the flowers from their Winter sleep. In the guise of Lady Summer, she takes the form of a shapely woman with ochre colored skirts. Her hair is long and braided and her face freckled from the sun. She carries a bundle of sheaves and a sickle. Finally, as Mother Autumn, she is a matronly woman with a brown hood and cloak. Her skin is the weathered color of cinnamon and leaves wither and fall from the trees at her passing.

The church exists to give spiritual support to farmers and assist with the maintenance of the harvest, which is the backbone of life. Without the bounty of the field, the Saahn are quick to turn upon each other and undo the work of generations. The God Kharic-Ohrm, the Bringer of Famine, is the chief enemy of Faar, for famine brings with it instability and war, threatening the very fabric of society. Faar worshippers are encouraged to work the land and offer sacrifices and praise to the Goddess who will reward them with her rich bounty.

For more detail see
Reliquarium Eldoria

1. The Latecomer's Rest ★★★ ☑DC17 🏠 4

Proprietor; Mayliss Fern; Female Human Witch 2 LN

This is an establishment owned by Mayliss Fern, an elderly woman, who runs a clean and orderly dormitory for people who have arrived at Quorull in the evening after the gates have shut. The "Rest" consists of two buildings; one that provides accommodation in the form of bunk beds and a large stable for horses.

Mayliss does not serve or tolerate alcohol on the premises but provides a guests with a hearty vegetable stew, included in the fee of 1sp per night (and 1sp per horse stabled). There are extensive vegetable and herb gardens surrounding the premises from which Mayliss gathers her own produce. She is assisted in running "The Latecomer's Rest" by her three grandsons, Lorrard, Lyle and Lassnard. The family dwell on the premises on the second floor of the dormitory.

GM NOTE:

Mayliss Fern is often approached by local villagers for cure-alls and remedies for ailments. She also is known to supply the odd potion or two (specialising in Love Potions).

2. The Golden Penny ★★★★★ ☑DC20 🏠 16

Proprietor; Jannith Doloran; Female Human Expert 2 (Cuisine) LG

Located near the Royal Gate, the Golden Penny is an excellent, if expensive inn, patronized by Quorull's elite. Decades ago, when the inn first opened its doors, the owner made it his policy that customers pay a tariff of a golden penny (1gp) to enter. This tariff had its desired effect, to discourage riff-raff. It is a delightful gathering place for those who enjoy the fine wines and succulent dishes available and have the purse to afford them. Specialities of the house include Bloodwine; Northland brandy; and Zaramoor white wines. Jannith employs a Maritaani cook who specialises in traditional Do-Kahn cuisine and offers a popular dish, Sai-Tai (crispy biscuit shells filled with savoury centers such as pork, chicken or fish).

3. Temple of Ormocea 🏠 42

Head of the Order; Jarrath Haymarr; Male Human Cleric 6 (Ormocea) LG

The religion of Ormocea is the most popular Church among Llanish nobles. The temple contains ten priests and thirty acolytes. Also located on the grounds is the Chapter House of the Order of the Swords of Justice, a sponsored fighting-order. It is made up of a commander, four knights and sixteen soldiers.

GM NOTE:

The current commander is Sir Andar Gryst, who has been taking the moral high ground and wants the Yaarneyan temple in Quorull closed.

4. Temple of Faar 🗿 47

Head of the Order; Francar Banterson; Female Human Cleric 4 (Faar) NG

This is a temple for the Goddess of Faar, a religion which is more popular throughout the regional areas. It houses four priests and thirty acolytes. The temple and accommodation for the priests are on one side of Temple Lane while well-ordered vegetable plots and beds of flowering plants are located on the other-side.

5. Toymaker ★★★ ☑️DC18 🗿 1

Owner; Kalis Starrith; Male Human Expert 2 LN

Kalis works in wood and creates all kinds of marionettes and simple toys. His miniature soldiers are especially in demand by local guardsman as gifts for their children.

6. All the Glitters (Jeweller) ★★★ ☑️DC16 🗿 5

Owner Torin Kaffle; Male Human Expert 4 (Master Jeweller) NG

This store has jewellery crafted by Torin Kaffle and his apprentices all laid out each morning on tables, upon black velvet cloths. Torin specializes in rings and pendants containing gemstones. He buys Char-Endlese sapphires and star-stones from merchants in Tempest which he uses in his creations. There is always a guard (Level 4 Fighter) present when the jewellery is unpacked. When not on display, Torin's creations are locked in a chest and moved to a stone vault in the rear. The vault is protected by a mage lock (see page 39) and Torin has the only key.



Torin's current wares are listed in the following table;

Item	Base Price①	Metal Upgrade②	Price	Stone ③	Price
Men's Ring	1gp	Gold	5gp	Type 1 Lapis Lazuli, Pearl, Turquoise	10+2d10gp
Woman's Ring	2gp	Mithral	20gp	Type 2 Jasper, Onyx, Peridot	50+2d10gp
Pendant	5gp	Adamantine	50gp	Type 3 Alexandrite, Black Pearl	500+2d100gp
Torc	10gp	Diamondwood	100gp	Type 4 Emerald, Opal Sapphire	1000+4d100gp
Circlet	10gp	Gold	80gp	Type 5 Diamond, Ruby, Jacinth	5000+6d100gp

①The Base Price of jewellery is for unadorned plain silver items and incorporate the value of the metal and workmanship.

②The metal used in a plain ring can be upgraded from silver by adding the indicated price

③Any item can be enhanced by adding a gem and increasing the cost by the indicated price (per gem). The variant price is an indication of the size of the stone.

Stock Availability

100% available: 1d10 of each silver and gold unadorned item.

50% available: 1d6 of each Mithral or Adamantine unadorned item.

5% available: 1 (only) any Diamondwood item.



Y'SIRA

The mighty desert land of Y'sira has retained a distinct and vibrant culture, despite its period of occupation by the Sardellan Empire and constant exposure to northern customs through trade. Its people are a mix of Zurandi and Keljak and their ethics and beliefs have been moulded by the harsh environment that they dwell in and strict religious dogma of the Daugron faith. Byalliz is the major city in Y'sira and is recognized as the capital, however the very nature of the inhospitable desert terrain tends to severely regionalize the country. Many outlying towns govern their own affairs with only token recognition of the authorities in the Byalliz and independent states are always cropping up from time to time.

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. It also has some of the most beautiful coastlines of the Sea of Souls, with its white sand beaches and colorful coral reefs. Rhenfara's people live in extended village communities and at first glance, it would be easy to assume that they are a primitive culture, similar to the barbarian tribes of the Outlands. However, that is far from the truth; the Rhenfaran civilization is highly sophisticated and advanced. Their antiquated dwellings and technology are a reflection of their choice to live in harmony with the land, under the guidance their Druidical Order.

Once availability of the number of base stock items (above) is determined, check each item to see if it features a gem-stone (s). There will be 1d4 gems set in the item. The following gem type will be featured (roll d20):

1-8 Type 1

9-12 Type 2

13-14 Type 3

15-16 Type 4

17-18 Type 5

19-20 Multiple types; roll gain to determine (unless a single gem was specified, then ignore and roll again to determine single gem type. The GM can determine the exact kind of gem-stone from the value type.



7. Scents of the South (Perfumer) ★★★★★ ☒DC21 3

Owner Althena Koris; Female Human Expert 1/Alchemist 1/Aristocrat 1 LN

This quaint shop is fronted by a flowering garden. Inside it is decorated with many objects made from colored glass. Althena has over 100 perfumes, each stored in a beautifully crafted vial, and each in its own miniature carved chest. She personally travels south to Rhenfara and Y'sira every few years to source her supplies, which are in great demand amongst the noble women of the region. Her customers come from as far away as Tempest and Darringmoor to sample and buy her wares. Althena's best-selling perfumes are listed in the table on page 30. The perfumes provide the indicated CHA bonus to Diplomacy and Bluff checks made by the wearer. The duration of the perfume lasts for 1+1d3 hours. A Fort Save of DC15 prevents a person ever succumbing to the fragrance

(they just don't like the smell of the perfume) and negates the CHA bonus applying to that person (only). Similarly, a person who fails the DC Save is always affected by the fragrance and never receives future saving throws.



A vial of perfume contains 10+1d4 applications. Using more than one 'dose' of perfume negates the CHA modifier (it is overpowering). Wearing multiple perfumes negates the CHA modifier and has a 25% chance of creating a negative modifier (-1d3) due to the particular combination of fragrances

Plotohook

Recently Mistress Koris bought a supply of perfume produced by a Gnome, called Ellytinkin Twinfirbling, who lives in Darringmoor, in exchange for Elly

advertising the wares of “Scents of the South” in the news broadsheet, the “Darringmoor Dart” (Ellytinkin Twifirbling is also the editor of that broadsheet) . The perfume smelled delightful and Koris marketed it to the young daughters of her clients; the fragrance has a summery flowery scent. However, it appears the quality of the ‘Ellytinkin’ perfume is not consistent, with some clients complaining that the vial they bought smells like a midden heap by the time they had used six applications. Koris plans to offload the rest of her supply of ‘Ellytinkin’ (20 vials) to traders from Slaarn, while the batch still smells good. Any vial of ‘Ellytinkin’ perfume has a 20% chance of being unstable and will lose its +1 CHA bonus after 1+1d6 applications. Instead it will produce a scent that induces a -1d4 CHA modifier and the wearer **may not** be aware of this (Perception DC18).

Name of Perfume	Country of Origin	Aroma	Price 3fl oz	CHA Modifier
Night of the Siren	Y’sira	musk with a hint of cinnamon	100gp	+4
Whispers and Sighs	Y’sira	fresh sea breeze fragrance	85gp	+3
Daughter Spring	Rhenfara	honeysuckle	80gp	+3
Sunset	Rhenfara	combination of jasmine and strawberry	70gp	+3
Veiled Secrets	Y’sira	balsam-like lavender fragrance	60gp	+2
Vampire’s Kiss	Rhenfara	rose scent with a hint of pepper	50gp	+2
Lure of the Unicorn	Ghardon	vanilla with a slight citrus smell	20gp	+1
Kiish	Ghardon	sandalwood and eucalyptus	20gp	+1
Ellytinkin	Elkia	a mix of summer flowers	10gp	see ploTHOOK*

8. The Three Candles ★★★ ☑DC17 ♪ 10

Proprietor Orlon Gilder; Male Human Commoner 3 LG

This is a large, well-established inn located near the Guild Gate. Orlon is a conservative devotee of the Church of Ormocea and caters to Quorull’s wealthier, more steadfast citizens. Sir Andar Gryst, Knight Commander of the Swords of Justice dines here. Specialties of the house include Holy Dew ale; Northland brandy; roast beef and vegetables.

9. Temple of Theydori ♪ 24

Head of the Order Salind Berden; Male Human Cleric 5 (Theydori, God of Knowledge) LN

The Quorull temple of Theydori, is a clerical order that maintains an extensive private collection of rare and antique documents and artefacts. There are six priests and eighteen acolytes usually present on the grounds. They are often employed as tutors to wealthy families in Quorull.

10. Asinda’s Wares (Trader) ★★★ ☑DC12 ♪ 6

Owner Lesel Asinda; Male Human Aristocrat 3 N

Lesel is a city councillor. His establishment is very basic, consisting of rows of wooden shelves displaying all manner of simple household wares, including pottery, brass-ware, small chests, furniture and decorative statuettes. Lesel imports the majority of his merchandise from the islands in the Sea of Souls. He has grown tired of the business and wishes to sell the warehouse, stock and his list of contacts to a buyer; the going price is 10,000gp but he can be negotiated down to 8,000gp.

11. The Eye of Tarimth (Oracle) ★★★★★ ☒DC22 ♀ 1

Owner Elphenia Nightflower; Female Half-Elven Oracle (Mystery: Lore/Curse: Foretold) 6

This building has very distinctive architecture, being based on Elven designs. Motifs of intertwining tree branches are featured on its outer walls and inside everything is decorated in rich polished wood, with dim illumination provided by shaded oil lamps. This is the home and place of business for Elphenia, a Half-Elven woman who charges a fee of 10sp to read an individual's future using Nalarian Tiles, a traditional and popular means of divining the future in Eldoria. (see Arcane Items on page 64 for details of Nalarian Tiles and how to make your own set of them).

Elphenia's clients include people from all walks of life; even the Constable's wife seeks advice from her at least once per week. Elphenia is reclusive and rarely leaves her lodgings, except to offer praise to the God Tarimth on the eve of a full moon. She has a small shrine to Tarimth in the midst of a grove of tall trees which grow on a plot of land next to her residence.

GM NOTE:

Elphenia's Oracle Curse. "Foretold", is that it has been prophesised that an Elf with a birthmark of a moon and star will be her downfall. This is why she has moved to the Human-centric city of Quorull to limit her contact with her own people.

Elphenia Nightflower's Oracular abilities are sought after by people in Quorull and from distant cities of Llan and beyond.



12. Temple of Yaarneya 🏛️ 32

Head of the Order Narees Tarkenmoor; Female Human Cleric 6 (Yaarneya) NE

This is a relatively new three storey building, completed 10 years ago. It is surrounded by beautiful gardens. The Goddess Yaarneya does not have a large number of followers in Quorull. Seven priestesses and fourteen acolytes are in residence. They are often subject to harassment by Ormocean fanatics.

GM Note: High Priestess Narees Tarkenmoor is always accompanied by two Char-Endlese mercenaries (Level 4 Barbarians).

13. Bards' Hearth ★★ ★ 🏛️ 4

Administrator Eldereth Scintalia; Female Half-Elf Bard 4 NG

This colorful building serves as both a training school for bards, and also is a hostel for wandering troubadours, skalds and the like. There is a great library of written music, poetry and old tales in a central library, as well as a number of small practice rooms and a recital hall, decorated in polished cedar. Its administrator is a mysterious Half-Elven woman who is a renowned singer. She often performs at the Hall of Tiers.

14. Villa of the Scented Veil ★★ ★ ★

☑️DC28 🏛️ 24

Proprieter Lezeel Saras; Female Human Aristocrat (Courtesan) 3 N

The Courtesans' Guild is not allowed to operate openly in most parts of Llan, being frowned upon by the Church of Ormocea. Despite that, many nobles and wealthy guildsmen make use of their services and the more affluent courtesan houses are allowed to flourish. Such a house is the Scented Veil. Courtesan Lezeel Saras operates this luxurious villa, which is surrounded by pleasant gardens, in which stone fountains bubble and peacocks cry. The custom is to arrive in the evening and bathe, and then be entertained by musicians and dancers, before retiring for the evening. A communal breakfast is shared the next morning. The Villa of the Scented Veil employs three guards (Level 3 Fighters) who will stop anyone from entering the premises without invitation.

GM NOTE: The Yaarneyan Cult are patrons of the Villa of the Scented Veil and often procure courtesans from Mistress Saras to participate in their ceremonies.



15. Harp and Cup ★★★★★ ☑DC18 12

Proprietor Holswin Meried; Male Human Bard 1 CG

The Harp and Cup is a two-storey building and has good beds and serves flavoursome meals. Holswin, the owner, enjoys the theater immensely and can often be found attending performances at the Hall of Tiers, across the road. Most patrons of the inn are actors and musicians from the Hall of Tiers, and it is quite common for impromptu performances to take place from amongst these patrons (especially after wine and ale has been flowing freely). As a result, the Harp and Cup has earned a reputation not only for its fine food but also for its entertainment value.

Specialities of the house include Meried's Swill (ale), Bloodwine, pigeon pie (it's most famous dish), baked potatoes and smoked haddock. The King of Llan stayed at the Harp and Cup five years ago and praised the quality of the pigeon pie that he had dined upon. Since then, the pie was always been served in a pastry shell shaped like a crown and Holswin regularly sends pigeon pies to the TalindarPalace by appointment to the King.



The famous pigeon pie of the Harp and Cup, which has been served in a pastry shell, the shape of a crown, since it was praised by the King when he dined on one five years ago.

16. The Hall of Tiers ★★★★★ ☒DC22 ♀ 15

Proprietor Norrran Vinn ; Male Human Bard 3 LG

The Hall of Tiers is Llan's largest indoor theater. It is operated by the 'Golden Mask Players', a company of the Thespians' Guild based in Quorull. The Golden Mask are known for their religious dramas and their works are quite somber and often tragic in nature. There are lighter performances held during the year by other companies who make use of the Hall, paying a percentage of their takings to the Golden Mask. The average cost of attending a performance is 3gp. Currently the Half-Elven singer, Eldereth Scintalia, is appearing to sold out performances each evening.

17. Quorull Keep ♀ 70

Quorull Keep was originally built as the royal castle of the city, although King Harad (the ruling monarch) prefers to reside in Talindar Palace, to the west. The keep has four towers (60' to 70' high) and walls averaging 10' in thickness. The Constable of Quorull is Sir Harlin Uthus. He commands two companies of the Royal Guard, currently eight knights and forty medium foot. The Constable also commands the City Guard, two companies of light foot, on behalf of the Mayor of Quorull.

18. Masterpiece in Stone (Mason) ★★★★★ ☒DC18 ♀ 12

Owner P'tar Skaffik; Male Human Commoner 2/Expert (Master Mason) 3 LN

This large workshop has a high (three storey ceiling, allowing the masons to work on tall structures). There are cut sections of stone stacked about its walls, allowing the artisans an area to work in the center of the building. P'tar is a master mason, known for his ornate facings and decorative arches. His family has a long tradition in the restoration of Quorull and he owns countless drawings, architectural plans, maps and charts on the city from its ancient beginnings to present day.

GM Note: P'tar has maps that show the original plans used to build Quorull Keep on the west side of the city, near the current location of the village of Ebidor. His records show that there was some excavation work before the project was abandoned and that there are hidden tunnels that run beneath the city connect Ebidor to the lower levels of the existing Keep on the east side of Quorull.



19. Larad the Potter (Potter) ★★★ ☒DC14 ♀ 1

Owner Larad Castafinn; Male Human Commoner 1 CG

This is a small, cluttered workshop with a foot-operated wheel, a large kiln and many trestles holding half-finished and finished urns and pots.

Larad's bread and butter are storage vessels for the mercantile trade, used for transporting salted fish to the Llanish Midlands. These are tall urns, each approximately 3' in height.

He occasionally makes a few decorative vases and pots which are on display on a table at the front of his shop. These sell for 1d4 silver pieces.



GUILD OF GOLD

The Guild of Gold is Eldoria's most powerful group of merchant bankers. With their headquarters in the city-state of Tempest, they have a presence in larger cities throughout Eldoria. They are involved in high finance; deals that will not only net them more wealth but will allow them to wield political influence.

The Guild was formally established by successful traders operating out of Tempest in 1588R, as means of insuring cargo. The venture was extremely profitable, allowing the Guild to diversify and invest in many other projects, including the building of major cathedrals for the many religions of Eldoria. The Guild has a strong presence in Odressi, City of Temples; its representatives, have positions on the council of the Citylord, as well as being allowed to attend the Congress of Odressi, a clerical convention.

In 1999R the Guild of Gold introduced the Gold Trade to Eldoria and its merchants refused to deal with any other currency when making deals with foreigners. Gradually the currency has crept into the world and has become a means of exchange that cuts across many realms. Only the merchant houses in Y'sira refuse to use the Gold Trade or negotiate with the Guild of Gold.



20. The Scriptorium (Scribe) ★★ ★ ☒DC16 ♀ 1

Owner Daxter Slythe; Male Human Expert (Master Forger) 3 LE

This two-storey building features a plain, unadorned downstairs office set out in an orderly fashion with a discussion area at the front and a well-worn writing desk and files in the rear. Slythe has lodgings upstairs which are lavishly maintained and equipped. He is Slythe is an excellent scribe and composes letters on behalf of his clients. He also deals in the sale of maps, scrolls, and seals. However he earns most of his income from the forging of documents for the criminal element in Quorull (e.g. he creates fake bill of sale letters for the Red Scarves, so they can off-load stolen goods to reputable traders). Slythe sometimes has a hard time maintaining the image of a 'poor scribe' when he loves dining out at establishments like the 'Golden Penny'.



21. Usurer Draskin ★★ ★ ★ ☒DC25 ♀ 2

Owner Dolan Draskin; Male Human Expert 2 N

Dolan is Quorull's wealthiest independent usurer and he has a fair and respected reputation amongst the Guildmasters. The Guild of Gold is constantly trying to 'poach' his clients. He is a financier solely of merchant cargo and owns part shares in many of the businesses in Quorull and in Bradden to the north.

22. The Captain's Guide (Cartographer) ★★ ★ ★ ☒DC18 ♀ 1

Owner Borlun Passar; Male Human Fighter 1 CN

This store is cluttered with all kinds of navigational charts and books. Borslun's maps look excellent but they are total fabrications, made up from stories people have told him and what he reads in books. He is notoriously inaccurate with his measurements and his maps can end up getting ships wrecked on reefs.

GM Note: The rating of 4 stars for quality is because people believe his maps are genuine and are willing to pay a high price.

23. Offerings to the Gods (Woodcarver) ★★ ★ ☒DC18 ♀ 13

Owner Bellander Nallos; Male Human Expert 3 NG

This is a well-lit workshop with a large display of painted wooden statues arranged at the front of the store, some life-size as well as smaller versions standing on trestle tables. Bellander is good natured, shy man who runs a workhouse and has ten young children and two indentured men who live on the premises on the second floor. They work making furniture for the wealthy, supervised by Bellander. They are treated well by their master. Bellander himself loves nothing more than making religious statues; effigies of the Gods, their divine servants and the saints. He doesn't get many sales for these but his work is highly regarded and while he indulges in making them, the income from the furniture keeps his business alive.

Plothook

Earlier this year Bellander was approached by Kalseera, a priestess of the local Yaarneyan religion who offered him a healthy commission to create a life size statue of the Goddess to decorate their temple. Bellander is a follower of the Ormocean Church and is opposed to the presence of the Yaarneyans, so he declined the work. However, he found himself thinking about Kalseerra and the opportunity he was missing to work on the statue. This kept him awake night after night.



Eventually his creative drive got the better of him and he recently visited the Yaarneyan temple and told Kalseera he would undertake the contract. Bellander has been working on the statue in secret, in a locked room in the basement; he doesn't want anyone to know what he is doing. Kalseera has been visiting each week to check on his progress. They have lunch together and Bellander is finding the priestess to be quite engaging; he is enjoying her company and conversation. Last week, during her visit, Kalseera made comments that she was not happy with some of the anatomical features of the statue. She suggested that Bellander undertake some life drawings to improve his eye for detail. This flustered Bellander and then Kalseera placed her hand on his and said that she would help him; when she visited. Bellander just did not know what to say...

24. Trader's Hall ★★★★★ ☑DC18 ♪ 13

This is the local headquarters of the Trader's' Guild. The hall is used only by the local owners of shops and permanent trade stalls at the weekly markets. It is administered by free-master trader, Osro Kulad. Many deals are struck here to finance trade cargoes, set prices of goods, etc.

25. Faith (Jeweller) ★★★ ☑DC20 ♪ 2

Owner Lyndal Wilas; Female Expert 3 N

This small store features a large grassed area with statues of all the deities of the Eldorian Pantheon. Lyndal makes plain wooden or silver holy symbols for a living, although she will occasionally create a more decorative work at a client's request. She stocks all holy symbols except for those of the Sadir and Kharic-Ohrm Cults. Her wooden symbols sell for 5sp and her silver symbols sell for 1gp.

26. Guild of Gold (Banking House) ★★★★★ ☑DC20 ♪ 10

Senior Guildmaster Endarra Thrift; Female Aristocrat 7 LN

This is the local headquarters of the Tempest Guild of Gold. The hall is used only by representatives of the Guild to entertain and negotiate deals with the nobility and Guildmasters of the city (and with visitors from afar). Its senior representative, Endarra Thrift, is a shrewd and charming wheeler and dealer, who specialises in financing the building of merchant ships. She has great knowledge of maritime geography and history and her suites are decorated with model ships and nautical charts.

27. Swinn Brothers (Mason) ★★★ ☑DC18 ♪ 30 (8 based in Quorull, the rest at the quarry)

Owner Albern Swinn; Male Human Commoner 5 CG

This is basically a large warehouse and workshop for storing rough cut stone for use by artisans and builders working on civic projects. Albern owns quarries close to the city, which he runs with the help of his four brothers. Most of Albern's employees work at the Quarry.

28. The Council Hall ★★★★★ ♪ 11

This lavishly decorated building houses the chambers of the city council. The council is made up of twelve men who are drawn mainly from the ranks of the Guilds (although some influential nobles and clergy have served on the council). This is a two-storey building with the ground floor being devoted to courts and rooms for office-bearers. The council chambers and private meeting rooms are on the second floor.

29. Sannith Kreen Square

The Quorull market is held here, open until mid-afternoon, every day unless it's raining.



30. Moonwood (Carpenter) ★★★ ☑DC18 ♀ 2

Owner Moonwood Tarba; Female Human Commoner (Master Carpenter) 4 NG

This is a sprawling carpentry workshop with a small home located on the other side of Haven Street. Uncut lengths of wood, covered by canvas, are stacked in a laneway next to the workshop. Most of Moonwood's work is supplying cut planks to bosuns for decking on ships; however she also makes small chests that are sought after by local sea-captains. The chests are carved with a crescent moon (her trademark) and sometimes incorporate a secret compartment.

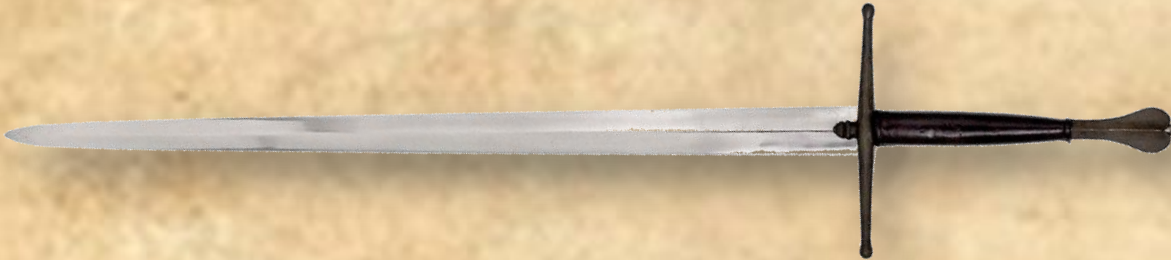
31. The Guildhall ★★★★★ ♀ 14

This is the headquarters of the joint association of the Guilds of Quorull, who really rule the city. The building is used mainly for clandestine meetings and has many lavishly appointed rooms for such purposes. A great gathering of the Guild masters takes place every four years to propose candidates for the next governing council of Quorull. The Grand Court, located on the second floor is used for this and for other more social gatherings.

