



## A CITY SNAPSHOT

A free promotional condensed version of Darringmoor: City of the Shadows

FOE



by  
**ANGELA CAFFERY**







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Angela Caffery is a member of 'Friends of Eldoria' (FOE) a group of RPG enthusiasts who write modules for the rich world of Eldoria created by Keith Done. Keith Done worked for Auran and has had a number of modules and resources previously published. Angela has a number of resources recently published including Ten Market Stalls, Ten MORE Market Stalls and Sail's End but has been designing for conventions and campaigns for many years.

## FoE Publishing (Friends of Eldoria)



FoE is a group of role playing game enthusiasts who have been playing and designing since Eldoria's 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.

## About this Publication

*"Strange, keenings seem to be much more frequent here and last far longer than in any other place I have ever visited. There is much to learn from this city."*

Abbot Farlan Rallid of the Ormocen Church, 750R

**Darringmoor: City of Shadows** is a module for a role playing setting and details a medieval fantasy city, which is a strategic port of the Elkian nation. It is a place both rich in history and prosperity, ruled over by the benevolent Churches of the Holy Trinity; Ormocea, Esmia and Siritar. It is a place surrounded in many mysteries, the key one being the strange phenomenon known as 'Sirrith's Veil'; a weakening in the fabric of the universe between the Prime Material Plane and the dimensional realm of *Shadowland*, the prison of *Sirrith*, Queen of the Undead.

This booklet is a 'Snapshot' Edition of "Darringmoor: City of Shadows", meant as a teaser for the full version. The material briefly touches on the background history of the city, the region, its traditions, politics and religious institutions. The Snapshot Edition has enough to allow a GM to design a version of Darringmoor based on the information provided but we hope you will want to purchase the full version after reading this.

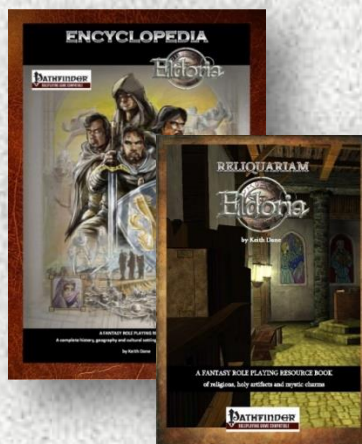
Snapshot Editions of major FoE publications are identified by this icon



## The Setting

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

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



## Darringmoor: City of Shadows

Darringmoor is strategic city located on the north-east coast of Elkia, on the shores of the Greater Inner Sea. Its position provides merchant shipping with excellent trade routes to the city-state of Tempest, Quorull and the bountiful markets of distant Northland.

The city has been a bone of contention between Elkia and its northern neighbour, Llan, for centuries and has swapped hands on several occasions.

### Statistics Block

#### DARRINGMOOR

LN large city

**Corruption** +0; **Crime** +2; **Economy** +5; **Law** +5; **Lore** +4; **Society** +2

**Qualities** Holy Site; Magically Attuned; Prosperous; Strategic Location; Tourist Attraction

**Danger** +10

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#### DEMOGRAPHICS

**Government** autocracy

**Population** 18,000 (17,300 humans; 250 half-elves; 200 dwarves; 100 halflings; 120 elves; 30 other)

**Notable NPCs**

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#### MARKETPLACE

**Base Value** 3,600 gp; **Purchase Limit** 75,000 gp; **Spellcasting** 5th

**Minor Items** 3d4; **Medium Items** 2d4; **Mayor Items** 1d4



## The Kingdom of Elkia

**Population:** 2.8 Million (99% Human/1% other).

**Climate:** Temperate to warm.

**Terrain:** Fertile plains, mountainous in the south.

**Typical wildlife:** Black bear, badger, wild boar, fox.

**Principal exports:** Pottery, glass, weapons, wheat, dairy products, olives, grapes, wine and salted mutton, weapons.

**Principal imports:** Spices, oils, timber, beef, taak, base metals.

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

**Capitol:** Denhaven.

**Current Leader:** Lord Protector Candallar the Just.

**Major Religions:** Siritar, Ormocea, Esmia, Phelltar.

**Minor Religions:** Faar, Rhioria, Se.

**Regional Trait:** *Superior Workmanship (Elkia)*. You received training under skilled craftsmen and take pride in the things that you make and the services you provide. Benefit: Any products or services provided by you from a Craft or Profession based skill are valued at 1.5 times the standard price.



Elkia was once part of the heartlands of the Sardellan Empire and its current regime emerged in the late 1600's R after many years of civil war, following the Empire's demise. As such, the people of Elkia share much of the same culture as their kin in Sard, although their politics are radically different.

The Treaty of Four Swords, signed in Karhaven in 1677R, ended hostilities between the rival nobles and religions fighting over the remains of the Empire and established the new borders of Elkia. The treaty was orchestrated by the Ormocean Church, which immediately assumed power in Denhaven, the largest city in Elkia. This theocracy was short-lived however; senior priests in the Ormocean Church had acquired obscene amounts of wealth during the height of the Sardellan Empire and had made many questionable decisions, concerning war and colonial expansion. This led to a schism in the Holy Trinity and the alienation of the Churches of Esmia and Siritar.

During a great Congress, held in Odressi in 1679R, the moderate factions in the Ormocean Church decided it was time to purge the Church of its zealots and heal these old rifts. After cutting a deal with the high Clerics of the Siritar and Esmian faiths, they voted to transfer governmental control in Elkia over to the Church of Siritar. This formally took place in 1681R, with the Ormoceans retaining an administrative hold over the judicial system in the country. The position of Lord Protector was created, the first title-holder being Lannus Thanfor of the Order of the Knights of Glory.

The Lord Protector governed with a council