32. Steelheart (Armorer) ★★★★★ ♀ 10

Owner Tabbat Baldas; Male Human Expert 2/Fighter 1/Aristocrat 1 LG

This armory has a large workshop dedicated to the shaping and assembly of armor. The steel itself is worked at small forge in the back of the building. Tabbat has a lucrative contract with the Constable of Quorull and the Sheriff of Marwick to supply weapons to the city and shire militia. He also makes mail armour. Because of this he does not have much time to dedicate to other orders. If someone wants his services they need to pay twice the normal amount or be prepared to wait for several Marches for delivery. Tabbat has been a councillor of Quorull for two terms. He takes this responsibility seriously and is one of the most conscientious members of the town council.



33. Rolan's Blue Glass Emporium (Glassworker) ★★★ ☑DC14 ♀ 4

Owner Rolan Grugg; Male Human Commoner 2 NG

This is a warehouse storing drinking glasses decorative glass bowls and pieces of glass art. There is a small shop in the front, displaying Rolan's best works of art and a separate furnace and glass-working area in the yard. The majority of Rolan's work is the design and installation of stained glass windows in local temples and the houses of the rich. Often, he is absent from the shop, working off-site. His trusted associate, Kallan Smidgen, manages things in his absence. Rolan's work is 'heavy' in appearance, lacking the finesse of Elkian glassworkers and he favours a blue pigmentation in his creations.



MAGE LOCK

Living in a world where certain individuals can unlock your strongest door with a magical spell presents a problem. In 1884R, the Grand Vizier of Byalliz, City of Thieves, commissioned Aradd Kandabar, an alchemist, engineer and dabbler in the arts of magic, to design an infallible lock.

Kandabar's basic understanding of how magic worked gave him an insight on the task and after two years research and trials, he presented the Mage Lock to the Vizier and challenged him to find someone who could open his device by mechanical or magical means. Various court sorcerers tried their hand, along with thieves lingering in the palace dungeon (promised freedom if they could open the Mage Lock) but none were successful. The Mage Lock was near impossible to open unless you had the key. The lock did this by combining a number of critical factors into its design:

(a) The actual lock mechanism was positioned deep inside masonry, adjacent to the door, where a lockpick could not easily get access to the workings.

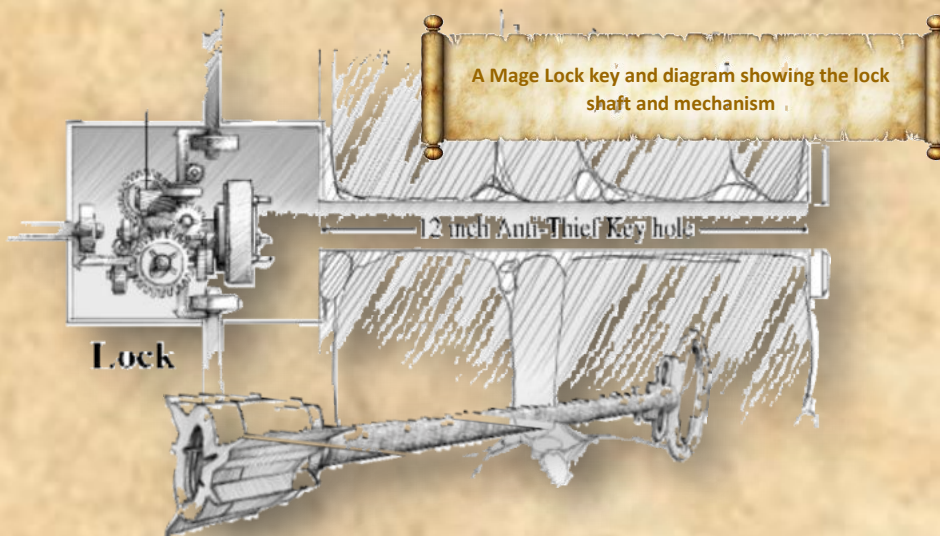
(b) The tumblers of the lock were engineered in a way so that if they were tripped without the key the action of releasing the lock caused secondary locking mechanisms to engage. Although such a spell as Knock would physically unlock the device, the tumblers immediately relocked themselves.

The DC of a Mage Lock is 40.

34. The Gold Key (Locksmith) ★★★★★ ☒DC20 ♀ 2

Owner Oris Brasshand, Human Rogue 5 (Master Locksmith) LG

This building is painted black and a large gold key hangs above the door. Inside are boxes of completed padlocks, locks, mechanisms for doors, iron trees holding keys and containers of spare parts. Oris is a reformed thief who is now a devoted member of the Ormocean Church. His honesty and skills are almost legendary and he is well-liked by the community. Most homes of the wealthy have his locks. It is rumoured that he knows the secret of constructing a mage- lock.



35. Exquisite Paper (Lexigrapher) ★★★ ☒DC20 ♀ 3

Owner Shansa Mavira; Male Gnome Expert 2 LG

This store is decorated in a rustic fashion and features rows of tall pigeon holes running from floor to ceiling, containing hundreds of varieties of parchment, vellum and parchment paper. Shansa is often running up and down (and sideways) to obtain paper samples for clients, using a rolling library ladder. Most of his wares are sold to the temples and the Guild of [the](#) Magi. His paper supplies come from all over Eldoria, as far away as distant Rhenfara.

As a side-line he sells wooden scroll tubes that can be embossed with the name of the owner.

36. Leather and Groom ★★★★★ ☒DC20 ♀ 2

Owner Balid Drannel; Male Human Expert (Master Craftsman) 3 LN

Balid Drannel sells a variety of leather goods at this location and is considered to be a rival of P'tar Xarin, another leather-worker who is active in Quorull. Balid specializes in fine leather saddles and tack for the stables of the nobility.

37. Letter of the Law (Litigant) ★★★★★ ☒DC22 🧑 5

Owner Tandar Ulin; Male Human Rogue 5 LE

This is the three storey home and business of Tandar Ulin who receives clients in his study, located at the front of his premises. He employs a scribe, a bodyguard, a cook and two servants. Tandar often represents the interests of those who are guilty of crimes but have the resources to bribe their way out of the situation. Tandar brokers these deals so they never get to a court hearing.

38. Jaudin's Soaps and Scents (Perfumer) ★★★ ☒DC15 🧑 3

Owner Jaudin Rhetolo; Male Human Expert 3 NG

This is a small store with a roof of bright red terracotta tiles. Inside there are displays of scented soaps and bottles of perfume. Rhetolo is a city councillor and manages the store with the assistance of his wife, Madia. He covertly supplies perfumes and scented soaps to the Yaarneyan temple and Courtesans' Guild.

Jaudin's perfumes and soaps are all made locally by his wife and their apprentice. The perfumes all have a CHA Modifier of +1 (refer page 36 for details of the effects of wearing perfume). Refer to the following tables for price, range and availability of Jaudin's perfumes and soaps:

Name of Item	Aroma	Perfume Price per 5fl oz	Soap Price per Bar	Availability*
Lavender Bliss Perfume	lavender	10gp		80% 2d10
Seasoning Perfume	rose and honey	8gp		60% 2d6
Courtesan Perfume	sandalwood and cream	5gp		60%2d4
Beeswax Soap	honey and oats		1sp	100% 6d10
Beeswax Soap	lavender		2sp	80% 6d10
Beeswax Soap	Peppermint oil		3sp	50% 6d6
Beeswax Soap	rosemary and thyme		1sp	20% 2d6
Tallow Soap	jasmine		2cp	80%6d10
Tallow Soap	unscented		1cp	100% 10d10

* This is the percentage chance any of the indicated item is in stock and, if so, how many.

39. Tick-Tock Toys (Toymaker) ★★★★★ ☒DC20 🧑 2

Owner Eridine Thomar; Male Human Cleric (Theydori) 4 N

This colourful shop has shelves and displays crammed with many fascinating toys. Many are clockwork figures with moving parts, along with spinning tops, kaleidoscopes and beautiful intricate music boxes. Thomar was a former priest of Theydori who left the church four years ago to marry. His wife died two years later from a wasting disease. Eridine is now unsettled and sometimes gets depressed and, when this happens, he buries himself in his work. His old friends in the Church are trying to woo Thomar back to the Order. He was always a talented engineer and craftsman and his skills were in high demand.



40. Prestige Pavilions (Tentmaker) ★★ ★ ☒DC15 6

Owner Marid Lorda; Male Human Commoner 5 LG

This is a small brick building with a large yard, which incorporates several wooden shelters, used to store canvas and act as a carpentry and sewing work areas. Marid is a newcomer to Quorull, having recently moved to the city from the city of Slaarn. He is keen to do business with the local Guilds.

His tents are good quality and reasonable in price. Marid often travels to fairs and tournaments all over the Lowlands of Llan to show his wares to local nobility.

Size of Tent	Size	Base Price	Material Upgrade①	Price	Ornamentation Upgrade ②	Price
Small (1)	1	10gp	Cotton	+5gp	Tassels	1gp
Medium (2)	2	15gp	Wool	+10gp	Ornate finial	5gp
Large (4)	3	30gp	Leather	+25gp	Embroidered design	10gp
Pavilion (10)	4	100gp	Silk	+50gp	Pennant	20gp
			Leaf linen*	+30gp	Hemp flooring	5gp

① All tents are made of hemp canvas at the base price but other cloths can be substituted by paying the indicated additional cost multiplied by the size.

② This is optional decoration that can be added to any tent by paying the indicated additional cost multiplied by the size.

* Leaf linen is an Elvish material made of valandia (called leaf linen in the Sardellan tongue). This is made from the large, broad leaves of the valandia-lily, an extremely tough, water-resistant plant. Its leaves retain their properties of suppleness, strength and water-resistance many years after they have been removed from the parent plant



41. Bracelets from Heaven (Jeweller) ★★★★★ ☑DC24 🏠 1

Owner Starda Penarth; Male Half-Elf Expert 7 N

This building is decorated on the outside with red and white bunting. The entry door is carved with traditional Elven knot-work. Inside is Starda's workshop and product display (all in the same room). Starda is of Half-Elven extraction and makes bracelets (only) with intricate pattern-work, typical of his culture. He likes to use amber and silver in his creations. His bracelets are priced at 200+5d20gp (reflecting a range of simple and more complicated designs).

42. (A) and (B) Temple of Esmia 🏠 30

Head of the Order Suzeen the Kind; Female Human Cleric 9 (Esmia) LG

Located next to Quorull Keep, this is a small temple devoted to the Goddess of Healing. There are six priests and eighteen acolytes. It is divided into two compounds - 42 (A) contains the temple and two separate buildings providing separate accommodation for male and female clergy. 42(B) is the temple hospice where the sick are housed and tended and food provided to the poor.

43. Royal Rags (Clothier) ★★★ ☑DC15 🏠 22

Owner Durad Lanser; Male Human Commoner 3 N

Lanser runs a Guild workhouse and twenty indentured male and females spend long hours busily cutting and sewing clothing around a long series of trestle tables. There is accommodation in a small building attached to the main workshop. Lanser produces basic, inexpensive clothing for poorer clients and has lucrative markets in Port Lyrie and Northland.

44. Guild of the Magi ★★★ ☑DC20 🏠 3

Senior Administrator P'tar Hanigar; Male Human Wizard 3 N

This is a hostel and place of study for practitioners of the magic arts and alchemical sciences. It is a facility shared by the few wizards of note who dwell in Quorull. It also acts as a place of accommodation for magic practitioners who are traveling through the region. This organization tests prospective wizards to see if they are suitable material for a recommendation to the College of Arcane Science in distant Vharizia. They also maintain various mundane spell components and chemicals for use by their members. A man named *Hanigar*, who has a particular interest in objects of a magical and esoteric nature, administers the hall.

Plothook

Last year, the Guild of the Magi was burgled by the Red Scarves (a thieves' guild) and several magic items were stolen. The NPC Naedath (see Major Personalities of Quorull) is currently residing here and would be interested in helping the Guild of the Magi reclaim the missing items. Naedath will offer to recruit players to assist him with his enquiries.



ESMIA

Goddess of Healing

The Esmian faith is devoted to providing assistance to the poor and needy. Devotees who join the religion train at one of the many convents that exist across Eldoria and work to assist their local community for a minimum of five years.

Their daily life consists of attending early morning prayers and rituals and then visiting people in the immediate region to offer whatever aid they can in the form of medical assistance, food, clothing and labour.

Healing is a gift to the church by the Goddess and is to be used without discrimination. Divine healing is a greater gift still but to dispense it without good cause is considered an affront to the Goddess. Therefore an Esmian will not resort to using magical healing when physical treatment and bed-rest will suffice.

For more detail see
Reliquarium Eldoria



45. Lasal the Mercantylor ★★ ★ ☒DC18 ♀ 10

Owner Nadal Lasal; Male Human Aristocrat 4 LG

Nadal is a city councillor and the Guildmaster of the Mercantylers of Quorull. He owns a large number of river barges and sends goods to the far west of Llan, along the canal and lake systems. This building is where he does business, organises contracts and warehouses goods before transferring them to his barges for transport. His barges are moored along the Drissada River, to the north.

46. Last Rites (Undertaker) ★★ ★ ★ ☒DC25 ♀ 5

Owner Raenar Lom; Male Human Expert 1/Alchemist1 LG

This establishment is decorated entirely in grey and holy icons of the Pantheon hang on the walls. Bodies, being prepared for funerals are stored in a separate building on the grounds, where there is also a small alchemy workshop. Raenar is a tall, tanned man who prepares the bodies for funerary rites. He is conversant with most popular religions and their burial practices.

47. Yhancia's Gift (Mason) ★★ ★ ★ ☒DC18 ♀ 4

Owner Rhungar Shale; Male Dwarf Expert 6 (Master Mason) LN

This large warehouse and workshop is used to cut and shape stone. The work of the Dwarven mason, Rhungar is plain and simple, with sense of symmetry and strength about it. He is an expert at creating the illusion of space where it is limited and his best work was on the Temple of Ormocea, which he worked on six years ago. Rhungar employs three Human apprentices and hires more labour when he receives larger contracts.

Plothook

Recently Rhungar came into possession of maps of an old Dwarven mine called Stoneharrow, that exists in the Grand Escarpment mountains of Sard, to the distant west. He would like to organise an expedition to explore Stoneharrow.



48. Timberwrights' Guild ♀ 10

Administrator Guildmaster Ferdwyl Kranning; Male Human Aristocrat 2 N

This distinguished building, wrought of the finest selection of wood, provides a place for visiting lumber-merchants and master-carpenters to dwell while on business in Quorull. The eastern half of the ground floor is a warehouse, storing fine wood for curing. These are kept on consignment for different Guilds, wanting premium quality wood.

49. Barrin the Carter (Blacksmith) ★★ ☑24 ♀ 2

Owner Franil Barrin; Male Human Commoner 1 NE

This is a dirty smithy, with soot covering most surfaces and scrap iron littering the floor. The owner, Franil Barrin specializes in ironmongery for carts and horses, including iron wheel rims, horseshoes and metalwork for tack. He is a bitter and angry man who is verbally abusive to people on the street. His son, Jurin, works hard in the smithy but his work is never good enough for Franil, who beats him, saying his he will toss him out if his work does not improve. Last year, Franil took on an apprentice from the workhouses and, in an angry rage, he brutally murdered the young man, holding his head on the anvil and beating his head repeatedly with a hammer. Franil hid the body in a barrel and later, weighted it down with stones and dumped it in the Drissada River. The body has never been found and Franil told the Guildsman from the workhouse that the youth absconded; stealing the cash that Franil kept on the premises. Franil even sought compensation from the Guildsman. A year later, Franil is becoming paranoid that his son, Jurin, knows what happened to the apprentice and that he will tell the authorities. He is thinking about weighting another barrel to dump in the Drissada.

50. The Grain Basket (Baker) ★★★ ☑DC15 ♀ 10

Owner Karrad Bansar; Male human Commoner 3 LN

This brick building houses a large kitchen work area and six commercial sized ovens. Karrad bakes bread, pastries, and both meat and fruit pies. His employees are usually busy baking from midnight till dawn; most of them going home to bed in the morning, leaving three staff to sell produce from stalls in the front of the kitchen. Karrad also bakes for several inns and one of his men does the rounds of Quorull at dawn delivering orders. The Gain Basket also sells sacks of flour purchased from millers in nearby manors. Refer to the following tables for price, range and availability of Karrad's produce:

Name of Item	Prices	Availability*
White Loaf	4cp	100% 10d10
Grain Loaf	2cp	100% 6d10
Seeded Bun	1cp	100% 10d10
Beef Pie	5cp	90% 3d20
Rabbit Pie	8cp	50% 2d10
Apple Pie	4cp	75% 2d20
Strawberry and Apple Pie	1sp	50% 2d10
Currant Scone	2cp	75% 6d10
Eccles Cakes (pictured)	1cp	75% 10d10
Sack of Flour	1gp	90% 2d20

* This is the percentage chance that any of the indicated item is in stock and, if so, how many.

51. Solon's Kiln (Potter) ★ ☑20 ♀ 9

Owner Solon Grayhand; Male Human Commoner 2 LN

This untidy workshop looks unused, with dried clay spattering the walls and cobwebs spread between old unfired urns. Solon is 36 and a widower after his wife died last year bearing their seventh child. Since then he has been subject to periods of depression interspersed with spectacular bouts of drinking. His business is suffering as a result and two apprentices recently left his employ to seek more responsible masters. The potter once produced excellent urns to store water and wine, and made exquisite pottery for Quorull's wealthier citizens.

Solon's seven children are being looked after by his sister, Rheena and they all reside on the premises on the upper floor.



Although it is rated as 1 star, which is due to the current work that Solon is capable of if he was able to get out of his depression he would rate 4 stars.

52. Swords of Denhaven (Weaponsmith) ★★★★★ ♀ 3

Owner Isen Ulanth; Male Human Expert 2/Fighter 2 NG

This building consists of well-furnished office and meeting room and an attached forge and smithy. Isen is a master sword-maker from Elkia and makes superlative weapons. His specialty is the longsword (any longsword he makes is a +1 masterwork). His prices are twice that of other smiths but his weapons are lovingly made, inlaid with gold and silver wire and set off with gemstones.



53. Nial Bothwyl Litigant ★★★ ☑DC18 ♀ 1

Owner Nial Bothwyl; Male Human Expert 4 (Profession: Law) N

This is a tidy and well-furnished establishment; everything has a place and is easily found. Nial Bothwyl specializes in mercantile agreements and is a staunch public supporter of the Yaarneyan temple and has represented them when they have been brought before the courts by the Ormocean Church. Contacts at the Yaarneyan Temple provide him with the names of important people who may need his services one day and maintain his business.

54. Sleeman the Salter ★★★ ☑DC13 ♀ 6

Proprietor Sleeman Sylander; Male Human Commoner 3 CN

Sleeman is a Y'siran by birth and his premises are basically stacked with boxes of sea-salt. His main income is derived from selling salt to the fish markets. Sleeman also operates businesses in Tempest and Port Lyrie.

55. Palada and son (Tailor)★★★★★ ☑DC21 ♀ 6

Owner Mayor Feris Palada; Male Human Aristocrat (Master Clothier) 6 N

This is a richly decorated shop with well-dressed staff. Hot Taak is served to all customers as they are fitted for clothing. Two guards (Level 3 Fighters) are always present, dressed unobtrusively but alert and ready to act if any threat presents itself to the Mayor or his son.

Feris Palada is the Mayor of Quorull, a position he has held for the past fourteen years. His son, also a Master Clothier, operates this business, which caters mainly to Quorull's elite. His father often visits to keep an eye on things. All clothes are made to order; the client is measured and his employees provide assistance with the selection of fabrics and accessories.

56. Darvill the Healer (Physician)★★★★★ ☑DC22 ♀ 1

Owner Darvill Ballan; Male Human Expert 7 (Healer) LG

This two-storey structure houses Darvill's surgery on the ground level and his lodgings on the first floor. Clients rarely visit Darvill at this location; instead he offers a private and discreet treatment within the homes of his (largely) noble and Guild clientele. Darvill offers different remedies from those prescribed by the Esmian Church, having studied the healing arts in exotic lands such as Y'sira and Maritaan.

57. The Leather Belt★★★ ☑DC15 ♀ 2

Owner P'tar Xarin; Male Human Commoner (Master Craftsman) 4 NG

This shop sells all kinds of belts, pouches, bags and jerkins, made from leather. P'tar boasts to have fought with the leading mercenary company, Faligar's Blades, and tells many outlandish stories about his glory days. However, many folk wonder if he has ever seen any real military service at all!



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. Mercantiles 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 all merchants who operate out of Tempest and is the measure against which all other currencies are valued.

Tempest is built on and around the Lonely Isles, an archipelago in the approximate center of the Great Inner Sea. In order of size, the largest of the group is Tallister Island (occupying an area of about half a square mile), next comes Tower Island (about half the size of Tallister) and Foryn's Landing, a small narrow islet, some 200 yards across and 1000 yards long. They have mainly rocky terrain with poor soil.

A common gift given amongst lower classes of Tempest is a small bag of soil. This is due to its scarcity in the parts of the city solely built on jetties and platforms above the sea.. Vegetable gardens grown in pots are commonplace, being housed in rooms with intricate means to channel sunlight to them by way of shafts and mirrors. Vegetables, fruit and red meat are sold at exorbitant prices (quadruple the costs).





PHARIDOR

God of the Sun

The religion of Pharidor has its largest following amongst the Elves of Leezeria, with some worship amongst Human settlements in Y'sira. Of course, a temple also exists in Odressi, the City of Temples.

Pharidor is the bringer of life to the world, for without Pharys (the sun) people would soon perish. Sunlight brings health and healing to Pharidor's faithful; the power of the God being felt as warmth upon the skin.

Followers wear clothing that leaves the arms and legs bare, so as to provide maximum exposure to the sun's radiance. Where the cultural restrictions and prevailing climate permit, ardent disciples attire themselves in short kilts and go bare-chested (male and female alike).

TARIMTH

God of the Moon and Stars

Tarimth is the main deity worshipped by the Elves of Leezeria, with the religion tracing its ancestry back to the earliest days of creation; when the Emperor of the Stars beheld the second born mortal race and claimed them as his very own.

Eons ago, Tarimth wandered amongst the stars, seeking beauty in far distant places. Eventually he lost his way and has been trying to find the world of Enshar once again. His followers believe that their faith and hymns will guide Tarimth back to Enshar and his devoted servants.

58. Adrith the Salter (Salter) ★★★★★ ☒DC18 🧑 8

Owner Adrith Masynn; Male Human Expert 1 LG

Adrith's warehouse is a simple affair with bulk salt stored in pottery urns. There are boxes containing hessian sacks and decorative miniature chests. Adrith is mainly involved in the acquisition of salt and does not actually involve himself if the preservation of food. He sells to other salters and to the nobility and wealthier citizens of the city. He packs salt in the sacks, when selling to clients who are using it to preserve their produce. He presents salt in the miniature chests, as a gift, when selling to the kitchens of noble houses.

59. Fine Candle Shoppe (Illuminator) ★★★ ☒DC15 🧑 4

Owner Fydalen Dransyll; Male Human Expert 2 N

This establishment is made of wattle and daub with a wood tile roof. Lanterns hang from the eaves. Inside is a display area decorated with tapestries with images depicting the Sun God, Pharidor and the God of the Moon and Stars, Tarimth. Fydalen sells all kinds of lighting mediums, from common rushlights and tallow candles to oil lanterns. He imports large scented candles for the Churches, from Northland. Refer to the following tables for price, range and availability of Fydalen's wares:

Name of Item	Prices	Availability*
Tallow Candle	1cp or 5cp box of 10	80% 2d10
Scented Candle	3cp or 15cp box of 10	60% 2d6
Rushlight (pictured below right)	1cp for 5	60% 2d4
Common Lantern	8gp	100% 6d10
Bullseye Lantern	12gp	80% 6d10
Ship's Lantern①	20gp	50% 6d6

* This is the percentage chance any of the indicated item is in stock and, if so, how many.

① This is a large oil fuelled lantern with a concave mirror to enhance illumination. A ship's lantern provides normal light in a 120-foot cone.



60. The Singing Anvil (Blacksmith) ★★★ ☑DC15 ♀ 1

Owner Yarley Trinn; Male Human Commoner 2 N

This building has an open yard with a furnace and forge, covered by a wooden shelter. Yarley makes all manner of basic wares - pots, platters, urns, nails and horseshoes. He is sometimes contracted by Isen Ulanth of the "Swords of Denhaven", to assist with making swords. He is not an expert in this area and Isen has been showing him the ropes with regards to weapon-smithing.

61. Tools of the Trade (Trader) ★★ ☑DC12 ♀ 6

Owner Haslan Brallin; Male Human Expert 3 N

This is a warehouse for storing cheap tools, made by the Guild workhouses, which Haslan then sells to nearby cities such as Darringmoor and Port Lyrie. He specialises in the manufacture of tools for farms and mines, however, because he uses inferior materials and unskilled labour, his products have a high breakage rate. He also has pots, pans and cooking implements made at the workhouses but these are, surprisingly, well made and durable.

62. The Spear and Shield ★★★ ☑DC16 ♀ 12

Proprietor Fernan Thane; Male Human Fighter 4 LN

The Spear and Shield inn is frequented by soldiers from the four gates. Mercenaries also visit the inn seeking employment as city guards when they separate from their companies. Many secret missions and political plots have had their beginnings in the Spear and Shield. The house ale is Slaarn Sweet and the kitchen serves a beef and barley broth in a hollowed-out bread loaf.

63. Krasan the Physician ★★★★★ ☑DC22 ♀ 2

Owner Krasan Eadan; Male Human Aristocrat 4 CN

This is a grand two-storey building made of stone with a portico built around the double entry doors. Inside, the waiting room for Krasan's patients is immaculate, featuring a centrepiece of a statue of the Goddess Esmia. Krasan Eadan is a city councillor, and specializes in herbal remedies. He examines his patients in a room upstairs. On a shelf behind his desk he keeps a supply of prepared medications that are usually in demand. These include purgatives, powders for 'brain-fevers', tonics for good health, poultices for boils, and the like.



Plothook

Eadan became involved with the Yaarneyan Church a year ago after he was seduced by, Carolyss, one of the temple priestesses who visited him for the treatment of a minor illness. He attended a few of their secret High Feasts and the orgiastic rites that followed. One of these culminated in the death of a sacrificial victim and Eadan, shocked by what he saw, decided to cut his ties with the Yaarneyans. But

that was not so easy. Carolyss has continued to visit and she has demanded a tribute be made to her temple of 5,000gp and that Eadan attend the next High Feast. Eadan does not know what to do; he can't let the other councillors find out he was involved with the Yaarneyans and he is concerned that his wife of 25 years may discover his secret. He has taken to drinking a few of his herbal remedies to help him forget his troubles and he currently spends most of his time, sitting in his surgery in a semi-stupor. His one apprentice handles all of the limited business he gets these days. The apprentice does not reside here but dwells with his parents a few streets away.

Eadan has not appeared at city council meetings for the past three Marches. His drug habit has become known to most other councillors and he is unlikely to be reappointed at the next council election.



64. Figures and Pots (Potter) ★★★ ☒DC15 ♀ 2

Owner Julas Gander; Male Human Commoner 2 CG

This building is currently in need of repair and there is a carpenter working on fixing the shingle roof which is sagging. Despite this, the workshop is functioning and producing flowerpots and drinking cups, each having a distinctive red and black glaze. Its owner, Julas Gander is busy making orders for merchants in Tokia. His daughter, Jyll, is very artistic and makes small unique statuettes of fey folk. They are usually displayed on a decorative set of shelves at the front of the workshop. Jyll has had problem keeping up with demand as her work has become very popular with the locals. Even the Sheriff has one of her faerie statuettes on his mantle.

65. Granaries and City Warehouses ★★★ ☒DC19 ♀ 22

Administrator Gelder Dellingshrad; Male Human Expert 5 (Appraisal) LG

These buildings are administered by a civic official whose task is to manage the grain supply of Quorull and to collect appropriate fees and taxes on cargoes entering and leaving the city. His jurisdiction does not apply outside the city walls where several private warehouses exist.

66. House of Councillor Danard (see Ref: 85) ♀ 3

This is a two-story residence is made of stone and wood with a roof of slate tiles. It is owned by House Peridor, but rented by Mercantylor Danard. Danard's eight year old son, Wilford, lives with him along with a housekeeper. Danard's wife died of Damlung three years ago.

67. Sulphur and Lime (Alchemist) ★★★★★ ☒DC20 ♀ 2

Owner Jorlan Kalastia; Male Human Alchemist 5 LN

This is a two storey stone and wood building that looks like extensions were added in the past. Occasionally strange colored fumes arise from its tall chimneys and dull explosions are heard from deep inside. Jorlan is a member of the Guild of the Magi and is their most respected alchemist. He is also a devout member of the church of Theydori and is one of the few secular citizens of Quorull who has limited access to the Theydori archives.

68. Navigators' Guild ★★★ ☑DC15 ♀ 5

Administrator Garland Holford; Male Human Expert 4 LN

This is basically a hostel for navigators and their apprentices, when staying in the city. It is a good place to exchange tales of voyages, new passages found, reefs to look out for etc. The Quorull chapter of the Navigators' Guild has an excellent library of sea charts. Many pilots keep valuables here, including copies of their rutters, but these are not for public use or inspection.

69. Gowns by Halicinda (Seamstress) ★★★ ☑DC16 ♀ 6

Owner Halicinda Hassenthran; Female Human Expert 3 (Master Seamstress) LN

This three storey building is a hive of activity. There are shifts of women weaving high grade good linen from Darringmoor flax, working the spinning wheels and looms on the ground floor workshop. Up on the second floor there are cutting rooms and dying rooms, supervised personally by Halicinda, who ensures that her fabrics have the highest quality colors. Finally, on the third floor, her garments are made to order; elegant, lightweight gowns, skirts and tunics. She specializes in embroidered mantles and camisoles, which are much sort after by the wives of the Guildmasters.



70. Seamans' Guildhall ★★★ ☑DC19 ♀ 7

This building includes a large hostel for visiting seamen. Accommodation is located on the upper level; downstairs is the office of the crew-marker, an official who finds work for Guild members. A tattooist is usually on the premises to provide Guild marks for sailors signing on as crew to individual vessels owned by the Guild.

71. Harbormaster ★★★ ♀ 12

The residence and office of the Quorull pilot, his apprentice, and officials. The house maintains a beacon fire when visibility is poor. The Harbormaster has command of six longboats for inspections of cargo vessels.

72. The Silver Cavern ★☑DC10 ♀ 4

Proprietor Salen Shard; Male Human Rogue 2 LE

Salen's patrons are the low-life of Quorull. If there is some seedy scheme going down or some plot to burgle a house being discussed, you can bet that it takes place over a cup of ale at the Cavern. Salen's patrons are mostly urban poor and the tavern is a favorite haunt for members of the Red Scarves. The house drink is "Captain's Oath", a strong whisky. No food is served at the Silver Cavern.

73. Tolon's Dockyard (Shipwright) ★★★★★ ☑DC20 🧑 10+2d20

Owner Tolon Gallead; Male Human Expert 8 (Master Ship Builder) LG

This is a four storey stone building containing many scaffolds and structures to secure a vessel when Tolon and his men are working on it. Scores of work tables sit flush with the walls, crammed full of carpentry tools, plans and measuring devices.

A slipway descends from the seaward doors into the harbor and the dock-yard is equipped with a massive winch and rig to move smaller vessels from the water into the repair facility. Stores of timber, canvas and rope are stacked next to the main building under the cover of a large lean-to.

Quorull is one of the busier ports on the Greater Inner Sea, second only to Tempest. Tolon originally was a sea captain however, after he lost a leg in an accident, he put his great knowledge of ships to work as a designer of vessels. For over twenty years he had been a builder of large ships but now he mostly builds small fishing vessels and barges for the canal system of Llan. His designs are sturdy and reliable and he still sometimes wins contracts to build a larger vessel. Lucrative maintenance and repair contracts for ocean-going vessels are increasing as more ships sailing from the south are beginning to trade directly into Quorull to avoid the heavy taxes in Tempest.

74. Iron of the Sea (Blacksmith) ★★ ☑DC12 🧑 6

Owner Yallin Synn; Male Human Expert 2 LN

The building used by Yallin is made of rough-cut stone and features two furnaces. Yallin is always busy and mainly works on repairs to anchors and metal fixtures from ships. He works closely with Tolon Gallead, providing anchors and iron-work for vessel being built in the dock-yard.

75. Guardhouse 🧑 5

Senior Guardsman Darriad Bloodshield; Male Human Fighter 4 LN

This small stone building is the guard-post for a small group of men employed to patrol and keep order on the wharf-front Darriad Bloodshield is a seasoned veteran from the mercenary group known as "The Company of the Lion". He retired two years ago and took up a position for the Harbor-master. He commands four loyal men (Level 2 Fighters).

76. The Smoking Shed ★★★★★ ☑DC18 🧑 8

Owner Enes Fandril; Male Human Commoner 3 N

This is a large wooden shed used to smoke fish caught by the local fishing fleet. The floor is lined with flagstones and there are numerous beams with hooks to hang the fish on. Outside are logs of a variety of timbers and a work area to make wood shavings for the smoking process. Enes uses many subtle combinations of hardwoods and herbs, even adding herbs and flowering plants to the mix. His smoked fish sells well in the Lowlands of Llan and he even has markets in Elkia. Enes does not usually sell to the public but he can be persuaded if the price is right (a minimum purchase of 1x small barrel of smoked fish for 5gp – which contains approximately 30 fish). The choice is between cod, herring and flounder.



DRAGONS (a Card Game)

Dragons is three player card game that is popular throughout northern Eldoria and the islands of the Sea of Souls. A typical deck consists of 50 cards. There are nine suites, each represented by a different animal (lion, antelope, bear, serpent, spider, wolf, elephant, boar and monkey). There are five cards in each suite (numbered 1-5).

There are also an additional suite of cards consisting of five unnumbered dragons of different colors (black, red, gold, green and white). This is a special suite that operates differently to the others. The game has similar elements to poker. You are dealt five cards and have an option to purchase a new selection of 1-4 cards (discarding the same number as drawn).

You are trying to get the highest score after the second draw. The numbered animals of the same suite add their values together. Only one animal suite can be used in this way. However, if you have one dragon you can use the scores of all animals in your hand. Two dragons allows you to also double all values. Three dragons triples; four dragons quadruples. Nothing beats five dragons

77. Gorran's Inn ★★ ☑DC20 ♀ 2

Proprietor Alad Gorran; Male Human Rogue 3 CN

This is a plain, undecorated establishment, as Gorran basically runs a gambling den, with drinks and food as a sideline. Gorran is a thug, and his wife 'Goody' is a plain mean-spirited woman; she cooks and serves drinks to the patrons of the inn at the gambling tables. Goody owns a savage dog, called 'Wolf' that she threatens to let loose on anyone who gets out of hand or refuses to pay their debts. The inn is popular with transient sailors and drifters.

The house drinks include 'Goody's' ale (a rather insipid, watery brew made by Goody herself) and a rather pleasant strawberry port wine (made by Goody's sister who lives in the nearby village of Felda). The most popular food that is served is rabbit stew and roasted turnip.

The most popular game at Gorran's Inn is "Dragons", a card game with elements of poker and blackjack. There is a regular game held every week with a minimum purse of 10gp to enter the game.



78. Seaview Common

This field is used solely as a fish market for fresh produce of the local fishermen. Typical catches include haddock, cod, flounder, crabs and shrimp. The market is open from dawn to noon every day.



84. Peridor Warehouse ★★★ ☒DC22 ♀ 9

Mercantylor Varden Danard; Male Human Aristocrat 4 CN

This a wooden warehouse located on the jetties outside the city walls. It is one of several private, bonded warehouses located outside Quorull. This building is owned by House Peridor, who hold the Barony of Halystia, 20 miles south of the city. The Peridor family uses the warehouse to store goods in transit, partly their own cargoes, partly independent goods.

Storage fees are roughly half the normal bonding fees charged at the city bonding house. Goods can only be sold to a guilded mercantiler of Llan, and remain subject to normal taxes if taken into the city. Danard is an influential city councillor and a close friend of the Sheriff. He lives in a city house with a young son and housekeeper.



The storage rate charged by Varden is 2gp per square foot per day.

VILLAGES

The City of Quorull is surrounded by three main villages, where many of the common labourers, who are employed by businesses within the city, live with their families. Each of the villages have attached small farm holdings and sell their surplus at the Quorull markets or directly to the Guilds, through established contracts. The villages are:

V1 Village of Felda 🧑 121

A freehold village; the residents have some success with income derived from strawberries grown in the village and from their goatherd.

V2 Village of Northshade 🧑 131

Northshade grows wheat and barley and is a supplier to the Grain Basket bakery in Quorull. They also make an ale called *Sweetshade* which is popular in the villages around Quorull (but is forbidden to be sold in the city due to the elders of Northshade refusing to contract with the Guilds).

V3 Village of Ebidor 🧑 54

Ebidor is a freehold village to the west of Quorull. Residents pay their rents to the city and work at menial tasks for the Guild workhouses. The Red Scarves have a covert hiding place beneath Ebidor, with entrance being via the house of Elgar the White (Elgar the White; Male Human Rogue 2 NE).

The home of Elgar is a typical slum dwelling of the village of Ebidor. It provides quarters for one large family in cramped, squalid conditions. Elgar the White is an albino, hence the name. Beneath Elgar's home are the remains of an ancient fortification, where the Red Scarves Thieves' Guild now maintains a covert safe house (see Red Scarves details on pages 24 and 68). Elgar admits people who know the Red Scarves' password to his home and shows them to the secret entrance to their hidden lair. His sons work a plot of land next to their house but their real task is to keep an eye out on who is coming and going in the village of Ebidor.

GM NOTE:

The lair of the Red Scarves is fully detailed on page 68.



The Kingdom of Llan

Population: 2.1 Million (99% Human/1% Half-Elven and Other)

Climate: Cold to temperate.

Terrain: Heavily forested.

Typical wildlife: Brown bear, wolf, badger, wild boar, rabbit.

Principal exports: Timber, wheat, cloth, copper, tin, glassware.

Principal imports: Fruit, spices, oil, beef, iron, taak

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

Capital: Quorull.

Current Leader: King Harad.

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

Minor Religions: Theydori, Liraan and Tarimth (Elves).

Regional Trait: Workhouse Laborer (Llan): You spent many of your formative years working for a Guild workhouse. Benefit: Select 2x Craft skills. You gain a +1 bonus on checks to those skills and they are class skills for you.

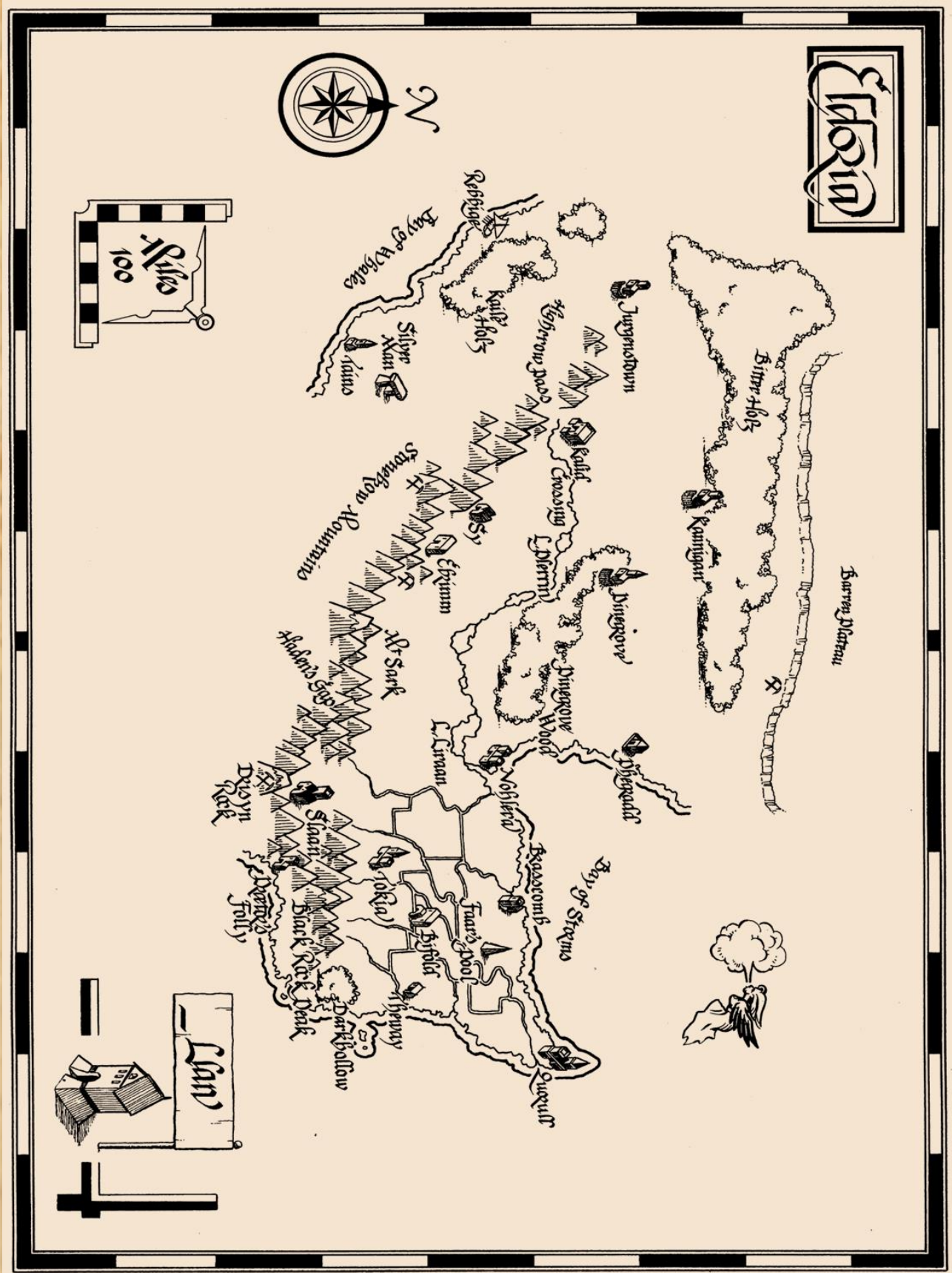


Llan is a feudal Kingdom with power invested with the monarch and a parliament consisting of fourteen nobles and three theologians. Or so it would seem. The real power in the country is invested with the merchant Guild Houses based in Quorull, the capital. They have maintained financial and military control of Llan for over 500 years after they hired mercenaries to drive out the Sardellan forces, occupying the country after the collapse of the Empire.

The Guilds refused to disband the mercenaries after the Sardellans were defeated, citing the need for the maintenance of a standing army because of continuing troubled times. Likewise, they refused to hand over control of the mercenary companies to the King and the ruling houses. They allowed the nobility to continue the role of government but have a history of 'leaning' on parliament to pass decrees and legislation that favors the status of the Guilds.

In modern Llan the merchant classes enjoy a status equal to that of the nobility and an uneasy resentment has been building up over the centuries between the Great Houses of Llan and the Guilds, occasionally boiling over into minor skirmishes between guards loyal to the nobility and the hired mercenary companies. There have been cases of individual Barons trying to lead rebellions against the power of the Guilds in their own holdings and unsuccessful attempts to incite the population to take up arms against the merchant classes. In all cases the Guilds have triumphed; being expert at keeping the nobles and commoners divided, using the lure of money and a better life to win both classes over.

Trade is of utmost importance in Llan and rival Guild Houses go to great lengths to create monopolies, sign secret deals and otherwise 'screw' each other over in deals with foreign trading companies. A common saying in Eldoria is, "Beware the warrior from Llan, for he fights with a quill as his sword and a ledger as his shield, yet he can defeat us all with one stroke". This best sums up the economic machinations of the Llanish Guilders who use gold coin to destroy their enemies.



Their maintenance of mercenary levies, in times of peace and the regular payments to mercenary leaders in other countries, has created contacts and networks for the Guilds amongst fighting companies throughout Eldoria. The Guilds can hire and mobilize a significant military force, in most Human lands, with frightening rapidity.



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 and Gnomes.

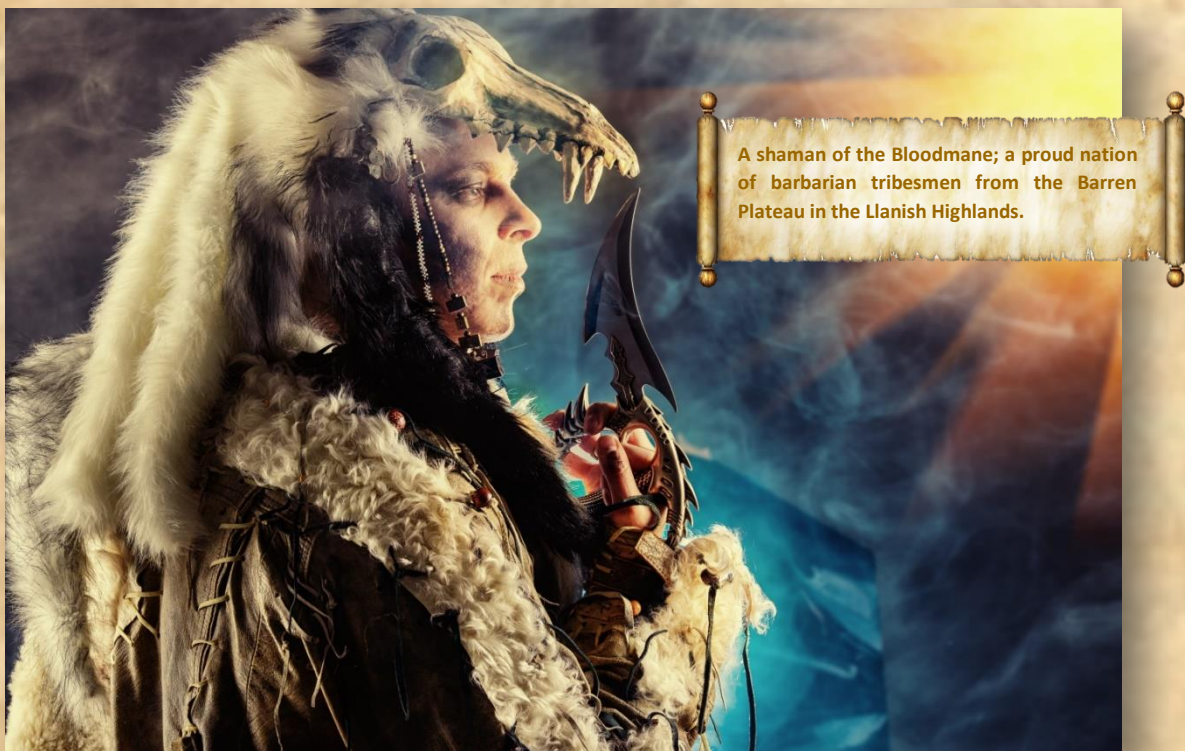
The main export of the country is wood and wooden crafted products. Most of the logging for raw lumber is carried out in the Midlands, while craftsmen involved in the making of such highly sought after goods as chests, barrels, furniture and cut wood, are still based in the east, where there is easy access to ports. A lot of traffic in raw materials goes back and forth between the Lowlands and Midlands and, instead of having to use their finances to build and maintain roads across the vast wilderness of Llan, the Guilds tapped into the river and lake systems of the county, linking them with an extensive network of canals and locks.



Most travel, requiring the transportation of a significant amount of goods, goes by way of barges. People traveling light often use barge travel as well or follow the oxen trails beside the river-canal networks. There are a few other major roads and trails but, as you enter the Midlands, these become ill kept and are often the haunts of bandits. The Guilds provide protection to merchants using the barges, in the form of small garrisoned forts, located at regular points along the canals. They usually incorporate an inn, a smithy and a barracks of about a dozen mercenary soldiers, loyal to the Bargemasters' Guild.

Much of the new commercial activity now takes place in the many settlements that are built along the High Lakes in the 'frontier' Midlands. In ages past Llan claimed all the territory between Quorull and regions north of the Stonebrow Mountains as its own. Although they developed the Lowlands and built townships and roads there, the dense forest country of the west remained unexplored and untouched for centuries. It wasn't until 1833R that Sannath Kreen, the great explorer of the north, traversed the Midlands of Llan and crossed over the Stonebrow Mountains to reach the west coast. It was no surprise that the Guildhall of Quorull, with a view to discovering what resources existed throughout the wilderness of Llan, sponsored the Kreen Expedition. On his return to Quorull, Kreen revealed that there was indeed a rich bounty to be harvested in the Midlands - from gold and iron deposits throughout the Stonebrow to enormous forests of Balasian oaks, north of the High Lakes (Balasian oak being a much sought after timber that was becoming rare in the east).

The Guilds immediately wanted to get their greedy hands on the resources but the problem they faced was that the land was unpopulated. What's more, *the Bloodmane*, a particularly savage barbarian nation to the north, ranged into the Midlands and would have to be bought off or driven off. The Guilds needed to develop the Midlands and shift a great deal of the population in that direction. Once they established thriving settlements, they could easily transport the riches they would reap back to the east. They made some attempts to have the Midlands opened up for settlement and a small outpost called Kalid's Crossing did get established on Lake Plerrin. But the Guildhall's plans were not well thought out and after the Bloodmane massacred the outpost in 1838R, nobody really wanted to head out west. A few smaller communities did become established after that and many had a profitable existence, but the region remained largely undeveloped until recent times.





THE BLOODMANE

The Huatakinn or Bloodmane, as they are called by the people of Llan, are fierce warriors of the Barren Plateau. Their villages lie in the Llanish Highlands and have the delightful custom of washing their hair in the blood of their freshly killed enemies. This ritual is based on the belief that the life-force of their enemies is contained within their blood and by running it through their hair, they will grow stronger, having absorbed their essence.

The Bloodmane currently have peace treaties in place with the Guilds of Llan but, every so often, some young warriors take it upon themselves to raid outlying communities of the Midlands.

Their culture has many similarities with that of the American Indians and they are renowned marksmen with the bow. They worship a variety of totems which have aspects of animals (the wolf, the bear, the cougar etc.) and it is thought that this practice originated from contact with the Hirathian druidical Order of the Wyrn, who were known to have explored the north-western regions of Eldoria around 1100R.

Bloodmane are semi-nomadic hunter-gathers. They have established settlements and burial sites on the Barren Plateau and when extreme weather forces them to range south into the Llanish Midlands, they will disassemble their larger structures and store them in hidden pits, so they can quickly rebuild their villages when they return in Spring.

The Guildhall did not forget the rich discoveries of Sannath Kreen and thirty-five years ago they made a new, concerted effort to open up the Midlands of Llan. After much deliberation and negotiation with the noble houses, the Guildhall convinced three of the great families to relocate their power bases to the Midlands and establish fortified keeps along the High Lakes. It was the Houses with the least lands and influence, and thereby the least to lose, who made the trek west - House Kannigan, House Falcon and House Erswyd. In addition, any family who agreed to swear allegiance to one of these noble houses and travel to the west would be granted freehold title to 5 acres of land. In concession to the noble houses that travelled to the Midlands, the Guildhall agreed to base a permanent mercenary company of 100 men in the region to offer further protection.

In 2119R, the Guildhall outlined all this in its Proclamation of Migration, which was announced across all towns and villages of eastern Llan. The offer of land was only good till the year 2125R and this was successful in moving a sizable number of people to the interior and eventually onto the western coast of the country. The Human tide was so immense that the Guildhall repealed the Proclamation in 2122R, earlier than it intended, satisfied that the settlement of the Midlands had been fulfilled. There were at least twenty-six distinct communities existing between Lake Plerrin and Lake Liraan in 2122R, besides the fortified towns of Kannigan, Pinegrove and Jurgentown. These communities became known as the Laketowns, using the natural watercourse of the High Lakes as an easily accessible means of transporting produce and people between the west and the canal systems of the eastern Lowlands. In three short years, the heart of Llan had been opened up. There were some initial problems with Bloodmane raids but after four years of major skirmishes (culminating in the Battle of Thunder Ridge) a treaty was signed recognizing the Bloodmane as owning all the territory of the Barren Plateau and giving them unmolested passage to enter the Midlands to forage for food in winter. Minor raids of communities continued to be a problem in more outlying communities but the establishment of protective roundhouses stemmed the loss of life.

After Phelltarian missionaries were accepted into key Bloodmane tribes in 2124R, raids declined significantly. The Midland frontier opens up all kinds of opportunities for adventuring bands. There is talk of the lost treasures of the Druids who once worshipped in the Stonebrow Mountains and it is said that there is a hidden Kingdom of Elves somewhere in the Highlands of Llan. There are Guilders wanting to hire able men and women to protect their more precious shipments of gold and silver and political intrigue in the form of a separatist movement called the 'Acorn Rebels', who are fighting for the Midlands to break away from the rest of Llan.

The capital of Llan, Quorull, is a small city by comparison with other Llanish and foreign cities. The original city of Quorull was razed in the Great Civil War of 600R and it stood in ruins for centuries until the Guilds rebuilt it after they came to power in the 16th century R. As most industry had relocated to the southern towns of Slaarn and Tokia over the intervening years, Quorull remained a small metropolis where the Guilds based themselves; a place of wealth and splendor with magnificent architecture, exemplified by its great indoor theater, the Hall of Tiers.

The Guild established a palace for the King of Llan when it rebuilt Quorull but, as a slight to the Guilds, the royal family has never used it and instead set their home and court up at the small town of Talindar, twenty miles to the west. Some have commented that the royal family felt safer in a castle garrisoned by their own loyal troops, rather than in Quorull, as the Guilds maintain a number of mercenary companies stationed close to the city.



Talindar Palace, the residence of King Harad. As a show of defiance against the Guilds, the royal family refuses to dwell in the official royal palace in Quorull built by for them.

The King's constable and a small garrison of royal knights occupy Quorull Keep on behalf of the current monarch, King Harad; the King using the palace on his infrequent visits to meet with the Guild Council in Quorull. The city itself houses the residences of the wealthy, the premises of the merchant traders who carry out business with them, and the inns, theaters and courtesan houses that they purvey. The commoners tend to dwell in villages outside the city walls and they are largely employed in the Guild shops and on the docks, which see a considerable amount of trade with the city state of Tempest, the mercantile giant to its east.



The fountain of the city of Slaarn features a bronze statue of the Goddess Liraan. It is the only interesting feature of Slaarn's otherwise dull and boring architecture. The statue was one of the works of the famous sculptor Damasia, creator of the 200 effigies of Challidara in Jasper

Nohlera, north of Quorull, was the main port for Llan after Sardell seized Darringmoor during its time of expansion. Nohlera has a greater capacity to handle and warehouse cargo and, once trade negotiations are concluded in Quorull, foreign captains are given documentation allowing them to unload the greater part of their cargoes in Nohlera. Quorull is mainly the place where deals are done and taxes and levies paid.

Slaarn is by far the biggest city in Llan, with a population of 60,000. It is heavily fortified and has seen many sieges and battles; lying close to some of the main mountain passes to the realms of the south. It was considered to be the capital after Quorull was razed and even when Quorull was rebuilt, many still thought of Slaarn as the capital, especially some of the Great Houses who had no love for the Guilds. It is rumoured that the Barons of Slaarn have been having secret meetings with allies in Sard, to raise an army to secure the south of Llan and declare Slaarn and the regions around it as an independent state.

Slaarn produces fine quality linen that finds its way to markets as distant as Hrygashan. The city itself is drab and 'functional' except for a large bronze rendering of the Goddess Liraan that dominates the city square. To the north of Slaarn are extensive farmlands dedicated to grazing herds of sheep and goats. A copper mine is located 5 miles to the south at Drisyn Rock. East of Slaarn is Tokia, a city half its size. Tokia is ruled by Barons with divided loyalties; some loyal to King Harad but most loyal to the gold of the Guilds. The city is a picturesque place built on a steep rise of land with a beautiful cathedral dedicated to Phelltar at its summit. It acts as a place of storage for the extensive grain lands to the east and is famous for the proliferation of its taverns and beer; having over thirty alehouses.

The Guilds of Llan do invest some of their profits back into society; education is provided to all who want it, via Guild sponsored workhouses. Here children are taught to read and write, while being required to spend three hours a day working at Guild-appointed tasks, more appropriate for nimble fingers. Adequate food and shelter is provided to the poor and outcast in return for their free labor. So, if you do not own a business, or are not employed in an official capacity by the Guilds, you can always visit a Guild Hospice and get a meal and a bed in return for work. While some other countries have labelled this a form of covert slavery, the Guildhall in Quorull cites these institutions as a bold program in social stability.

Cultural Notes

Llanish commoners are mistrustful of authority figures. This is because many common folk were slaughtered like cattle in the Great Civil War and grew resentful of the ineffectual nobility who had been charged with the duty of providing the populace with some degree of protection. People eagerly embraced the Guilds when they gained power but soon found they had traded their feudal lords for an equally flawed ruling class. The Guilds' continued exploitation of the people through its workhouses has brought about renewed despair. The old noble families, who have been waiting in the wings, are having renewed success in wooing the peasant workers of Llan to their cause again, promising them a better deal in a Llan restored to the full control of the monarchy. Although Sardellan is the most widely spoken language in Llan, the nobility cling to old Khalasian tongue and insist that all formal civil and religious ceremonies use the ancient language.

Llan is one of the few realms that did not ban the worship of the Unholy Trinity following the Five Years of Doom. That is not to say that those religions are eagerly accepted; it's a matter of what the Guilds can get out of them. For instance, the cult of Yaarneya operates a small chapter in Quorull, in return for financial gain and the provision of its pleasurable rituals to those who can afford to indulge in them.

Because of its efficient barge and canal network, the roads of Llan that do exist are usually in a poor condition and are considered unsafe to travel - the haunt of highwaymen and bandits. Most people travel on the numerous small canal boats, stopping at regular waterside way-stations overnight. Llanish law forbids canal traffic from traveling at night, as frequent accidents in the past kept valuable commodities from reaching their destinations on time. The way-stations arose to provide basic food and comfort for the owners of the boats and, as travellers began using the canals on a regular basis these places grew in size. They often encompass a small garrison for local mercenaries. Many way-stations have gained a reputation for their excellence in food, ale and entertainment. Establishments like "The Three Willows" and "The Green Water Way" are well known across Llan and are frequented by patrons of all classes.

The Green Water Way, one of Llan's more well-known way stations





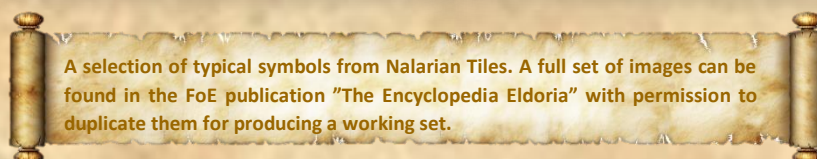
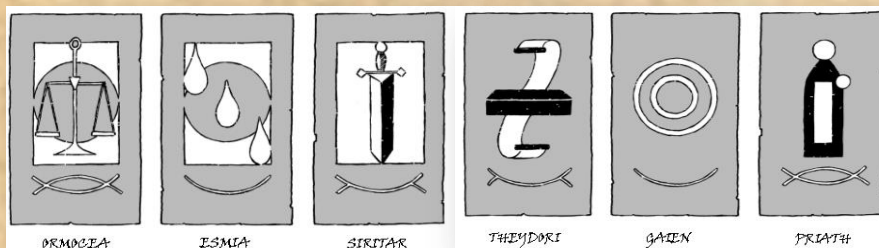
Arcane Items

Nalarian Tiles (a diving medium)

"The Crystal....the Rose....and the Skull. Sire, I counsel you to postpone your campaign this day. Retire to your most steadfast sanctuary and wait four full days before you venture forth."

Final words spoken by Deleriath, Soothsayer to General Landas Kedriz before the Battle of Thunder Ridge

The Nalarian people have wandered the lands of Eldoria for generations and are the equivalent of our gypsies. They maintain a belief that nobody owns the land, it is there for all to use. As a consequence, they have always moved from place to place, living a hunter-gatherer lifestyle; at times, of their own volition, and at times, under the threat of local authorities. As regions of Eldoria became more urbanized and it was difficult to find food by traditional methods, the Nalarians bartered their skills with established communities in return for money or supplies. They have always been adept at such crafts as woodcarving and tapestry work and they have found a market for their creations, wherever they travelled. Whereas gypsies in our culture are often treated with suspicion and hostility, Nalarians are always welcomed by the common-folk, for their craft, their knowledge of ancient medicines and their colorful entertainments. Their only opponents are draconic officials who do not like their 'disrespect' for regional boundaries, taxes and bureaucracy.



Being a superstitious folk, the Nalarians often look for portents and omens to aid them in making decisions or in providing guidance to where their tribes should venture next. Since the Darktime they have used "the Tiles" to predict the future and this part of their culture also proved to be a popular way of earning money and favors from communities that their wagon trains camped near. The image of the Nalarian fortune-teller casting the Tiles became commonplace throughout Eldoria, so much so, that the practice was adopted by the College of Arcane Science and the University of Pharidor's Watch, in teaching the oracular arts to their Diviners.

A set of Tiles always consists of twenty-seven pieces, each representing one of the Gods of the Pantheon. These can be as simple as runic symbols etched onto river pebbles or as intricate as porcelain disks, each painted with a detailed representation of a God. The most expensive set ever made was reputed to be

owned by the Empress Taranae and consisted of cards made from wafers of Diamondwood, with images rendered in layered gold, excellium and jade. A set of Tiles is kept within a small, decorated coffer, called a Thirrin. It is usually decorated with mystic symbols and contains a tablemat (the Thar) used to lay the Tiles upon, during a reading. It is very important that only the person, who the Tiles were made for, ever touches them, otherwise their prophetic potency is said to be lost.

When performing a prediction of future events, the caster of the Tiles enters a trance-like state, reciting a calming mantra. During this time they stir the Tiles with their left hand, and, upon completion of the ritual, they grasp a fistful and draw them from the Thirrin. The Tiles are then dropped upon the Thar and if there are more than three Tiles upon the tablemat, the excess are discarded with the priority being given to face-up Tiles being cast aside, followed by those closer to the right hand side of the Thar. At the end of this process, only a maximum of three tiles can remain for the reading. All remaining Tiles are turned face up and the interpretation is made. No specific questions are asked of the Tiles; they simply give a hint of what is to come, unless the individual acts to prevent the course of events. Each Tile has a multiple number of associated meanings and from this events of the next one to three days can be divined. A serious practitioner of Nalarian Tiles will not overuse them. Traditionally, they should only be consulted once between the rising and setting of the sun (darkness clouds the powers of divination).

A GM can easily include Nalarian Tiles in a campaign as they know the general immediate future that 'might' be in store for players. The skill required for reading the Tiles is Craft: Nalarian Tiles. Also, an Oracle who selects Lore as their Mystery can select Craft: Nalarian Tiles as one of their Revelations. To see the future, use a DC of 15 for a typical reading. Make the DC roll secretly for the NPC or player character divining the Tiles and also roll 1d3 for the number of Tiles placed upon the Thar. In the case where a player has the required skill and is telling their own fortune or the fortune of someone else (and the roll is successful) the GM should select Tiles that would be pertinent to the immediate future of the subject. In the case that the DC was failed, the required trance-like state was not achieved or no tiles fell upon the Thar.

In the case where an NPC is telling the fortune (and makes a successful DC) use the level of success as a guide to how accurate you should be in your interpretation of the Tiles. The twenty-seven Tiles and their common meanings appear in the table on page 66.

An example of a Nalarian reading follows. Drusara the Seer has +2 ranks as a Nalarian Tile Reader and she has been asked to cast Tiles for a party of adventurers who are travelling through a short cut in the mountains over the next few days in order to make a deadline to board a vessel bound for overseas. As GM I secretly roll 14 and add my +2 rank and +1 INT bonus to the roll. The result of 17 means I successfully read the future. I roll for the number of tiles and draw 3. I know I have planned a bandit encounter in the mountains and that may delay the players sufficiently that they miss their ship. I select the following tiles as a portent of what may come:

(The Shell) meaning a sea voyage; (The Dreamer) meaning time is of the essence; (Pieced Die) meaning thieves. As GM, I am trying to convey that there will be an attack by thieves that may cause the players to miss the ship unless they do not delay.

Nalarian Tiles and Their Meanings

Symbol	God	Associated Meanings
Scales	Ormocea	Law, prison, father-figure, balance, justice, order, authority
Tear drop	Esmia	Healing, relief, safety, sanctuary, comfort, grief, mourning
Sword	Siritar	Fight, duel, champion, sword, son, hero, courage, guardian
Scroll and Casket	Theydori	Teaching, a lesson, education, mystery, puzzle, ancient number
The Circles	Gaien	Mother, birth, women, secrecy, marriage, sister, disagreement, fertility
The Dream	Priath	Sleep, dreams, prophecy, time, priority, warning, prompt action
Harp	Ahridaar	Arts, music, food, drink, dance, travel, color, celebration, Bard,
The Four Seasons	Faar	Seasons, weather, rural, farm, simplicity, livestock, harvest
Unicorn	Rhioria	Health, vitality, beauty, youth, innocence, love
The Winged Moon	Tarimth	Night, lost, missing, stars, portent, Elves, exploration, inaction
The Person	Phelltar	Self, other races, of the body, commoner, poverty, rebellion
The Sun and Serpent	Pharidor	Daytime, snakes, light, revelation, tower, great height, gold
Tree Cross	Ulliah	Forest, wood, nature, sylvan creatures, Druids, growth, wilderness
The Eyes	Yhancia	Land, mountains, Dwarves, rock, gems, unwavering, underground
Lion	Hirath	Animals, hunting, meat, Rangers, lion, bear, King
The Shell	Gurthor	Sea, ships, ocean voyages, sea creatures, ports, sailors, pirates
Waterfall	Liraan	Water, bridge, obstacle, purity, a link, swim, border, direction
The Feather	Se	Storm, conflict, quick action, lightning, bird, surprise, sudden change
Pierced Skull	Trezkillian	War, Goblinskynd, castle, battle, soldiers, control, domination
Flame	Daugron	Fire, heat, desert, cleansing, uncompromising, total change
Lightning Bolt	Imaar	Magic, arcane, power, arrogance, Averaach, unstable, otherworldly
The Emerald	Xullia	Fear, monsters, illusion, blindness, cowardice, darkness
The Hung Skeleton	Sirrith	Death, undead, prison, trap, blood, outcast, ward, constant
The Pierced Die	Tiea	Deceit, assassin, a thief, hidden enemy, broken trust, betrayal, lies
The Shattered Flask	Sadir	Apocalypse, disaster, ruin, downfall, impending doom, breakage
The Triangles	Yaarneya	Lust, jealousy, wealth, indulgence, corruption, selfishness
Rose	Kharic-Ohrm	Hurt, harm, pain, pestilence, insect, disease, suffering, malady

Spectral Sphere

A Wondrous Item

Aura Moderate divination; **CL** 10th; **Slot** - ; **Market Price** 55,000gp; **Weight** 7lbs

Description

A Spectral Sphere is a Crystal Ball with variant powers, described below. Its core function is to allow its user to send a ghostly image of them self to a desired location, as visualised in the Sphere. While a standard Crystal Ball can see anywhere, even into other planes of existence, a Spectral Sphere is limited to the Plane in which it is in and its range is equal to one mile per level of the user.

Though limited in the distance it can perceive, the Sphere has another distinct advantage. It allows the user to travel to any location within its range that can be seen in the Sphere. This takes the form of the spell Project Image; whereby the user appears as an insubstantial ghostly image but is fully aware of their surroundings and can communicate with other people. The user must hold the Sphere to project their image and if contact with it is lost the image will instantly fade away.

Use of the Sphere can be exhausting as it actually taps into a person's personal aura to form the image if projects. For every minute that a person uses the Sphere's power to project their image they must make a Fort Save of 20; failure results in temporary CON reduction of 2+1d6. As a safeguard, the Sphere will not operate for a person with CON of 8 or less.

In "Quorull: City of the Guilds", the NPC, "The Widow" possesses a Spectral Sphere.

Construction Requirements

Spellcraft; craft wondrous item; scrying; project image; crystal globe; Cost 30,000gp



Bonus Material

The Lair of the Red Scarves (aka “The Hole”)

Background

During the restoration of Quorull after the city was burnt to the ground in the Great Civil War, Quorull Keep was to be constructed on the site of the original hill fort that stood where the village of Ebidor is now located. The plan was to use some of the surviving walls and floors in the building of the new keep. However, during construction of the castle, after nine days of almost continuous rain, a large section of the foundation walls collapsed into a mud-hole. Inspection showed the deep porous soil, good for an earth rampart, would not support the massive weight now planned at that location. Embarrassed by their lack of judgement, the builders hastily moved to the present site of Quorull Keep, and ‘covered’ up their error, so to speak. “The Hole” remains today, being a series of dungeon rooms and excavations beneath Ebidor.

Sixteen years ago, Elgar the White, an ex-miner and freeman of Ebidor, rediscovered these hidden foundations. Digging down to excavate a cellar beneath his house, Elgar broke through into a small chamber. This room connected to several others, some partially excavated. Elgar had no idea who had begun the excavation (probably fortune seekers from centuries ago) but thinking he might uncover a great treasure, he kept his discovery a secret. That dream ended up a disappointment, but Elgar had discovered an excellent safe-house for his future association with Red Scarves.

Index to the Hole

- (a) **Elgar’s House:** A small, typical Ebidor hovel. Inside are a table, a bench, a chest, and two straw pallet beds behind a curtain. Between the two beds is a rug. Under the rug is a trapdoor, three feet square, opening to a wood ladder descending to chamber (b). This was the first chamber Elgar discovered.
- (b) **Guardroom:** The ladder from Elgar’s house descends to this chamber. The room contains a rough table and three barrels that serve as seats. Two guards are nearly always present. The southern wall has collapsed and is a pile of dirt and masonry. A doorway exits to a hall.
- (c) **Magara’s Room:** This room was once the treasury of the Red Scarves, but a persistent problem with ‘shrinkage’ changed that arrangement. Most valuables were moved to Delerdra’s chamber. Now the rogue, Magara uses this room as lodgings, when she is not at the Yaarneyan temple in Quorull. The room has a pallet with a down mattress. A washbowl and jug stand on a table nearby. There is also a wooden chest that contains a variety of theater masks and costumes, most from the Hall of Tiers. A money purse of 42 sp is hidden beneath the clothing, along with two slim daggers. Next to the chest is a duffel bag. It contains a spare set of Yaarneyan clerical robes.

The Hole



Elsewhere in the room are bolts of cloth, rugs, kegs of wine, bags of salt, and other bulky inventory items, 'acquired ' from merchants in Quorull.

- (d) **Workroom:** Most of the eastern wall has fallen inwards, spilling dirt and stonework into the room. The two tables contain a variety of mining and masonry tools. Pieces of rough stonework originally excavated by Elgar are stacked near the door.
- (e) **Well Room:** A stone lined pit 20 feet deep is currently half full. Water depth can vary from 6'-14' depending on the season. An iron ring is fixed to one wall. A rope tied to this ring runs to a wooden bucket at the bottom of the well. Five large open barrels are arrayed around the walls. They are generally filled with water. A number of wooden bowls lie on the floor near the barrels.

GM NOTE:

At the bottom of the well, about six inches below the waterline, is a hole caused by the shifting of the land over the years. The hole is large enough to crawl through and enters a larger cavity. Here some roughly cut steps lead up to a partly collapsed tunnel that belonged to the older excavations.

The tunnel leads southward and is hard to negotiate in some places, debris having nearly closed the passage. It eventually comes to a crumbling shaft that lies beneath the woods south of Ebidor. Some remaining stone steps show that it was originally a spiral stair for a tower.

Now it is simply a shaft about 10' in diameter and 50' deep. The tunnel enters half way up. Tree roots have broken through most of the remaining stonework and dirty water pools at the bottom of the shaft.

It was originally boarded over and dirt placed over the boards, but many years of rain have washed much of the earth away.



A thief named, Kallad, who was loyal to the original leader of the Red Scarves, escaped this way to avoid Delerdra's coup, two years ago. Kallad jumped down the well in desperation and then, finding the hole that leads to the tunnel, he clawed his way up the tangle of masonry, earth and roots and was able to remove some of the rotten wood planks to affect an escape. Kallad went to ground and has hidden himself in Quorull since then. He works as a servant and courier of legal documents for Nial Bothwyl, a litigant of the city (see Quorull Index Ref: 53). Kallad is the only one who knows the secret way into The Hole.



LAQUEERA (a Drug)

This is a pink paste with a slight citrus smell. It promotes strong erotic feelings and instills a sense of confidence and well-being in the user. It is ingested.

Type: Drug (Animal/Plant),
Ingested/Save: Fortitude Check
DC 12

Onset: 30 minutes/Frequency:
1/hour for 1d3 hours

Initial Effect: 1d4 Wis
damage/Secondary: 1d4 Wis
damage + 1d4 Cha bonus and
1d2 Cha reduction. They can
overcome the addiction by
succeeding in making saving
throws for two consecutive days
in a row, however they may
become addicted again if they
ever take another dose of
Laqueera and fail the addiction
save.

Laqueera is made from a small
grub, which only can be found
in Pommeraje, a fruit that grows
in arid conditions, notably in
Y'sira and Maritaan.

The creation of Laqueera is
quite simple and basically just
requires mashing up the grub-
infested Pommeraje fruit,
adding sugar and spices to taste
and boiling the pulp until it
achieves a sticky jam-like
consistency.

(f) **Barracks:** These are quarters for up to 18 Red Scarves (two to a bed) with 3d6 thieves present at any time. Miscellaneous possessions can be found beneath the pallets or under sackcloth bedding (the excellent free resource "The Mundane Items Tables" from FoE is a great tool for determining random possessions and has been included as a bonus in this module).

(g) **Kitchen:** This room contains a large table (made from planks lying atop boxes) surrounded by kegs and boxes for chairs. The thieves have a meagre larder. There are sacks of root vegetables, some sides of salted lamb, and a barrel of salted herring.

(h) **The Widow's Web:** This room is crammed with the richer acquisitions of Red Scarves activities. Rugs cover the floors and exotic silken hangings decorate the walls and screen off the bed.

Near the entrance is a massive carved table of black wood. The table holds a large candle-tree for illumination. At one end of the table sits a coffer, filled with ivory combs, bracelets of beaten copper, strings of pearls, and tiaras of silver and gold. Two small pots, one red with blue spots, the other cream with green daisies, sit in the bottom of the coffer. The red pot contains foundation and the other Laqueera (an aphrodisiac).

GM NOTE:

An alchemist character may be able to identify Laqueera by the color and odour (Perception Check 15). If the GM believes any players have familiarity with the drug from past adventures, allow a Perception Check at DC22. Laqueera is a pink paste that smells like grapefruit.

A large canopy bed is just visible behind a translucent screen of silk. Carpenters made this bed in the workroom. Next to the bed is a small stand with a silver censer in the form of a reclining figure. Incense usually permeates the room.

There are two chests either side of the bed. One contains a collection of fine robes, dresses, and slippers. The other contains a few books. One tome is a journal kept by Delendra, since she came to the Red Scarves lair. It details her motivations and, especially, her hatred for Narees Tarkenmoor.

Three lockable chests on the south wall hold valuables. One chest contains 10,000gp stored in five buckram bags each holding 2000gp. The other two chests contain jewellery and silver plates from robberies undertaken by the Red Scarves.

- (i) **Delerdra's Temple to Yaarneya:** A large chamber with decaying stone buttresses supporting the roof. Piles of fallen debris and earth litter the area. Elgar knows the cavern is unsafe. He is collecting masonry in the workshop to add more supports.

Pools of water have formed in low areas. The largest pool is 32 feet deep. In front of this pool is a crude stone altar. Behind the altar is a tapestry depicting the Goddess Yaarneya; it hangs from a fixture, chained to the stone roof above. A large number of rugs and cushions are strewn in a wide area before the altar. Delerdra's zealots gather here during ceremonies.

An old iron cage sits beside the pool. It is about 5' square and locked; Magara carries the key. This has been brought here to hold captives and future sacrifices to the Goddess. Delerdra has not consecrated her altar but plans to do so at the end of this March, making an offering of a Human to Yaarneya. Magara has suggested that they kidnap the priestess Kalseera from the Yaarneyan temple in Quorull (Kalseera is mentioned in a Plothook on page 36).



YAARNEYAN HIGH FEAST (a Rite)

High Feast is one of the key rites performed in a Yaarneyan temple, in which the clerics and their followers celebrate the Six Gifts of the Goddess. High Feast takes place on the 40th Day of each March between sundown and sunrise of the next day.

The rite takes the form of a banquet where the finest foods and most expensive wines are served. Old documents uncovered by the Ormocean Church reveal that the Yaarneyans have also indulged in the consumption of Human flesh in past ages. During the banquet, the guests of High Feast will partake in drugs such as Illixia or Laqueera, in preparation for an evening of sexual indulgence amongst all revellers. Often, death or permanent disability will result amongst newcomers to the Cult, inexperienced with the use of these drugs.

Every High Feast has an appointed participant called the Seventh Gift. These can be willing followers of the Goddess who want the honor of giving their body and soul to the guests of the High Feast. More often than not, the Seventh Gift is an unwilling sacrificial victim. They can be used in any way that brings pleasure to the guests of the High Feast, culminating in their death at dawn.

Following the Five Years Doom, the Ormocean Church successfully banned worship of all religions of the Unholy Trinity. They used evidence concerning rites of High Feast to reveal the true evil at the heart of the Yaarneyan Church. The clergy in the Holy City of Odressi were tried before a Supreme Audit and executed. Some Yaarneyans escaped overseas and were able to convince a few cities that they should be able to continue to practice their religion, albeit in a moderated format; Quorull was one such city that embraced the Yaarneyans.

GM NOTE:

The cage has an average quality padlock lock (Disable Device DC 20), and has Hardness 10 and 5hp. The bars of the cage can be bent with a strength check DC 25, and each has a Hardness 10 and 10hp.

Deledra's religious followers worship Yaarneya at the 'temple, after sundown, on the 10th and 30th of each March. Gatherings last about one hour and include a number of Yaarneyan rituals, including the indulgence of drugs like Laqueera and presentation of gifts (loot) to the Widow. Deledra has been planning her first *High Feast* to celebrate the consecration of the altar on the 40th of the current March; this will be a large affair.

Up to twenty Red Scarves and twenty Ebidor villagers attend these meetings. Roll 1d10+10 for each group to determine gathering size. Smaller gatherings may occur at the whim of the Widow at any time. Learning of the whereabouts of Deledra's temple will not be easy. If players do manage to get inside the complex to confront the Widow and her supporters, the exact numbers of defenders can be varied to suit the skills CR.

A raid via the Elgar House entrance is likely to attract the attention of the villagers and 10+1d10 peasants will try to assail the party (there are more than 20 residents in Ebidor, but only 20 with the mettle to confront the players). In combat the Red Scarves are the most effective of Deledra's 'troops'. They will fight, but their morale will break if Deledra is killed or captured. Only 2d6 of the 20 villagers will initially fight if a combat situation occurs. However, more may join the fray afterwards, due to the following circumstances:

- (1) 1d6 more will fight if any PC receives damage in a round.
- (2) 2d6 more will fight if a PC goes down in combat.

The morale of the villagers is not as high as the Red Scarves. They will stop fighting or flee the scene of combat if they know Deledra is incapacitated or captured. They will also run if half of the combined number of Red Scarves/villagers present are killed or downed in combat. If Magara is present, and Kalseera has been kidnapped, she will attempt to move to the cage and balance it on the edge of the deep pool. Magara will then call on the players to surrender or she will push the cage into the pool with the priestess inside.

GM NOTE:

If the players do not give up the fight Magara will do exactly as promised. Refer to the Pathfinder Environmental Rules regarding drowning. Any damage applied to the cage under water is halved, and all attacks and skill checks suffer a -4 circumstance penalty. The cage weighs 600 pounds.

If the players surrender to Deledra, she will want to know their identities and motives (unless she is already privy to this). She may choose to tell them her story to justify her actions and even try to enlist them in bringing about the downfall of Narees Tarkenmoor.

Major Personalities of Quorull

DELERDRA ELANDRA aka THE WIDOW (Cleric)

CR5

XP 1600

Female human cleric (Yaarneya) 6

Domains: Liberation/Charm

CN Medium humanoid (human)

Init +7; Senses Perception +6

DEFENSE

AC 14, Touch 14, flat footed 10 (no armor/+3 Dex)

hp 48 (0d8+6d8+12+6)

Fort +7, Ref +5, Will +9 (+1 vs. fear)

OFFENSE

Speed 30ft

Melee master-work dagger +6 (1d4+0/19-20/x2); weapon focus +1

Ranged dagger +6 (1d4+0/19-20/x2); weapon focus +1

STATISTICS

Str 10 Dex 16, Con 14, Int 14, Wis 18, Cha 17

Base Atk +4; CMB +4; CMD 18

Feats Armor Light; Armor Medium; Dodge; Improved Initiative; Weapon Focus; Shield Prof; Simple Weapon Prof; Perform (Dance) Focus.

Skills Appraise +7, Bluff +6, Diplomacy +9, Disguise +5, Heal +4, Intimidate +5, Know Arcana +6, Know History +2, Know Local +7, Know Nobility +6, Know Religion +8, Know the Planes +2, Linguistics +2, Perception +6, Perform Dance +7, Prof Prostitute +9, Sense Motive +11, Spellcraft +2

SQ Aura

Languages Common (Sardellan)

Combat Gear Masterwork dagger, holy symbol

Other Gear Potion of Cure Serious Wounds' Elixir of Love; 6x expensive dresses, clerical robes

CLERICAL SPELLS

CL 6 Concentration 10

Level 0 (4) DC 14: Detect Magic, Inflict Minor Wounds, Light, Mending

Level 1 (5) DC 15: Cause Fear, Charm Person X 2, Command, Sanctuary

Level 2 (5) DC 16: Calm Emotions, Cure Moderate Wounds, Dread Bolt X 2, Silence

Level 3 (4) DC 17: Cure Serious Wounds, Sodomasochism, Suggestion, Vision of Hell

PERSONA

Appearance Sex: female Build: light Hair: black Eyes: brown Height: 5' 8" Age: 27

Delerdra has burn scars on the left side of her face and neck and is self-conscious about this. She tends to wear a veil or mask to hide the disfigurement or foundation to disguise it. She has a commanding gaze and stature; instantly holding attention in a room. Although she is usually quite shrewd and calculating, she is prone to act immediately (and violently) if she is lied to or addressed by fools. Her major ambition is to bring about the downfall of Narees Tarkenmoor, the current High Priestess of the Temple of Yaarneya in Quorull.



SIR ANDAR GRYST (Paladin of the Swords of Justice)

CR 6

XP 2400

Male human paladin 3 (Ormocea) Fighter 4

LG Medium humanoid (human)

Init +1; **Senses** Perception +3

DEFENSE

AC 21, **Touch** 11, **flat footed** 20 (Half-plate, Shield, heavy steel)

(+1 Dex, +8 armour, +2 shield)

hp 60 (0d8+3d10+4d10+14+3)

Fort +11, **Ref** +5, **Will** +7

OFFENSE

Speed 20ft

Melee Longsword +12 (1d8+5/19-20) includes +1 magic longsword bonus and weapon focus bonus



STATISTICS

Str 16 **Dex** 12, **Con** 14, **Int** 13, **Wis** 13, **Cha** 15

Base Attack +7; **CMB** +10; **CMD** 21

Skills Climb +4, Diplomacy +6, Handle Animal +2, Heal +5, Intimidate +12, Know Arch & Eng +1, Know Dungeon +1, Know Nobility +5, Know Religion +5, Perception +3, Ride +11, Sense Motive +1, Spellcraft +1, Survival +5, Swim -9

Feats Mercy - Shaken, Combat Expertise, Power Attack, Weapon Specialization, Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Cleave, Martial Weapon Prof, Mounted Combat, Ride-by Attack, Shield Proficiency, Simple Weapon Proficiency, Spirited Charge, Tower Shield Proficiency, Weapon Focus

SQ Armour Training 1, Aura of Courage, Aura of Good, Bravery 1, Detect Evil, Divine Grace, Divine Health, Lay on Hands (su)

Languages Common (Sardellan)

Combat Gear +1 Longsword, Half-Plate Armor and large steel shield

Other Gear 1d3 Mundane Items/1d3 Cleric Mundane Items (Refer FoE Mundane Items Books)

PERSONA and PLOTHOOK

Appearance Sex: male Build: solid Hair: dark brown Eyes: Brown Height: 6' 1" Age: 31

Andar Gryst is the no-nonsense commander of the Ormocean military Order, known as the Swords of Justice. He is dedicated to maintaining law and order in Quorull and believes only he and his loyal men can keep the peace in a town where corruption is lurking in the back ground. His two major concerns are the Yaarneyan Church and the increasing audacity of the Red Scarves thieves' guild. With the Yaarneynans there is no compromise; their religion was proscribed by the Congress of Odressi and they should not be allowed to practice. It is an indication of the corrupt nature of the officialdom of the city elders and the Guilds that the Yaarneynans were offered sanctuary in Quorull. As for the Red Scarves – his men keep making arrests and the city magistrates keep giving them minor sentences.

Gryst is sick to the stomach with interference in his work but his hands are tied. Last year he led a raid on the Yaarneyan temple when his contacts in the city informed him that the High Priestess was reintroducing the banned rite of High Feast. The religious celebration is an orgiastic, drug-fuelled affair which culminates in human sacrifice. In order to base their temple in Quorull, the Yaarneyan Church agreed to no longer celebrate High Feast.

When Sir Gryst descended on the temple he found the clergy and senior councillors of Quorull enjoying a sumptuous banquet; there were no drugs, no orgies and no sacrificial victim. In his anger, Gryst overturned the Yaarneyan altar and struck the High Priestess. The next day he was brought before the senior priests of the Ormocean Church and given a stern warning; if he ever engaged in such actions again, he would be stripped of his rank and exiled from Llan.

Gryst has come to believe that he is being targeted by factions who wish to see him cast out of Quorull, so that evil can thrive. He is convinced that the information given to him concerning the High Feast was designed to make him look like a fool. What's more, he believes there is someone in the Ormocean priesthood who is secretly a supporter of the Yaarneynans and is actively working against him. He made it his personal mission to root out the evil that had infected the Church that he loved and turned to those he only had complete trust in to help him.

To this end, he asked his younger sister, Andelle, if she would help him. Andelle lived in the northern city of Nohlera, where she was a dedicated healer with the Esmian faith. She has always supported her brother's stance on corruption in the capital and, when Andar travelled to Nohlera to solicit her aid, she was more than up for the task. The plan they agreed on was for Andelle to travel to Quorull and approach the Yaarneyan temple incognito, in a bid to join their Church. If accepted, she could then spy on machinations of the Yaarneynans from the inside.

The scheme went without a hitch and Andelle found herself living at the Yaarneyan compound within a few Marches of the meeting in Nohlera. It was not easy for her, because she found the moral values of the Yaarneyan clergy very confronting. But she persevered and was able to uncover some important information. She relayed this to Andar at infrequent secret meetings they arranged at the Golden Penny Inn and told her brother that Narees Tarkenmoor, the High Priestess was not popular amongst the clergy due to an ongoing feud with a young, popular Yaarneyan priestess, Delerdra Elandra. Delerdra went missing three years ago and Narees is suspected of orchestrating her demise. Also, Andelle identified that three councillors regularly attend functions at the temple.

Their names are Krasan Eadan, a physician (Refer Location 70); Varden Danard, a mercantylor (Refer Location 84 and 86); and Lesel Asinda, a trader (Refer Location 48).



Six days ago Andelle was supposed to meet up with Andar but she didn't show up. He has not heard from his sister since then and has become worried about her fate. In an act of desperation he assembled a company of the Swords of Justice and prepared to pay the Yaarneyan temple a visit but before he could he was arrested by his own men, under the authority of, Capain Narrith Barrad, his second-in-command. The next day Andar was brought before an Audit of the Ormocean priesthood and stripped of his position. During the inquiry he told High Priest Jarrath Haymarr about his sister and the danger she may be in. Haymarr despatched Captain Barrad to the Yaarneyan temple to use his diplomatic skills to validate Andar's tale. Barrad reported back that there was no evidence whatsoever of Andelle ever being an 'acolyte' of Yaarneya.

Andar has been cast out of the Ormocean Temple and is staying in temporary lodgings at the Three Candles Inn (See Location 28). His weapons and armor have been confiscated and he has been told that any further action against the Yaarneyans will have dire consequences and he will face arrest and trial. Despite this, Andar has decided to act and is looking to hire some adventurers to assist him.

GM Note: *Andelle's subterfuge was discovered by Narees Tarkenmoor and she has been imprisoned and all relevant information has been forcibly extracted from her. The High Priestess has decided that it would honor the Goddess to have Andelle offered as the Seventh Gift, a sacrifice at the next High Feast.*

The Swords of Justice Captain, Narrith Barrad, is a secret member of the Yaarneyan Cult and is the person who was been destabilising Andar Gryst's position by feeding him false information. Narees Tarkenmoor sent word to the captain of Andelle and the pair immediately met to determine the next course of action. They relocated Andelle to a location outside of the Yaarneyan temple as a safeguard against Gryst or the Ormocean priesthood decided to instigate a search. She is currently being kept bound and drugged in a strongroom at the warehouse owned by Councillor Varden Danard (Refer Location 84). Danard is most upset about this and fears Andelle may be discovered by his staff. But Narees applied pressure and veiled threats to get the councillor to acquiesce and Danard temporarily closed the warehouse, offering no real credible story to his employees. Narees also coerced Councillor Krasan Eadan's into helping out; he is administering the drugs to keep Andelle quiet.

Barrad kept a close watch on Andar and was ready to make the arrest when Gryst made his move to raid the Yaarneyan temple. He is now the acting commander of the Swords of Justice, a position which Narees Tarkenmoor promised him when he first was corrupted by her.

Andelle, locked away in the Peridor Warehouse, awaits a grim future at the Yaarneyan High Feast, which will take place between sundown and sunrise in three days' time...unless Sir Andar Gryst and your players intervene, of course!

Will the players join forces with Sir Andar Gryst in time to save his sister from becoming the Seventh Gift at the High Feast of the Yaarneyan Cult?...adventure awaits



NAREES TARKENMOOR (High Priestess of Yaarneya)

CR5

XP 1600

Female human cleric (Yaarneya) 6

Domains: Liberation/Charm

NE Medium humanoid (human)

Init +1; **Senses** Perception +4

DEFENSE

AC 11, **Touch** 11, **flat footed** 10 (No Armour, Shield, none) (+1 Dex)

hp 36 (0d8+6d8+12+6)

Fort +5, **Ref** +3, **Will** +7)

OFFENSE

Speed 30ft

Melee Dagger +5 (1d4/19-20) includes +1 magic

STATISTICS

Str 10, **Dex** 12, **Con** 10, **Int** 13, **Wis** 14, **Cha** 16

Base Attack +4; **CMB** +4; **CMD** 15

Feats Armour Prof Light, Armour Prof Medium, Brew Potion, Leadership, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Nobility), Voice of the Sibyl

Skills Appraise +1, Diplomacy +10, Heal +6, Know Arcana +5, Know History +1, Know Local +5, Know Nobility +1, Know Religion +8, Know the Planes +1, Linguistics +6, Perception +4, Prof Prostitute +7, Sense Motive +8, Spellcraft +5

SQ Aura

Languages Common (Sardellan, Y'siran)

Combat Gear +1 Magic dagger; Ioun Stone (Purple) with Dread Bolt and Inflict Light Wounds stored

Other Gear 2x Potion of Cure Serious 20x expensive dresses, clerical robes

CLERICAL SPELLS

CL 6 **Concentration** 8

Level 0 (4) **DC** 12: Detect Poison, Light, Mending, Sotto Voce

Level 1 (5) **DC** 13: Cause Fear, Charm Person, Haze of Dreams, Inflict Light Wounds

Level 2 (5) **DC** 14: Calm Emotions, Dread Bolt X 3, Undetectable Alignment

Level 3 (4) **DC** 15: Agonize, Searing Light, Suggestion

PERSONA

Appearance Sex: female Build: curvaceous Hair: black Eyes: green Height: 5' 4" Age: 33

Narees Tarkenmoor is the High Priestess of the Temple of Yaarneya in Quorull. She has a honeyed tongue and delightful laugh and comes across as an engaging and intelligent woman. This is a mask which hides a ruthless and ambitious personality. Narees only cares about herself and the power that she wields; she does not even have long-term plan for the Church that she presides over and uses her influence to dominate the other clergy and weed out anyone who may challenge her authority. She is paranoid and sees plots and plans against her where none exist. Narees has corrupted several influential citizens of Quorull and uses them to counter opposition to the Yaarneyans (such as the attitude of Sir Andar Gryst of the Swords of Justice). Narees knows there is discontent in her temple, since the incident with Delerda Elandar, three years ago. She plans to win favour with the malcontents by celebrating the first High Feast held in Quorull, a rite which has been banned by the City Council.



NAEDATH of SUNHILLOW (Wizard)

CR4

XP 1200

Male human wizard (universal) 5

LN Medium humanoid (human)

Init +5; Senses Perception +3

DEFENSE

AC 11, Touch 11, flat footed 10 (No Armour, Shield, none) (+1 Dex)

hp 35 (0d8+5d6+10+5)

Fort +3, Ref +2, Will +4)

OFFENSE

Speed 30ft

Melee Quarterstaff +2 (1d6)

STATISTICS

Str 10, Dex 13, Con 14, Int 16, Wis 11, Cha 11

Base Attack +2; CMB +2; CMD 13

Feats Brew Potion, Deft Hands, Improved Initiative, Maximize Spell, Scribe Scroll, Simple Weapon Proficiency, Stealthy

Skills Appraise +7, Escape Artist +3, Fly +1, Know Arcana +9, Know Arch & Eng +9, Know Dungeon +9, Know Geography 9, Know History +9, Know Local +9, Know Nature +9, Know Nobility +9, Know Religion +3, Know the Planes +3, Perception +3, Sleight of Hand +3, Spellcraft +8, Stealth +3, Use Rope +3

SQ Bonded Object (brroch), Scribe Scroll

Languages Common (Sardellan, Y'siran, Elven, Uushai)

Combat Gear Staff; scroll with 4x Magic Missile spells

Other Gear : Robes and draft of a book on the Serpent Kings

WIZARD SPELLS

CL 5 Concentration 8

Level 0 (4) DC 13: Arcane Mark, Daze, Detect Magic, Mage Hand, Mending

Level 1 (4) DC 14: Charm Person, Ears Of The City, Hold Portal, Magic Missile

Level 2 (3) DC 15: Alter Self, Levitate, Mirror Image

Level 3 (3) DC 16: Collaborative Thaumaturgy, Fireball, Haste

PERSONA and PLOTHOOK

Appearance Sex: male Build: thin Hair: dark brown Eyes: brown Height: 6' Age: 38

Naedath is a wizard from the neighbouring country of Elkia. He has been travelling through the region to gather information on a scholarly book he is writing on the subject of the Serpent Kings, ancient sorcerers of the Darktime. He is a courteous, well-mannered person who likes a comfortable chair, a good book and a fresh cup of Taak. He can get distracted by his interest in the Serpent Kings, to the point of becoming vague and forgetful. Naedath has been a guest for more than six Spans at the Guild of the Magi in Quorull. A while ago Naedath ran out of funds and the Guild of the Magi has been very good at providing him with free food and board. Naedath wishes to repay them for their kindness before he leaves Quorull during dinner-time conversation at the Guild, Naedath learned how the Guild was burgled a while back. Along with cash and valuables that were stolen, the thieves took a magic item kept on the premises, *the Spectral Sphere* (see Arcane Section). Naedath has resolved to find the Sphere and return it to its rightful owners. Of course he will need a few bold adventurers to assist him!



MAGARA (a Rogue Extraordinaire)

CR5

XP 1600

Female human rogue6

NE Medium humanoid (human)

Init +5; **Senses** Perception +9

DEFENSE

AC 19, **Touch** 16, **flat footed** 13 (Studded Leather, Shield, none)

hp 36 (0d8+6d8+6)

Fort +2, **Ref** +10, **Will** +2

OFFENSE

Speed 30ft

Melee Sword, short +9 (1d6+2/19-20) **Two-Handed Attack** Sword, short +7 (1d6+2/19-20), Dagger +7 (1d4+1/19-20) includes masterwork sword bonus and weapon focus feats

STATISTICS

Str 16 **Dex** 20, **Con** 11, **Int** 16, **Wis** 11, **Cha** 11

Base Attack +4 **CMB** +6; **CMD** +22

Skills Acrobatics +13, Alchemy +5, Appraise +9, Bluff +6, Climb +10, Diplomacy +0, Disable Device +14, Disguise +6, Escape Artist +13, Intimidate +8, Know Dungeon +3, Know Local +9, Linguistics +7, Perception +9, Perform Acting +1, Sense Motive +9, Sleight of Hand +12, Stealth +13, Swim +5, Use Magic Device +5

Feats Fast Stealth, Weapon Focus, Weapon Focus (Secondary), Armour Prof Light, Dodge, Evasion, Simple Weapon Proficiency, Slippery Mind, Staggering Critical, Two-Weapon Fighting

SQ Evasion, Trap Sense 2, Trapfinding, Trapfinding-2, Uncanny Dodge

Languages Common (Sardellan); Streetspeak (a thieves' cant), Y'siran and Char-Endlese

Combat Gear Masterwork short sword, 2x daggers, studded leather armor

Other Gear 6x caltrops, 1x Cure Moderate Wounds potion, Tanglefoot Bag, vial of acid

PERSONA

Appearance Sex: female Build: slight Hair: black Eyes: hazel Height: 5' 3"" Age: 25

Magara is the loyal servant of Delerdra Elandar; so much so that she would lay down her life for the Widow. Delerdra recruited her from amongst the Red Scarves soon after she fell in with the thieves' guild and they formed a close-knit team. Magara was instrumental in personally murdering Slarrad and other of key members of the Red Scarves when Delerdra initiated her coup. The cold and brutal manner that Magara went out her business instilled a lasting fear amongst the rest of the thieves. None would dare to challenge her authority and, if you want to talk to Delerdra, you have to go through Magara. She is a person of few words but when she speaks people listen as she means everything she says and failing to understand her intent can prove fatal. Her sex and short stature often mislead opponents in combat who have never met her. In a fight she will initially attack with her short sword but after a few rounds, if she feels confident, Magara will swap to a two-handed weapon stance, using a dagger as well as her sword. Magara has a love for the theater and, when time allows, she will spend time at the Hall of Tiers. This year she met a young man called Halmar, who works behind the scenes at the great theater. He showed her all the props and costumes that he cares for and the pair became friends and, eventually lovers. Halmar lives in a small room on the premises of the Hall of Tiers and Magara visits him there. He has no idea of her true nature or involvement with the Red Scarves. She remains a woman of mystery to him and Magara seeks peace in her time away from the 'real world' when she is with Halmar. She will often drop in on him in the dead of night, when she goes to ground after completing a mission for Delerdra.



Generic Characters

These characters are designed for easy use by the GM when a ready-made city guard of Red Scarves thief is required:

City Guard

Fighter level 2 CR 1 XP 400

Statistics Str 15, Dex 13, Con 13, Int 12, Wis 11, Cha 10



hp 19 (0d8+2d10+2+2) **Init** +5; **Speed** 30

AC 13, **Touch** 11, **flat footed** 12 (Quilted Cloth, Shield, light wooden) (+1 Dex, +1 armour, +1 shield)

Melee Base Attack 2 **CMB** 4; **CMD** 15, **Single Attack** Shortspear +4 (1d6+2)

SQ Bravery 1

Saves Fort +4, Ref +1, Will +0,

Skills Climb 1, Handle Animal 0, Intimidate 5, Know Arch & Eng 1, Know Dungeon 1, Know Local 3, Perception 1, Ride 6, Survival 4, Swim 0

Feats Defensive Combat Training, Precise Strike (Team), Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Impaling Critical, Improved Initiative, Martial Weap Prof, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency;

Languages Common (Sardellan)

City Guard Officer

Fighter level 4 CR 3 XP800

Statistics Str 14, Dex 15, Con 13, Int 13, Wis 11, Cha 13

hp 34 (0d8+4d10+4+4)

Init +6; **Speed** 30

AC 16, **Touch** 12, **flat footed** 14 (Studded Leather, Shield, light wooden) (+2 Dex, +3 armour, +1 shield)

Melee Base Attack 4 **CMB** 6; **CMD** 18, **Single Attack** Mace, light +7 (1d6+2)

SQ Armour Training 1, Bravery 1

Saves Fort +5, Ref +3, Will +1

Skills Climb 5, Handle Animal 5, Intimidate 6, Know Arch & Eng 1, Know Dungeon 1, Know Local 5, Perception 3, Ride 7, Stabilize Self 2, Survival 4, Swim 0

Feats Agile Manoeuvres, Defensive Combat Training, Precise Strike (Team), Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Improved Initiative, Martial Weapon Prof, Shield Proficiency, Simple Weapon Proficiency, Step Up, Tower Shield Proficiency, Weapon Focus

Languages Common (Sardellan)



Swords of Justice Regulars

Fighter level 5 CR 2 XP600

Statistics Str 15, Dex 14, Con 14, Int 11, Wis 11, Cha 11

hp 34 (0d8+3d10+6+3)

Init +2; Speed 20

AC 19, Touch 13, flat footed 16 (Chainmail, Shield, none) (+2 Dex, +6 armour, +1 feats)

Melee Base Attack 3 CMB 5; CMD 18, Single Attack Longsword +6 (1d8+3/19-20)

SQ Armour Training 1, Bravery 1

Saves Fort +5, Ref +3, Will +1

Skills Climb 0, Handle Animal 0, Intimidate 6, Know Arch & Eng 4, Know Dungeon 4, Perception 2, Ride 6, Survival 4, Swim -4

Feats Dodge, Power Attack, Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Athletic, Cleave, Martial Weap Prof, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus

Languages Common (Sardellan)

Swords of Justice Knights



Fighter level 4 CR 3 XP800

Statistics Str 16, Dex 13, Con 16, Int 13, Wis 11, Cha 12

hp 46 (0d8+4d10+12+4+4)

Init +1; Speed 20

AC 21, Touch 11, flat footed 20 (Half-plate, Shield, heavy steel)

Melee Base Attack 4 CMB 7; CMD 18, Single Attack Longsword +8 (1d8+5/19-20)

SQ Armour Training 1, Bravery 1

Saves Fort +7, Ref +2, Will +1

Skills Bluff 3, Climb -5, Handle Animal 6, Intimidate 5, Know Arch & Eng 1, Know Dungeon 1, Know Local 3, Perception 2, Ride 8, Sense Motive 2, Survival 4, Swim -13

Feats Ride-by Attack, Weapon Focus, Weapon Specialization, Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Cavalry Formation (Team), Martial Weap Prof, Mounted Combat, Shield Proficiency, Simple Weapon Proficiency, Toughness, Tower Shield Proficiency

Languages Common (Sardellan)



Red Scarves Thieves

Rogue level 1 CR 0.5 XP200

Statistics Str 14, Dex 17, Con 11, Int 13, Wis 9, Cha 10

hp 9 (0d8+1d8+1)

Init +3; Speed 30

AC 13, Touch 13, flat footed 10 No Armour, Shield, none) (+3 Dex)

Melee Base Attack +0 CMB +2; CMD 15, Single Attack Club +2 (1d6+3)

SQ Trapfinding-2, sneak attack at an extra (1d6)

Saves Fort +0, Ref +5, Will -1

Skills Acrobatics 7, Appraise 5, Bluff 4, Climb 6, Diplomacy 0, Disable Device 3, Disguise 0, Escape Artist 7, Intimidate 0, Know Dungeon 1, Know Local 5, Linguistics 1, Perception 3, Sense Motive 3, Sleight of Hand 10, Stealth 7, Swim 2, Use Magic Device 0

Feats Armour Prof Light, Simple Weapon Proficiency, Skill Focus (Sleight of Hand), Weapon Finesse

Languages Common (Sardellan)

Red Scarves Lieutenants

Rogue level 3 CR 2 XP600

Statistics Str 13, Dex 17, Con 13, Int 13, Wis 10, Cha 12

hp 23 (0d8+3d8+3+3)

Init +3; Speed 30

AC 15, Touch 13, flat footed 12 (Leather, Shield, none) (+3 Dex, +2 armour)

Melee Base Attack +2 CMB +3; CMD 16, Single Attack Dagger +4 (1d4+1/19-20)

SQ Trapfinding-2, sneak attack at an extra (2d6), Evasion (reflex save no damage instead of ½), Trap Sense (+1reflex save and AC when dealing with traps bonus)

Saves Fort +0, Ref +5, Will -1

Skills Acrobatics 7, Appraise 6, Bluff 7, Climb 7, Diplomacy 6, Disable Device 3, Disguise 1, Escape Artist 8, Intimidate 7, Know Dungeon 1, Know Local 7, Linguistics 5, Perception 6, Sense Motive 4, Sleight of Hand 9, Stealth 7, Swim 5, Use Magic Device 5

Feats Bleeding Attack, Armour Prof Light, Defensive Roll, Evasion, Simple Weapon Proficiency, Underfoot, Weapon

Languages Common (Sardellan); Streetspeak (thieves' cant)



Map of Quorull

Bonus Materials

Mundane Item Tables

How to Use the Mundane Tables

Often players will be searching for 'stuff' that you have not planned for in your game design. This may be that they are searching the pockets of that enemy they have just sent to a sticky end or they are going through the drawers and cupboards in a long-forgotten derelict. Whatever the situation, the Mundane Items Table is the answer

First determine how many things may be likely to be found; I often allow a single item or allocate a number of items equal to a die range such as 1d4 or 1d6 items. Then you can determine what they actually are by first rolling 1d10 to determine which table to refer to (1-5 = Table 1 and 6-10 = Table 2); then roll percentile dice to determine the specific item on the table just rolled.

However, don't always be compelled to follow the result rolled. Sometimes the result may not make sense (e.g. 50' rope found in someone's pocket) or you may decide that there is something specific on the tables that you want to give to the players. Use the tables as a guide and ignore or substitute items as you see fit.

You may also find that certain items that are found using the tables develop their own plotline (e.g. if the players find a map); so what starts out as a chance discovery gives you an idea for a whole adventure!

Note that some items are from the Eldoria world setting and are indicated by this symbol: 

More information on these can be found in the rear of this resource under, ***Eldorian Specific Items***.



Roll 1d10 then percentile dice		
(D10 roll 1-5 Refer Table 1 6-10 = Table 1 and 6-10-10 Refer Table 2)		
Roll	Table 1 Item	Table 2 Item
1	handkerchief (plain)	A piece of broken pottery
2	sewing kit	a pair of cheap cloth gloves
3	pair of bone dice	a pair of socks
4	bone comb	used under-garments
5	leather pouch of tobacco	a severed finger wrapped in crude bandages
6	1d20 copper trades	a block of cheese
7	dried food	a piece of hard jerky
8	leather hip flask	a metal flask filled with:
9	whetstone	fishing equipment - hooks, lures, and string
10	flint and tinder	a smooth river stone in the shape of a heart
11	Leather flask of oil	a clove of garlic
12	prepared poultice: <i>healing time for burns is reduced by 50%</i>	a cheap necklace made of beads
13	small carved animal	a small bell
14	magnifying lens	a black dragon playing card
15	handkerchief (silk)	a broken dagger
16	pouch of seasoning	a sprig of mistletoe
17	1d3 sticks of chalk	a bone needle and a bit of thread
18	lock of hair	a stone arrowhead
19	1d6 plain pieces of parchment	bird feathers
20	travelling cloak	a buckle from a belt
21	1d3 bronze spoons	wooden ring with mystic runes
22	ball of string	carved figure of a person
23	empty brass vial	roundel piece
24	set of merchant's scales	map of a dungeon complex
25	battered leather cap	perfume-scented letter



Roll 1d10 then percentile dice		
(D10 roll 1-5 Refer Table 1 6-10 = Table 1 and 6-10-10 Refer Table 2)		
Roll	Table 1 Item	Table 2 Item
26	well-worn leather slippers	brass knuckles
27	pig's tusk	iron file
28	coffer (with a secret panel compartment)	piece of amber (value 5gp)
29	penny whistle	rabbit's foot
30	1d6 silver pieces	large fang from mythical creature
31	small knife	horseshoe
32	lodestone	bar of expensive soap
33	packet of buttons	bounty poster
34	wallet of small tools	small silver button
35	brass torc	wooden comb
36	pair of woollen gloves	fur from a monster
37	quill and sharpening knife	wooden scroll tube
38	20 marbles (10% chance 1d3 <i>Sorcerer's Marbles</i>)	1d6 copper pieces (foreign currency)
39	manacles (with key)	small lockable box
40	vial of perfume (valued at 100gp)	four-leaf clover
41	small silver mirror	A double-sided coin
42	red ribbons	pouch of seeds
43	decorative clay pipe	quartz crystal
44	charcoal	1d3 pieces of lead
45	peacock feather	bracelet made of glass
46	small abacus	bracelet of braided leather
47	1d4 metal platters	small bottle filled preserving fluid
48	2 pronged fork (damage = 1d2)	sewing thimble
49	bone necklace	deathwatch beetle in a cage
50	Treasure map	piece of fresh fruit

Roll 1d10 then percentile dice		
(D10 roll 1-5 Refer Table 1 65 = Table 1 and 6-10-10 Refer Table 2)		
Roll	Table 1 Item	Table 2 Item
51	a set of iron keys	a pouch of human teeth
52	a paintbrush	gold cameo locket (value 5gp)
53	pack of Dragon Cards	polished crystal (value 5gp)
54	1d6 polished stones (value 1gp each)	snuffbox (value 10gp)
55	spinning top	necklace with rose pendant (value 4gp)
56	1d6 candles	set of lead soldiers
57	50' coil of rope	a cat's ear
58	lantern	holy symbol of an evil god
59	box of fish hooks and lures	book of animal sketches
60	Razor (dmg = 1d3)	black lace mask
61	dog collar	metal bottle of mercury
62	hand bell	sea-shells
63	1d6 pieces of bitterwort	scrimshaw
64	pouch of seasoning	bottle of live leeches
65	silver hip flask	handbell
66	journal	Jade jewellery box
67	vial of black liquid (poison?)	earrings of fairies (value 2gp)
68	1d10 gold pieces	bottle of paint for illuminations
69	eye-patch	a small decorative key
70	flash-powder (spellcraft DC18 to recognize)	Pottery figure of a witch
71	archery glove	copper ring with birthstone (value 5gp)
72	Silver charm bracelet	pipe carved from whalebone (8gp)
73	honeycomb	invitation to a celebration
74	coffer (with a secret panel compartment)	piece of amber (value 5gp)
75	a packet of candied almonds	wax seal kit

Roll 1d10 then percentile dice		
(D10 roll 1-5 Refer Table 1 6-10 = Table 1 and 6-10-10 Refer Table 2)		
Roll	Table 1 Item	Table 2 Item
76	1d10 caltrops	baby bonnet
77	3x silver tipped arrows	a vial of honey
78	leather gauntlets	ring with a secret compartment
79	miniature crystal ball	pair of severed ears on a string
80	1d4 wooden stakes	cargo manifest
81	water-skin	a mousetrap
82	damaged chainmail shirt – only 50% AC	Jeweller's monocle
83	stout padlock and key	glass eye
84	ornate hairpin (value 6 gp/dmg 1d2)	set of measuring spoons
85	vial of iron filings	leather tape measure
86	skeleton key	topaz brooch (value 7gp)
87	collapsible telescope	gold knife and spoon in a wallet
88	scented talc	Odressi token
89	packet of iron nails	bootlaces
90	decorative leather belt	vial of toothpicks
91	loket with a picture	cloth cap
92	silver hairbrush (value 10sp)	gingerbread biscuits
93	woollen scarf	set of Nalarian Tiles
94	surgeon's knife	eggcup
95	1d4 doses of liacca moss	mandolin strings
96	healer's kit - half used	corkscrew
97	holy symbol of a Good God	make-up kit
98	potion (GM to determine)	bag of 1d10 gems (each worth 10x10gp)
99	1d3 avaraach crystals	ancient icon of a church (value 2,000gp)
100	Minor Magic item (GM to determine)	Minor Magic item (GM to determine)

Eldorian Specific Items

(Items on the tables featuring a  symbol.)

Roundels

Roundels is a popular board game throughout Eldoria, but particularly in Sard and on the Holy Isle, where tournaments are held. It has similar elements to chess but is played on a circular board with a stylised keep. The game is abstract and is supposed to loosely simulate a siege. There is an attacking player and a defending player and each side has some unique pieces in addition to their common pieces. The etiquette of playing Roundels requires players to participate in two games, one as the attacker and the other as defender. Some of the pieces include:

- The King
- The Knight
- The Cleric
- The Foot-soldier
- The Ram (unique to the Attacker)
- The Cauldron (unique to the Defender)

Sorcerer's Marbles



While the game of marbles is mostly a popular child's pastime (as it is in our world) its origins in Eldoria are very different. In Eldoria's dark ages there were many powerful rival Sorcerers known as the Serpent Kings, who ruled across what is now Llan, Sard and Elkia for hundreds of years, constantly waging magical wars upon each other. They were more skilled than their modern-day counterparts and had reduced the dependence on material components to one item, the fine mineral sands that were prevalent in the region. So instead of using bat guano and sulphur to cast a Fireball Spell, one of the Serpent Kings would simply use mineral sands.

When a spell was cast using this method, instead of being consumed, the sands would be converted into a sphere of glass, often with colored striations inside, which were linked to the type of magic cast. These were discarded and, over the centuries, these 'marbles' were littered all over the countryside. In the centuries after the fall of the Serpent Kings, people would find these marbles. They did not know their origin but they became keepsakes and eventually, children began to play games with them. In addition to finding 'naturally-occurring marbles' glass-makers began to manufacture marbles around 1100R (these were cast-offs on the industry and it was recognised they could be sold as children's toys).

Around 1700R artificers of the College of Arcane Science discovered that Sorcerer's Marbles occasionally retained a partial amount of their spell signature and that the original spell could be triggered by

channelling any spell (even a level 0 cantrip or orison) into the marble but not allowing that spell to take form.

The original signature still contained inside a Sorcerer's Marble is much weaker than the original spell. All aspects of the triggered spell are the same as if cast by a 1st level magic-user, regardless of the level that it was originally cast at. For example, if a 8th level wizard triggered a Sorcerer's Marble with a Fireball signature still active inside it, a 1d6 Fireball would result.

In addition, a Sorcerer's Marble has a 25% chance of failing completely. Regardless of the spell functioning or failing, the marble becomes a mundane glass sphere at the end of the process.

The existence of Sorcerer's Marbles is known to anyone with at least one rank in *Knowledge Arcana*. That person knows that a *Detect Magic* spell (or any similar spell) is useless when trying to identify the properties of the marbles, as the magic actually activates the spell in the marble. In this case the GM may be required to designate a random target or random direction for the spell.

The type of magic stored in a marble can be identified by a Knowledge Arcana check at DC12:

Abjuration = solid white with silver striations

Conjuration = clear with yellow striations

Divination = clear with orange and green striations

Enchantment = clear with yellow striations

Evocation = solid red with orange bursts

Illusion = clear with blue stars inside

Necromancy = solid green with black striations

Transmutation = clear with red and black striations

A successful Spellcraft Check at DC15 *by a person with Knowledge Arcana*, will identify the actual spell contained in the marble.

Deathwatch Beetle

This is a charm of the Ormocean religion. Ormocea is a lawful good deity opposed to Undead. The Deathwatch Beetle is a small insect native to the islands of the Sea of Souls as well as parts of southern Elkia and Sard. It is a lustrous black in color with white markings that resemble a skull. The beetle is placed within a miniature silver cage about 1 inch in diameter. The cage is blessed with special wards and etched with Ormocean sigils.

If negative energy (such as that which is manifested by the Undead) comes within 1' of the Charm, the beetle emits a high-pitched shriek for 2+2d6 minutes. The beetle dies at the end of the effect and a new beetle must be found. The cage can be reused).



Dragons (a Card Game)

Dragons is a popular card game throughout northern Eldoria and the islands of the Sea of Souls. A typical deck consists of 50 cards. There are nine suites, each represented by a different animal (lion, antelope, bear, serpent, spider, wolf, elephant, boar and monkey). There are five cards in each suite (numbered 1-5). There are also an additional suite of cards consisting of five unnumbered dragons of different colors (black, red, gold, green and white). This is a special suite that operates differently to the others.

The game has similar elements to poker. You are dealt five cards and have an option to purchase a new selection of 1-4 cards (discarding the same number as drawn).

You are trying to get the highest score after the second draw. The numbered animals of the same suite add their values together. Only one animal suite can be used in this way. However, if you have one dragon you can use the scores of all animals in your hand. Two dragons allow you to also double all values. Three dragons triples values; four dragons quadruples. Nothing beats five dragons.



Bitterwort (a mild poison)

Type: Poison (Plant), ingested/Save: DC15

Onset: 1 hour/Frequency: 1/minute for 3 minutes

Initial Effect: 1d4 Str damage/Secondary Effect: 1d6 Str damage

Description: This appears as a watery liquid, a rich red in color, with a slightly soapy consistency. Being a water-based liquid it mixes well with most beverages and absorbs easily into foods. It has a strong strawberry smell that is quite pleasant, but by contrast, it has a bitter taste. Its olfactory and culinary qualities can somewhat limit its usefulness; it works best in sweets or strong-smelling foods that can mask its odor and taste. After consuming a sufficient quantity of Bitterwort, the victim almost immediately begins to feel quite ill, as its active ingredient reacts with the victim's digestive fluids. The effects begin with a feeling of nausea and wind, sometimes accompanied by a painful pressure in the chest and back, caused by severe indigestion.

As the toxin progresses, it causes stomach cramps and cold chills. In more severe cases it may also cause vomiting and diarrhoea as the victim's body tries to purge itself of the toxin. It has never been known to kill anybody but can leave people of lower constitution, particularly children or elderly victims, incapacitated with nausea and stomach cramps for days.

Cure: Being a strongly acidic toxin, its effects can be lessened by drinking lots of milk or cream. Doing so immediately reduces the effects by -1 damage per die but only to rolls not yet made. In addition, an increased recovery rate applies of 1 point of strength damage recovered every hour.

Background: Bitterwort is a plant growth, commonly found on shade rocks in the forests of Llan. The wort grows in long pale green clumps, on the base of rocks, close to the moisture of the ground and only during late spring to early summer. The people of Llan have always known that Bitterwort is toxic and causes mild nausea, if the hands are not washed after coming in contact with the growths. However, the actual process of distillation that increases the potency of the wort is not widely known. In fact, if cooked, Bitterwort is still very bitter to taste but loses its toxins and becomes quite safe to eat. It is known that people in the Llanish shire of Hallesta add Bitterwort to their pies and jams. As a poison, it is occasionally made by Rangers, who use it to drive troublesome animals away from human settlements.

Creation: Bitterwort is scraped from rocks and dried; then it is mixed with various herbs, syrups and juices and left to stand and ferment in the sun for a few days. Water is slowly added, and as the level drops, the color turns a darker red. The process continues until the majority of water content has evaporated. At this point, the remaining residue is transferred to an air tight container for storage, where it will retain its effectiveness for about 1-2 years. Bitterwort requires a Craft (Alchemy) creation check (DC 15), but has a relatively low handle poison check (DC 3). The recipe requires 5 handfuls of the wort (the scrapings from about twenty good sized rocks) and about 15gp worth of materials, mainly syrup and fruit juices, to produce 1d4 effective doses of Bitterwort poison.



Ruby Averaach (a rare and dangerous crystal)



Averaach is a crystal that occurs throughout Eldoria as a result of periodic strikes by minute meteorites that manifest themselves for approximately two weeks during the year. At that time, the world passes through a belt of tiny asteroids and gasses and the skies flare with colorful displays and detonations. Occasionally these aerial pyrotechnics result in firestorms, whereby burning ashes are scattered over a wide area or, a rarer occurrence, a meteorite shower, is created.

Called “Daugron’s Fire” by the followers of the Goddess of Fire, most meteors burn up in the atmosphere but those few that do manage to crash to earth explode and can create Averaach crystals in the surrounding rock, as a result of the thermal dynamics involved during the impact. The crystals are exceedingly rare and most are no bigger than a pinhead in size, although larger specimens have been found, ranging from stones the size of pea to shards as big as a plum.

The most common type of Averaach is red in color and crystals are often mistaken for rubies. A DC Check of 20 is required by a character possessing the Skill, Profession: Jeweller, in order to differentiate between the two. Similarly, the jeweller skill is required to identify the difference between other forms of Averaach and gem-stones they mimic.

Averaach reacts to an amplification of magic as a result of a person connecting to the Tas field to create a spell-form or to the presence of a construct imbued with powerful enchantments. The crystal seems to resonate in tune with the Tas, usually resulting in it reacting and producing a specific effect, depending on the type of crystal. Similarly, magical items trigger a similar effect in Averaach. If magical spells are cast within 10’ of the crystal (or magical items with a GP value of 5000+ come within 10’), make a DC check against a base of DC12 and add/subtract the following modifiers:

- 1 For each level of the spell cast.
- 1 For every 1,000 GP worth of magical items present (round up to the nearest 1,000).
- +2 Averaach is in contact with gold (at least equal to its own size).
- +4 Averaach is totally shielded by gold (e.g. a gold coffer).

Failure to make the DC of 12 causes the specified reaction.

The effect is determined by the size of the crystal and the distance of the target from the epicenter of the. Larger pieces of Averaach may be included in a campaign at the GM’s discretion and the appropriate damage assigned according to its size.

Note that Ruby Averaach is destroyed when it reacts with the Tas. All other forms (except the pinhead size of each type) are not destroyed immediately. Each time they react with the Tas make a DC 10 check. If you fail the roll the Averaach crystal cracks and it is no longer has any effect.

Ruby Averaach has the dubious title of “Wizard’s Bane” due to its peculiar reaction to strong magical fields, which cause the crystal to react explosively, if a spell is cast in close proximity to the crystal. The size and reactive properties of Ruby Averaach are detailed on the Ruby Averaach Table. An example follows:

A Cleric, wearing a +1 suit of plate armor tries to use the 2nd Level Spell Shatter to destroy a Stone of Averaach. He stands 10’ away and rolls 1 d20 (adding a penalty of -2 adjustment for the spell level and -2 for the armor). The number rolled is 14 but when adjusted the final result is 10, so the Averaach detonates. Being stone-sized, the damage is 2d12 and a result of 18 is rolled, The Cleric is able to make a successful REF Check at DC 18 so he only takes 9 points of damage (this is further reduced to 5, as the Cleric is 10’away from the blast).

In addition to the destructive Ruby form of Averaach, the other varieties of the crystal exist and have only recently coming to the attention of the College of Arcane Science. These seem to have formed by their chance binding with certain dominant minerals present at the site of the meteor impacts. Although distinct properties have been identified, research continues into their powers and the applications that they can be put to. Other forms of Averaach are fully detailed in the ***Encyclopedia Eldoria***.

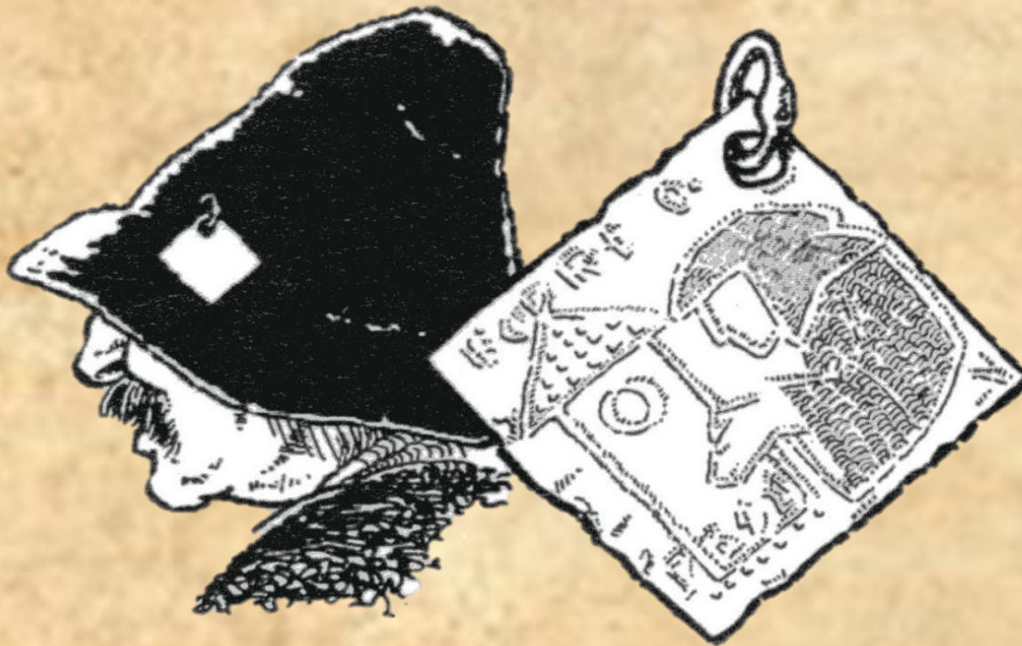
Size	Effect/Damage	Save
GRAIN Pinhead (common)	No damage (the crystal consumes itself in a short burst of flame. It will inflict 1d6 subdual damage to those in direct unprotected contact with it and it may ignite a larger fire).	DC 12 Reflex Save = no damage
GEM Pea-size (uncommon)	Damage is 1d10 (less 2 points of damage for every 5’ the target is from ground zero).	DC 15 Reflex Save = half damage (rounded up)
STONE Grape-size (rare)	2d12 (less 2 points of damage for every 5’ the target is from ground zero).	DC 15 Reflex Save = half damage (rounded up)
SHARD Plum-size (very rare)	3d20 (less 2 points of damage for every 5’ the target is from ground zero).	DC 15 Reflex Save =half damage (rounded up)



Odressi Token

Odressi was founded in 1002R and is a unique city, unlike any other Human center, being created as a sanctuary for all religions, in order to preserve the scriptures and relics of the Pantheon against the ravages the war. It is the great religious hub of Eldoria, a city that most people make a pilgrimage to some time in their life.

There have been some recent 'innovations' in Odressi in the last 50 years. One of these is a new pilgrim's tax, designed as both an income generator and a means of limiting the stay of foreigners to the city. Getting inside the gates of the city proper can be an arduous affair for base-born people, who often have to spend several days queuing outside Commoner's Gate, before being allowed inside. If granted entrance, foreigners are issued with a tin token stamped with a date of expiry (usually five days from the date of issue). These 'pilgrim badges', as they are called, cost an exorbitant fee of 10 gold trades; pious common-folk use all their savings to make the journey to Odressi, once in their lifetime. It is most important to keep your token on you at all times and have it renewed before it expires, otherwise you face heavy fines and even imprisonment on the island penal colony of Pilgrim's End, south of the Holy Isle.



Bonus Religion Section (Ormocea and Yaarneya)

These are excerpts from “The Reliquarium Eldoria, available from DriveThruRPG).

ORMOCEA	God of Law
Other Titles:	The Law Giver, Lord of the Tranquil Hand.
Alignment:	Lawful Good.
Domains:	Law/Protection/Nobility/Glory/Good/Knowledge
Favored Weapon:	Staff
Appearance:	A middle-aged man with steel-grey hair and a close-trimmed beard. His eyes radiate prismatic light.
Status:	Major church.
Clergy:	95% Male, 5% Female
Power Centers:	Elkia, Tempest, Odressi, Llan and various degrees of legal representation in other lands (e.g. Daugron priests in Y’sira who have studied Ormocean Law).
Holy Day:	Gaidezar, 12 th Day of the Second Span of the March of Light
Clerical Dress:	Light grey robe trimmed with white leather. High officials wear the “Sontaara” which is a stiff elaborate headdress.
Holy Symbol:	A brass disc engraved with the balance symbol.
Associations:	Ormocea (God of Law) is the husband of Esmia. Siritar (God of Paladins) is their son. Together, the three are referred to as the Holy Trinity. Ormoceans have Recognition agreements within the other religions of their House and with the House of Life and the Theydori church (only) of the House of Secrets.
Basic Goal:	The maintenance of law and order and vigilance against the incursion of Undead and Demons.
Religion Trait:	<i>Lover of the Law.</i> You have a strong belief in the righteousness of law and justice. Benefit: You receive a +1 trait bonus on saves vs. charm and compulsion spells, and may make a new save with an additional +1 bonus (for a total of +2) if directed to act against the law while under a compulsion.
Bonus Spell:	Recitation

History

The organized worship of Ormocea that followed the Darktime is said to have been started by the Prophet Samroth, who received a vision of Ormocea, appearing to him out of the west and proclaiming that law and order would soon be returned to the troubled world. Samroth was directed to go forth and pave the way for the time of the Awakening so that the faithful would be able to travel to Kalidath when the Gods depart from Enshar.

Samroth dwelled in the fertile lands south of the Porgruu Bogs; a place settled largely by the Tarkians, a barbaric people who dominated north-west Sard at this time. Communities in this region were in constant danger of being destroyed due to endless wars between chieftains who controlled various parts of Porgruu. Samroth preached the word of Ormocea for many years and, eventually, Was able to convince Balagar (one of the more powerful local warlords) to adopt Ormocea as a form of ‘luck totem’.

Under Balagar's protection, the priesthood of Ormocea began to flourish and missionaries spread the word of the Wise to other communities. Samroth went on to discover the all-important Books of Law, which provided a great amount of lost lore concerning all of the Gods; their doctrines, beliefs, rituals and incantations.

The Books of Law were found when followers of Samroth excavated a site in Jasper to build a temple to Ormocea. These relics not only asserted the dominance of the Ormocean church in the centuries to come but the knowledge contained within them caused an immediate intellectual renaissance, dragging the Human tribes out of eons of barbarism.



Although the lawful society that Samroth worked toward did not eventuate in his lifetime, the priesthood he established continued to spread the word of Ormocea after his death and brought a lasting peace to the Tarkian clans. Later, the Ormoceans played a major role in the establishment of the Kingdom of Sardell, effectively becoming the power behind the throne of Eldoria's greatest empire.

Many scholars say that the Ormocean church achieved true greatness with its early social reforms, particularly with its code of laws that governed all, regardless of station. However the acquisition of wealth and the pursuit of political power, by individuals of the faith, eventually caused great tension between the Ormoceans and the other religions of the House of Wisdom.

By the height of the Sardellan Empire, the Ormocean church had spread its teachings and laws to most realms of Eldoria, but had done so on the back of the imperial war-machine that the church publically

supported. The Ormocean priesthood, to a great degree, abandoned all pretenses at having any moral rationale in justifying its activities in obtaining political control of the far-flung outposts of the Empire. The senior clergy thirsted for same power that the nobles of the Sardellan Empire pursued, with high priests seeking appointments as regional governors as the Empire grew. Inevitably, there was a schism within the House of Wisdom, whereby the Esmian and Siritar faiths divorced themselves from the exploits of the senior House of their group.

Many theologians have drawn an association between the moral vacuum of the Ormocean church, the collapse of the Sardellan Empire and the years of bloody civil war that followed. It is suggested that, if the hierarchy of the church had not been so politically ambitious at a time when the Empire was left with no heir, a successor could have been put forth that all the Lords of Sardell supported and the Empire would have continued. However, following the death of the Empress Taranae, who left no direct heir on the throne, the Ormoceans drew out the succession debate for nearly eight years, causing division amongst many factions. After several heated councils managed to bring the Empire to the brink of civil war, the church finally had the audacity to propose an heir of their own; a nobleman directly related to the Archbishop of the Ormocean church in Jasper. The powerbrokers walked away from the conference table and a century of bloody warfare followed. This was called the Kinstrife.

The chaos of the Kinstrife wars made it possible for the Ormocean church in Odressi to gain a more dominant role in affairs across Eldoria. Up until then, power had been firmly maintained by the temple in the Imperial capitol of Jasper but, as a result of the civil war, the Ormocean orders throughout Sardell became fractured and the chapter in Odressi became prominent, Odressi being perceived as a neutral territory.

In the late 17th century R, Abbot Ormond Mordling was able to initiate reforms in the religion through the Congress of Odressi, stripping power from many of the senior clerics of the temples in former Sardell. In 1677R Mordling reunited the churches of the Holy Trinity and brokered a treaty that ended the Kinstrife, dividing Sardell into the lands of Sard and Elkia, giving political control of Sard to the lords allied with the Trezkillian faith and control of Elkia to the House of Wisdom.

In the following centuries there was a brief period of rivalry between the Ormocean temple in Odressi and their counterparts in Elkia but, by the 20th century R the situation had sorted itself out and the Odressi chapter of the religion emerged as the firm center of Ormocean theology. The Ormocean church remains the most powerful religion of modern times. Despite the collapse of the Sardellan Empire, the priesthood was able to entrench itself in many countries and attract a solid following. When Imperial troops withdrew from regions that they occupied, some countries rejected the Ormocean temples that had been established, however few repealed the laws that the church had brought. If nothing else, the legacy of the Ormocean faith is that they have brought common laws to the realms of Eldoria.



Doctrine

The essential doctrine of the Ormocean church is one of creating an ordered society, by the introduction of its complex code of edicts, as laid out in the First Book of Law. The edicts of the church promote moral values of obedience to superiors, so long as those superiors act within the defensible confines of Ormocean Law. The church promotes an attitude of compassion in most of its affairs but will readily adopt a strict and unrelenting composure with those who transgress the law and refuse to seek absolution.

Due to the complex integration and interpretation of the thousands of laws contained within the First Book, Ormocean priests can often come across as bureaucratic and uncaring, seeming to be more interested in getting the tiny fine-print of the law correct rather than seeing it applied in a fair and sensible manner.

A smaller but certainly important function of the church is its eternal battle against any incursion into the world of the Undead and the power of the Shadow. This is related in passages found in the First Book that describe of how Paradise was first spoiled when the Goddess Sirrith stole the Rune of Making from Phelltar and divided the loyalties of the Theledai. Ormocea cast the Pale Lady into the Prison of Shadowland and his followers have remained ever vigilant against Sirrith and her minions since that time.

The church created a small, specialized Order, the Stormwatch, in 1165R. Their mission has been to root out evil and fight a subversive battle against those who would upset the moral foundations of Ormocean Law in society. One of the Stormwatch's main duties has been to defend the Human realms against the incursions of the Sirrith cult, which has always had a small, but active following. The church has openly tried to have the cult ousted from Odressi, where it houses its only 'official' temple but the Sirrith priesthood has always made sure no proof exists that it practices its beliefs in any other way than within the charter of the Congress of Odressi.

Because the Stormwatch often needs to fight evil, it has created the notorious Edict 38, a magically binding contract that allows its operatives to be absolved of sin as long as their actions, no matter how vile, achieve the goals of the church.

Behind the scenes, the Stormwatch and the cult of Sirrith trade blows, using plots and counter-plots to outguess the other. The Ormoceans strive to have the Sirrith cult proscribed, while the followers of Sirrith look for lore that will lead them to free the Queen of the Dead from her prison, so she can achieve dominion over the lands of Eldoria.



Organization

The supreme leader of the Ormocean church is the Patriarch of Odressi. The Patriarch is elected to the position for life upon the death or resignation of the former Patriarch. Beneath the Patriarch are the Archbishops. Each Archbishop rules over the spiritual affairs of a specific region called a Protectorate. The Archbishop is usually based in a cathedral. Larger Protectorates are divided into smaller areas governed by bishops.

The Patriarch's word is law but he is guided by the Council of the Wise that meets once every four years, in the weeks leading up to the Congress of Odressi. The Council is made up of the Archbishops of Odressi, Denhaven, Tempest and Quorull plus a fourth Archbishop elected by the Council for a period of six years.

The church maintains three distinct Chapters (as well as several smaller Orders). The three major Chapters are:

- The Immaculates
- The Choir
- The Justicators

The Immaculates are the heart and soul of the Ormocean church. They are the clergy who deliver sermons to the congregation, address the needs of their followers and run the routine administration of the church; they are the main section of the Ormocean faith which interacts regularly with the secular world.

The Choir are devoted to the maintenance of the articles of Ormocean Law. Each cathedral (and some of the larger regions administered by bishops) will have at least one priest who acts as the Choir. Their responsibility will be to keep an effective and easily accessible legal reference library and to be able to recite word-for word, the contents of any of the books and articles kept there. This is quite a remarkable feat considering that the standard library maintained by a Choir consists of a set of the Three Books of Law and 366 volumes of additional statutes and precedents derived from judicial rulings over the past 650 years (as ratified by the Council of the Wise).

The Choir often work closely with the Chapter of the Justicators whenever a high level Audit (judicial hearing) is held. Followers of the Order of Justicators administer Ormocean Law throughout the many Human countries that have adopted the Ormocean legal system after being conquered or becoming an ally of the Sardellan Empire. Although Justicators are usually devotees of the Ormocean church there are many secular Justicators in countries where the faith is not as strong but Ormocean Law is still the accepted means of dealing with disputes.

As acolytes, Justicators study law under the tutelage of the Choir and, upon obtaining an acceptable level of competency; they are given a posting to maintain the law in a designated community within an Ormocean Protectorate. They are responsible for arbitrating a wide range of claims and grievances, ranging from mercantile transactions to petty theft. Their decision on any issue is final unless an affected party opts to have the dispute taken to an Ormocean Audit (a higher court).

In doing so, the person who requested an Audit hearing had better be sure of their case as they can be served with large fines and even imprisonment for wasting the time of the court. Justicators do not handle matters that involve the loss of life. In these cases, they will undertake an initial investigation and

detain any necessary suspects, but this information is automatically handed over to an Audit to preside over. Justicators usually work hand-in-hand with the local militia or town guard in order to make arrests. In regional areas, where these resources are not often available, a novice paladin may be seconded from one of the Ormocean Chapters to serve the Justicator for a set period.

The highest position that a Justicator can attain is that of a Truth-Seer, a magistrate who serves on a Supreme Audit. A Supreme Audit is made up of three senior Justicators who have served the church for more than twenty years and have sat on a minimum of five Audit hearings. While a normal Audit usually addresses criminal cases and appeals from rulings by Justicators, Supreme Audits are reserved for hearings involving the clergy and nobility.

Regalia

All Ormocean priests wear vestments that are a light grey in color. A novice's attire is quite plain, consisting of a woolen alb and cincture of brass links. When ordained as a priest, the alb has white leather trim about the shoulders, sleeves and hem.

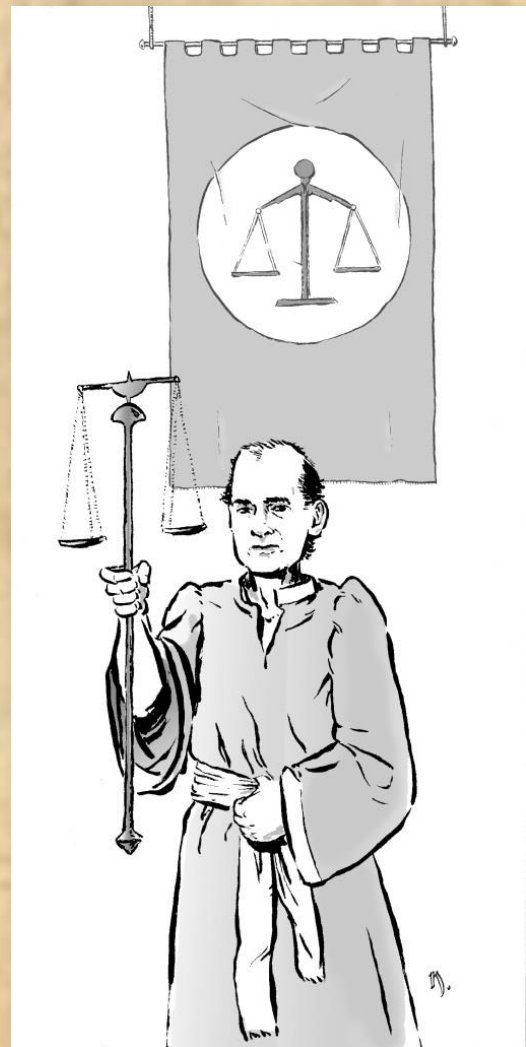
Archbishops wear a stiff leather miter called a 'Sontaara' and a chasuble, with a white satin stole. The stole often has motifs of the church and offices achieved by the Archbishop emblazoned upon it.

The Patriarch wears a costume similar to an Archbishop, augmented by a decorative cope, embroidered with a representation of the Three Books of Law.

The holy symbol of the Ormocean church is an amulet, commonly made of brass and inscribed with the *Kiir* (a rune that depicts balance) or a picture of a set of scales. Senior members of the clergy often have silver or gold holy symbols.

Temple Design

Ormocean temples are reminiscent of the Greek Parthenon, having huge columns supporting the roof and surrounding a closed nave. The nave is an open area and has no seating for the congregation (except for pews set in niches in the walls for the elderly or infirm). The choir contains the altar and a raised pulpit and is usually divided from the nave by a low wooden partition. Statues depicting Ormocea are not common; instead, the central altar-piece is a large balance. Priests who serve and administer the temple have accommodation and work areas located in buildings close to the main structure, often in complexes beneath the temple.



Ritual

The most notable ritual of the Ormocean church is called Deathwatch. The church is obsessed with guarding against the incursion of the Undead. When a member of the faithful dies, a remembrance service is given at a location provided by the family of the deceased (most often the family home). This service commences at sundown and is followed by a formal meal. After the meal, the invited guests depart but a small group remains to sit an all-night vigil over the body with the priest who gave the service. The group is often made up of members of the immediate family but can also include close friends.

The priest will place various wards about the area to prevent any spirits or demons from possessing the body. At dawn a person employed by the priest will dress as the Goddess Sirrith and command the corpse to rise and enter her service.

In larger cities the role of Sirrith is played by an actor from a local group of players. Ormocean funeral services are a major source of income to Bardic conservatories across Eldoria. However, relatives and friends can also portray Sirrith at Deathwatch and it is considered an honor to be asked to play the role.

Uushai

Ormocea created two Uushai, the twins Maedrannis and Maedrah. Maedrannis appears as a middle-aged angel, robed in white. He is epitome of righteousness and will not tolerate injustice or the breaking of the Laws of Ormocea. Maedrah, his sister, is more chaotic in nature and is prone to 'bending' the Law in order to receive a result, so long as the cause is not aligned to evil. The two Uushai represent the balance that is associated with their deity. They are the 'yin and yang' of Ormocea.

Bonus Spell

Ormocean priests often need to recall laws contained in 366 volumes of the Choir. This spell allows them to recall up to 500 words from any written source they have read within the past year.

RECITATION

School divination; **Level** cleric 1 (Ormocea)

Casting Time 1 standard action

Components V, DF

Range personal

Target you

Duration 10 min/level

You can recall verbatim up to 500 words per level from any one written source you have read within the past year.

Assay Spell

The Ormocean Assay spell is **Hide from Undead**. If cast by an Ormocean priest, intelligent Undead receive a -4 penalty on saving throws required to see a person hidden by this spell.

YAARNEYA Goddess of Pleasure

Other Titles:	The Green Lady, the Divine Temptress, Whore of Heaven.
Alignment:	Chaotic Evil.
Domains:	Charm/Lust/Chaos/Liberation/Revolution.
Favored Weapon:	Stiletto dagger or long hairpin.
Appearance:	A voluptuous woman with the torso of a worm from the waist down.
Status:	Minor cult (banned by the Congress of Odressi)
Following:	95% Female, 5% Male
Power Centers:	Llan and Maritaan (Llan is the only realm where the religion is allowed to practice openly).
Holy Day:	Balanzar, 4th Day of the Second Span of the March of Air.
Clerical Dress:	There is no distinct clerical robe. In public, the clergy tend to wear exquisite clothing of the finest materials. Within their temples, they wear alluring, often provocative attire of semi-transparent silks. Green is a favored color.
Holy Symbol:	The sacred symbol of the cult is the <i>K'yundah</i> that takes the form of two inverted triangles. One overlaid over the other. .
Associations:	Sadir (God of Destruction) is the spouse of Yaarneya and Kharic-Ohrm (God of Pain) is their son. Collectively, the three religions are often referred to as the Unholy Trinity. Although the Yaarneyan church often conspires with the other two religions of its House, it has no Recognition agreement with them.
Basic Goal:	The pursuit of pleasure in all its forms and the abandonment of the mundane life.
Religion Trait:	<i>The Art of Seduction.</i> You know how to bend individuals to your will through the arts of seduction. Benefit: you can use your sexual allure to gain a +2 trait bonus on Diplomacy Checks. Diplomacy is a Class skill for you. This trait can only be used on humans and demi-humans of the opposite sex unless the GM determines the target's sexual orientation is otherwise.
Bonus Spell:	Bad Influence
Assay Spell:	Enthrall

History

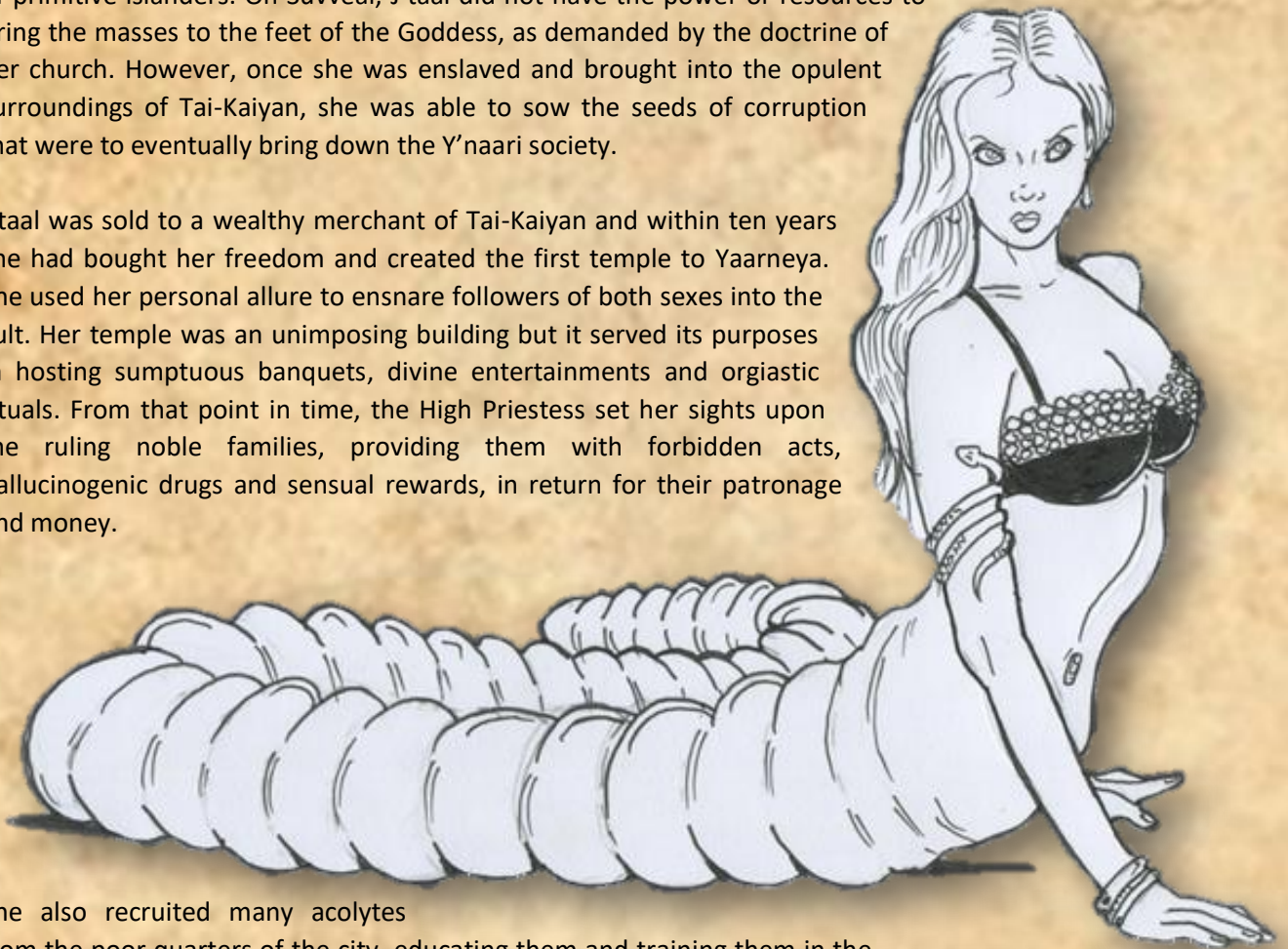
The origins of the modern cult of Yaarneya predate the discovery of the Books of Law. Indeed, the registers contained within the records of the Ormocean church would indicate that it is unlikely that any of the scholars who came to study the holy books, in the years that they remained available to the public, would have been responsible for creating the existing theology of the Goddess of Unending Pleasure. It is surmised that the religion existed prior to the Darktime and its appeal allowed it to

survive that period of chaos relatively intact, similar to the way that the worship of Trezkillian, God of War, never faded during the same era.

Mention of the existence of the cult first appears in the histories of the Y'naari people who populated the eastern Outlands of Eldoria (northeast of Maritaan) in the Darktime. The Y'naari eventually migrated west and established the legendary city of Tai-Kaiyan on the shores of the Opal Sea.

The lords of Tai-Kaiyan raided the Sea of Souls and many islands east of Eldoria to bring slaves to their city. One of these slaves was a statuesque woman called J'taal. She was a devotee of the Goddess Yaarneya and a native of the distant isle of Suvveal, where she had been High Priestess over a small cult of primitive islanders. On Suvveal, J'taal did not have the power or resources to bring the masses to the feet of the Goddess, as demanded by the doctrine of her church. However, once she was enslaved and brought into the opulent surroundings of Tai-Kaiyan, she was able to sow the seeds of corruption that were to eventually bring down the Y'naari society.

J'taal was sold to a wealthy merchant of Tai-Kaiyan and within ten years she had bought her freedom and created the first temple to Yaarneya. She used her personal allure to ensnare followers of both sexes into the cult. Her temple was an unimposing building but it served its purposes in hosting sumptuous banquets, divine entertainments and orgiastic rituals. From that point in time, the High Priestess set her sights upon the ruling noble families, providing them with forbidden acts, hallucinogenic drugs and sensual rewards, in return for their patronage and money.



She also recruited many acolytes from the poor quarters of the city, educating them and training them in the arts of seduction and lore of her religion. Gradually, her priestesses became accepted as tutors within the households of the nobles, where they preyed upon the families they were placed with, bringing more followers into the fold.

The wealth that flowed into the coffers of the religion allowed the priestesses who followed after J'taal to increase their hold upon the city. By 400R the Temple of Yaarneya in Tai-Kaiyan was a massive affair of jade and marble, its interior rooms decorated with the finest furnishings and erotic works of art. The

priesthood numbered fifty and three quarters of the nobility of Tai-Kaiyan attended the regular Feast of Indulgence, which was notorious for its provocative and often lewd entertainments.

Over the next six centuries, as the Y'naari spread westward into Maritaan, and regional towns were established; clerics of the cult attempted to bring the word of Yaarneya to the wider community. However, their efforts were in vain. The people who had left the confines of Tai-Kaiyan for the new settlements did so because the old regime was corrupt and in decay. The nobility had neglected their responsibilities and a deep divide had set in between the common folk and the aristocrats. Outside the rich houses of the nobles, life had become unbearable and the city of Tai-Kaiyan had become a place of squalor.

The Yaarneyans were blamed for the decadence that had descended upon the Y'naari and their clergy were not made welcome in the outlying countryside.

However the corrupt city of Tai-Kaiyan still had life in it and continued on for a few more centuries, taking a darker turn as it did so. In the beginning, the pleasures that the cultists indulged in were simple and were to no-one's detriment other than their own selves. However, as time progressed, the clergy continually sought to fulfil the wishes of worshippers that wanted to continually go beyond the standards that had been set; they wanted to pursue wilder fantasies and more perverted pleasures.

Ultimately they wished to break every moral restraint, bringing pain and, humiliation and even death to innocents. The clergy of Yaarneya saw it as their solemn duty to help their flock achieve these goals regardless of how morally bankrupt they had become. Tai-Kaiyan became an evil place, shunned by the Y'naari of the western lands. They began to differentiate themselves from their corrupted kinfolk and renamed themselves the Y'naari-Su.

The regime in Tai-Kaiyan could not sustain itself indefinitely and it would most likely have eventually collapsed into complete anarchy. However, before that occurred, the Sardellan Empire invaded the western Maritaani coast in 1235R and found little resistance from the small force of militia that guarded the approaches to Sinkhole Deep, the default capitol of the Y'naari-Su nation.

In fact, the Y'naari-Su quickly formed an alliance with the invading force and, in return, the Sardellans agreed to depose the regime in Tai-Kaiyan. A campaign began against the eastern nobles commencing in 1240R but it met stiff resistance and only after a good five years of determined fighting was Tai-Kaiyan taken and its treasures plundered.

The Yaarneyans were dealt with harshly by the Knights of Glory, a Siritar Order who were active in Maritaan. They hunted down and executed most of the Yaarneyan hierarchy and totally destroyed the temple of Yaarneya in Tai-Kaiyan. The Yaarneyans that survived documented the slaughter of the priesthood and the zealotry of the Knights of Glory and later the cult developed a special hatred for paladins of any of the orders that serve Siritar. A particularly divine act that was instigated amongst Yaarneyans in later years was the corruption of a paladin, bringing him to the worship of the Goddess.

After their expulsion from Maritaan, some of the few male clerics that served the priesthood fled to Rhenfara and had some limited success in establishing the cult there. It was popular among young males

where it became a following based on machismo, diverging from the underlying principles of Yaarneya (i.e. that of the abandonment of the mundane world).

Most of the surviving female clerics came to Odressi, via Dormos, and eventually established a temple there under the terms of the charter of religious tolerance. The temple thrived in Odressi and reasserted itself over the next two centuries, amassing wealth and redefining its long-term strategies. Priests and priestesses were trained and indoctrinated and sent out to establish new temples throughout the Human realms. They had greater success wherever there was money to be had, for many amongst the wealthy were easily led into new avenues of pleasure, and their fortunes were often required to pay for the lavish entertainments and feasts that the Yaarneyans were happy to provide.

By 1800R there were major temples to the Goddess in the cities of Odressi, Tempest, Byalliz and Gablehead and more covert followings in Sinkhole Deep, Vharizia, Denhaven and Darringmoor. In Odressi, the temple allied itself with the priesthoods of Sadir and Kharic-Ohrm and thus became part of the infamous Unholy Trinity. However, the Yaarneyans did this for the purpose of forming a voting block at the Congress of Odressi and to sequester arcane secrets and lore from the other two priesthoods. Although they were part of the same hierarchal House, as defined by the Books of Law, the Yaarneyans quickly found that they had little in common with the other two cults that made up the House of Doom. The Yaarneyans believed that you created paradise in the mortal world by indulging all the senses and fulfilling every desire and fantasy. Only by achieving this state could you be prepared for an existence in Nivaar, the Palace of Dreams, where the Goddess dwelled. The Sadir and Kharic-Ohrm cults seemed obsessed with pain, ruination and the ultimate destruction of the mortal world and thus were often at odds with the aspirations of the Yaarneyan priesthood.

During the 17th century R, the Yaarneyans were able to obtain seedlings of the Megallion flower from their contacts in Maritaan. At the height of their activities in the city of Tai-Kaiyan, they had formulated a powerful psychotropic drug to use in their rituals. They called this Illixia and it imbued the user with an intense sensation of energy and euphoria. The downside was that it was extremely addictive, although the clerics within the cult saw this as a valuable asset; a means of assuring continuing loyalty to Yaarneya. The priesthood was able to propagate the Megallion seedlings and introduce Illixia to their temples once again; ensuring that the lesser circles within the cult had an ample supply of the drug. At some stage in the mid-1600's R, the formula for Illixia was made known to the notorious assassin's guild, the cult of the Withered Blade, who began to distribute the drug throughout the north of Eldoria, where it became a social problem in certain areas of Sard, Elkia and Llan.

In 1922R the cult achieved one of its greatest goals when they were able to corrupt Sir Morlon Erdyss, the Grandmaster of the Order of the Knights of the Holy Sword, and have him accept Yaarneya as his patron deity. Despite the refusal of the Siritar Order to agree to a formal transfer of his Recognition, this still created a serious scandal for the churches of the Holy Trinity, who had maintained a continual attack on the morals of the Yaarneyan cult for centuries. The High Priestess of Yaarneya, Isa Kisarra, had made Sir Erdyss her lover and caused a great spectacle in Odressi, by having the once noble Grandmaster appear in public places, fawning over her every whim and desire. This infuriated the stoic



Narees Tarkenmoor is the High Priestess of the Yaarneyan chapter of the Church of Yaarneya. The Llanish city of Quorull is one of the few cities where the Yaarneyans can continue to practice, after their religion was proscribed by the Congress of Odressi in 2105R

clergy of the churches of the Holy Trinity and the cult saw this as fitting retribution for the slaughter of their clergy at the hands of Siritar followers in Maritaan.

In 1924R the affair between Sir Erdyss and High Priestess Kisarra had an almost theatrical ending, when a devout, young knight of the Holy Sword attacked and slew the lovers as they cavorted at the “Grey Unicorn”, one of Odressi’s finer dining establishments. The Charter of Odressi meant that the Siritar Order in the city was found guilty of transgressing the laws of non-violence between religions and they were made to pay financial recompense to the Yaarneyans. In addition they were made to hand over the knight responsible for the slayings for justice to be administered by the Yaarneyan church. The knight committed suicide, rather than becoming the new ‘plaything’ of the Yaarneyans.

Hostilities between the Yaarneyan Cult and the Order of the Knights of the Holy Sword flared up at the Congress of Odressi in 1925R, when the Ormocean church tried to argue the case that the seduction of Sir Morlon Erdyss was itself an act that was in contravention of the Charter and that action should be taken against the Yaarneyans. When brought to a vote, the Ormoceans’ case was rejected, 16 votes to 11. The churches of the Holy Trinity were asked to let the issue rest. However, there were six documented instances of the murder of Yaarneyan cultists between the years 1926R and 1930R and, despite a thorough investigation by the Monks of Light; no evidence was found that connected the Siritar Order or its associated religious allies with the murders.

In 2100R, Eldoria went through a period of widespread civil unrest, called the Five Years Doom. In 2105R, the Ormocean church successfully accused the cults of the Unholy Trinity of having been responsible for much of the behind-the-scenes plotting and of supporting factions who sought to establish a new world order across Eldoria. Although there was no direct evidence that implicated the Yaarneyan temple in any of these affairs, the clergy of the Sadir and Kharic-Ohrm Cults were proved to be allied to the military that had attempted a coup in Odressi. By guilt of association, the Yaarneyans were dragged in with the other two priesthoods of the House of Doom and they were outcast from the Charter of Odressi. A special meeting of the Congress saw the worship of Yaarneya, Sadir and Kharic-Ohrm proscribed throughout the realms. This was known as the Ban of Odressi. The senior clergy were executed, the lesser priests imprisoned and their temples in Odressi sealed, in accordance with the Charter.

Overseas, most countries followed the lead of Odressi in religious affairs and city officials ordered the arrest of cultists serving the Houses of the Unholy Trinity. Their property was seized and their temples and shrines destroyed. A few countries chose to ignore the Ban of Odressi and allowed refugee priestesses to relocate within their borders. The Yaarneyan temple found a new home in Quorull, Llan, in 2130R. It has continued to prosper and grow, despite the presence in the city of the Ormocean fighting order, the Swords of Justice. The Yaarneyans have become popular with the merchant guildsmen of Quorull and have also attracted a following among the many artists and thespians of the city.

The current High Priestess is Narees of Quorull who maintains contact with the much smaller underground cells that still exist throughout the lands of Eldoria.

Doctrine

The core belief of a Yaarneyan cultist is that, when they die, they will spend eternity in the most pleasurable paradise ever imagined, the Palace of Unending Delights; the home of the Goddess. In order to prepare themselves for this, they must cast off the illusion of the mundane mortal world, indulging all their senses in a continual haze of realized desires and fulfilled fantasies. The achievement of this often requires considerable access to finance and a prime consideration of any Yaarneyan temple is to maintain a healthy treasury by establishing a network amongst the more wealthy and powerful parts of the social system that it becomes established in.

No pleasure or desire is denied a true follower of Yaarneya and the pursuit of hedonistic delight is held above the laws of any institution. There are six distinct areas of pleasure that are to be indulged in by a cultist, whenever and wherever possible, They are referred to as the Six Gifts of Yaarneya and the following is a section taken from the Yaarneyan Lexicon of Ritual that describes them:

1st Gift (The Pleasures of the Eye)

"I will forever surround myself with beauty, wonderful works of art, the shape and form of the sensuous and the blaze of discordant color. Nothing should be drab or plain; everything should appear surreal and otherworldly".

2nd Gift (The Pleasures of the Ear)

"I will dwell in a state of constant auditory stimulation, whether it is by music, poetry, witty conversation or even simple birdsong. The world should never be a place of silence or mundane conversation".

3rd Gift (The Pleasures of the Feast)

"Food and drink should never be something taken lightly and treated as mere sustenance. Food should be of the best quality, heavily spiced or flavored with herbs and served with the most fragrant wines. Eating should be a ritual".

4th Gift (The Pleasures of Aroma)

"The body should be washed and scented with fresh herbs and potent perfumes. The air should remain free of noisome odors and be aired with the smell of flowers and the vapors of sweet incense. Even if blinded and struck deaf the world would still seem a place of pleasure unending".

5th Gift (The Pleasures of the Flesh)

"I will indulge in those private pleasures found from intimacy with others; from the delicate caress of skin upon skin, to acts most carnal, using others as I want and allowing myself to be used in return".

6th Gift (The Pleasures of the Soul)

"I will go beyond the limitations of the mortal world, abandoning the conventions, morals and laws of the uninitiated in pursuit of that which brings fulfilment. I abandon my soul to the Goddess and allow her to show me pleasures I would never have conceived".



The Yaarneyan Church was often looked upon as merely being a Cult of hedonistic but harmless courtesans until the true evil of their rite of High Feast was uncovered by the Ormocean Church in 2105R and the religion banned in the majority of cities across Eldoria

The Yaarneyan cult would normally have been dismissed by other institutions as a bunch of orgiastic pleasure seekers - immoral perhaps, but harmless. But there are key parts of the doctrine of the cult that makes them very dangerous to any society. The fact that they believe they are allowed to go beyond normal laws and conventions in the pursuit of pleasure, combined with their practice of infiltrating the wealthy (and often the ruling) elements of society in order to fund the excesses of their temples, is what makes them one of the more insidious and evil cults in Eldoria.

Their theology leads to slow corruption and moral decline of those communities that the religion is allowed to become entrenched in. Civilization eventually collapses under the influence of the Yaarneyan church and, when this occurs, the clergy simply pull up roots and seek another place to grow anew.

Organization

The religion once had a pontiff who ruled over all temples but since the Ban of Odressi, the cult has become fractured and the affairs of each secret group are governed by the most powerful Seervati in their ranks. The High Priestess based in Quorull is looked on as the leader of the religion but the regional cults owe no formal allegiance to that branch of the church.

The head of a cult is called the High Priest/Priestess and they govern affairs with the aid of the Senechaus, six senior cultists (usually Seervati). The hierarchy in the cult has traditionally been dominated by women, although there have been a few (in)famous male priests holding senior positions throughout history (notably Pharruk Naed of Byalliz who was said to have a personal harem of over 500 women).

Each Seneschal is responsible for the administration and provision of one of the divine gifts of Yaarneya. It is their responsibility to provide entertainments and diversions requested by sponsors of the cult that fall within their portfolio. A High Priestess and her Senechaus will establish the cult in a specific region which they believe will allow them to thrive. They will use their existing treasury to purchase an abode, usually a large house or manor. This will be done in a clandestine manner; the High Priestess portraying the group to the local community as an extended family or guild (such as seamstresses or tutors).

The cult then begins to entrench itself amongst the rich and more influential families of the area, usually by providing services to those families. A typical method of infiltration is to install a governess or tutor to the children of a targeted family. The cultist then begins to learn the secret wants and desires of the members of a household and slowly encourages them to pursue their dreams.

Often, Illixia or similar drugs are introduced to strengthen control over individuals. Once individuals have been persuaded to indulge in unlawful or immoral acts and activities, the cult reveals itself and seeks to indoctrinate that person into the religion and to act as a sponsor of the priesthood. They are asked to provide an agreed stipend to the treasury of the temple. In most cases, the individual has become so besotted with the indulgences provided by the Yaarneyans that there is no argument about formally accepting the Goddess as their patron.

In cases where a potential initiate rejects becoming a sponsor, the cult 'leans' on the person with threats of blackmail. If this does not work, they will make threats against other family members. If the threats fail, they will resort to murder; the favorite method being poisoning. The cult will also recruit new acolytes into the church by approaching the poorer parts of the community and pretending to be a charity devoted to helping unfortunates. They provide handouts of food, clothing and money and ingratiate themselves with peasant families, especially those with adolescent children. When they have their confidence they will make a deal with certain families for the children to be educated and serve the 'charitable' institution, removing the children to the temple.

These children are rarely ever seen by their parents again. As acolytes they are tested for potential as a Seervati. Those who demonstrate an affinity for magic are taken under the wing of a senior cleric and receive a complete education. The remainder are referred to as the Galderen (Trinkets of the Goddess) and have no status in the cult other than to serve and obey without question. Galderen receive training in specific talents that will further the interests of the cult; skills as diverse as cooking, dance, embroidery and seduction. Galderen are expected to perform any task demanded of them, no matter how abhorrent to the individual concerned. Galderen who refuse to obey are not tolerated and are subject to relentless abuse designed to bend their will to the cult.

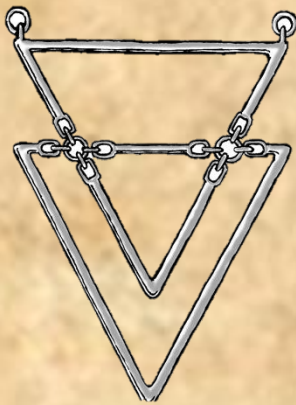
Galderen are often sent as a tutor to the households of the wealthy with the task of corrupting families and converting them to the will of the Goddess. Those who are successful may gain the favor of the High Priestess and be granted status of Lector. As a Lector they have the protection of a senior member of the cult and only have to obey the directions of that person or the High Priestess.

A cult will keep its activities secret at all costs and all non-cultists, who become involved with the activities of the church through sponsorship ties, are sworn to an oath not to reveal the existence of the temple or those who serve the Goddess. Cultists who break the oath are excommunicated and marked for death. With a cadre of obedient Galderen at their disposal, not many people who have crossed the cult survive long; those who are wise flee the community.

A cult will remain active in an area until it bleeds the local hierarchy of money and resources. Once the High Priestess determines that the region they are based in has gone into decline the cult will arrange to pack up bags and move on to another more prosperous community.

Regalia

The only distinct clerical clothing of the cult is worn by the Galderen. They wear a plain green robe and a metal torc about the neck. The torc is usually made of brass, inlaid with silver decorations and is fashioned so that it can only be removed with a special key, kept by the High Priestess or an individual member of a temple Senechaus. Galderen who attain the status of Lector will wear a token on their torc that denotes the protection of a specific cleric within the cult. There is no distinct dress style for senior members of the Yaarneyan clergy other than a penchant for rich and opulent clothing. Priests and priestesses robe in the finest silks and brocade gowns. They wear jewelry on every part of their body and their hair in intricate braids. A common color favored by clergy is green. A High Priestess or priest will always dress in shades of that color.



In private ceremonies priestesses are notorious for dressing in alluring costumes that reveal just enough flesh to play to the fantasies of their sponsors.

The holy symbol of Yaarneya is the K'yundah. This is a gold pendant that takes the form of two upside-down triangles, one laid over the top of the other.

Temple Design

The cult in modern times has no established temple design. They acquire real estate that suits their needs, however there will always be one room set aside as an altar. This will feature a raised dais or table with a statue of Yaarneya flanked by two K'yundah symbols.

As many of the activities of the temple revolve around the fulfilment of sexual fantasies of the clergy and their sponsors, there will be many rooms set aside for various liaisons, often in secret parts of the building that the cult is operating from.

The Church of Silent Pleasures in Odressi is the only remaining example of ancient Yaarneyan temple design. The church based its construction on sketches of the original temple of Tai-Kaiyan in Maritaan (the Maritaani temple having been sacked and destroyed in 1241R by the Knights of Glory. The Odressi church consists of a central circular structure with a high domed roof. This is the main place of worship where all rituals and ceremonies are carried out. A 50' tall statue of Yaarneya made from jade dominates the center of the temple. The walls are covered with intricate murals depicting the eighty-nine 'forbidden acts' of pleasure. The temple is surrounded by an outer ring that contains the living quarters, meeting halls and administrative areas of the temple. A courtyard, covered with a stained glass ceiling, joins the outer ring to the inner temple. Beneath the church is a maze of rooms and dungeons that were once used for every imaginable purpose that the cult employed for the entertainment and fulfilment of their senior priesthood and their wealthy sponsors.

The Church of Silent Pleasures was sealed by the authority of the Congress of Odressi in 2007R after the Yaarneyan cult was ostracized and their assets seized. Most of the treasures and opulence that decorated its halls and chambers were removed at that time.

Ritual

Marriage and child-birth is forbidden to members of the cult. Yaarneyans believe that any form of permanent relationship prevents a worshipper from fulfilling the pursuit of unfettered pleasure. Sponsors who come to join the cult, and who are already married or in a relationship, must go through a ceremony where they break those ties. This involves a long liturgy where an oath of allegiance is sworn to the Goddess, culminating in sexual congress with a Galderen who is dressed in a ceremonial costume for the purposes of the ritual,

The most famous ritual of the cult is the Festival of J'taal, also known as High Feast. This is a six day celebration dedicated to the priestess who founded the Yaarneyan religion. In the build up to the festival, the Seneschals of the temple prepare specific entertainments to please the most important and wealthy sponsors that they are responsible for. No expense is spared for the festival and no indulgence goes unfulfilled.



The Ormocean church has condemned the festival, declaring it to be nothing more than a series of lewd erotic entertainments and drug-fuelled orgies. In actual fact the majority of Yaarneyan temples conduct a highly cultured event, which includes a sumptuous banquet, fine music and dance. However, there is no denying that erotica plays a part in many of the entertainments provided at individual festivals and that works of art that are presented to the High Priestess as part of the celebrations are largely paintings or sculptures of nudes.

Uushai

The Uushai of Yaarneya is six Succubae who are the Senechaus of the Palace of Unending Delights. They are each responsible for one of the Gifts of Yaarneya and are named (in order of rank):

Soorael (The Tattooed Seductress)
Zeelish (The Siren with the Silver Tongue)
Daelangar (The Souleater)
Kiish (The Scented Lady)
Xana (Mistress of a Thousand Lovers)
Valara (Queen of the Seven Unspeakable Acts)

The Uushai are known to move between Tarrisada and the mortal world where they assume a more Human appearance. Old records kept by the cult document visitations by Uushai to the temples of Tai-Kaiyan and Odressi as recently as 1990R.

Bonus Spell

Yaarneyans believe in total indulgence of all senses and the corruption of the pious.

BAD INFLUENCE

School enchantment (compulsion) [mind-affecting];

Level cleric 1 (Yaarneya)

Casting Time 1 round

Components V, S

Range touch

Target one humanoid

Duration 1 round/level

Saving Throw Will negates;

Spell Resistance yes

You can control the actions of any humanoid creature through spoken commands.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still."

When you cast the spell you may give the target a command and the target will attempt to carry out the command to the best of its ability in its next turn. Each round is a move action, the caster must issue a new command otherwise the target is free to act as it sees fit.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. The target also receives a +4 save from the same spell from the same caster for the next 24 hours.

Protection from evil or a similar spell can prevent you from exercising control while the subject is so warded, but such an effect does not automatically dispel the compulsion.

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Online Community Pages



There is a Facebook page '**Eldoria**' 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/>

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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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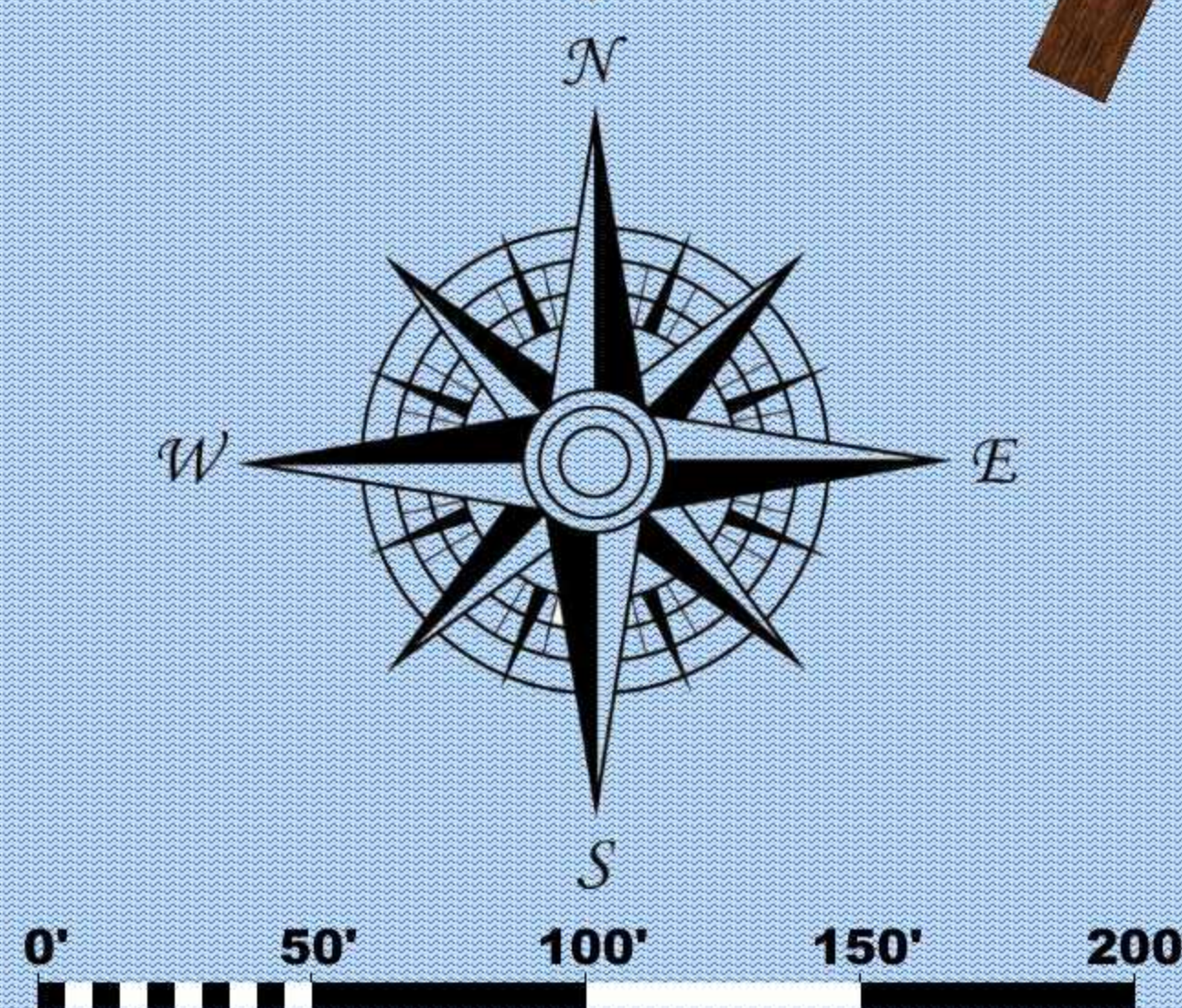
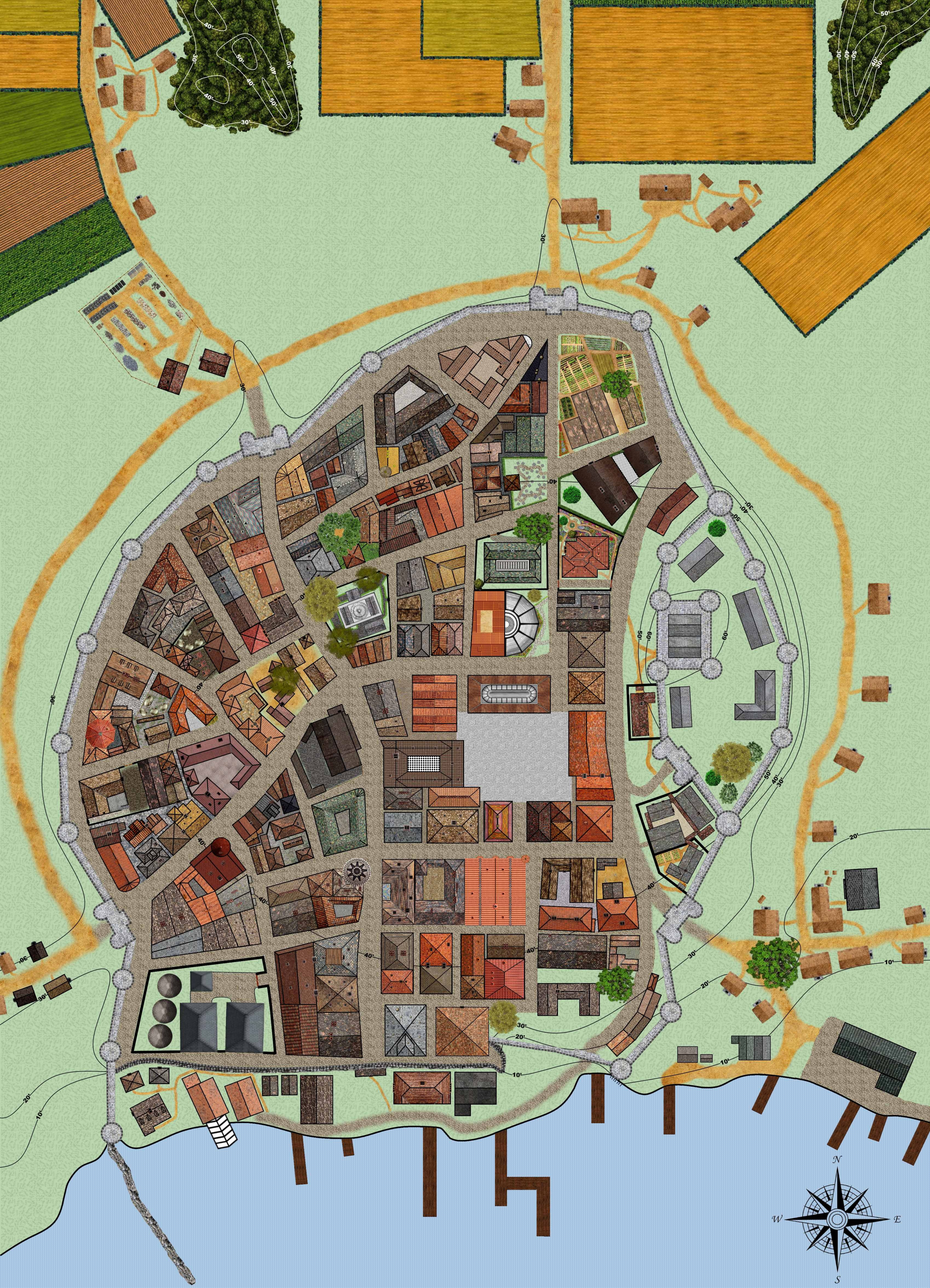
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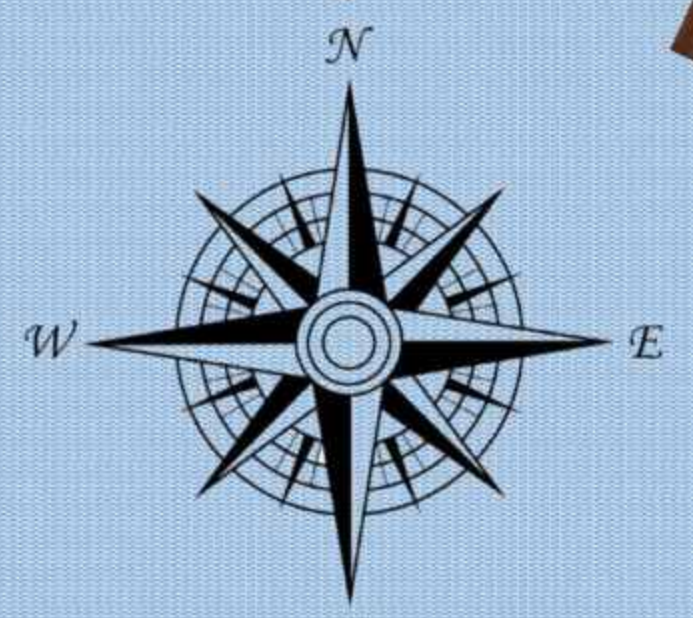
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0' 50' 100' 150' 200'

Quorrul: City of the Guilds



"Beware the warrior from Llan, for he fights with a quill as his sword and a ledger as his shield, yet he can defeat us all with one stroke"

A famous saying amongst those who have dealings with the Guilds of the Llanish capital of Quorull

Quorull: City of Guilds is a highly detailed module for a fantasy role playing campaign which provides information on a fantasy medieval port city which is the economic hub of the thriving Kingdom of Llan. It is a place that is rich in both culture and prosperity, dominated by the Llanish merchant guilds, which are constantly scheming to maintain control against the noble factions who oppose them. The module comes complete with the background history of the region, its traditions, politics and religious institutions. It also provides a GM with a complete overview of Quorull and includes a wealth of information concerning major NPCs, events and plots for the GM to get their players involved with.

"Quorull: City of the Guilds" is a fantastic resource for GMs who looking for an urban environment to plan a few adventures or simply wants a base of operations for their party to return to in between quests. In addition to providing you with scores of entries of detailed administration buildings, inns, guard posts and stores (and the NPCs who live and work there) "Quorull" is seething with intrigue and dark plots, designed to intrigue your players and allow you to create a complete adventure based upon the premise provided.

While this book is written as a supplement for a GM who is running a campaign based in the fantasy role-playing world of Eldoria, there is nothing stopping you from transplanting any of the material contained in this book to your own alternate setting. The book contains side-bars briefly explaining Eldorian specific information, which is fully detailed in the major resource books "The Encyclopedia Eldoria" and the "Reliquarium Eldoria".

"Quorull: City of the Guilds" has been written using the Pathfinder RPG but it is light on rules and is easily adaptable to other systems.

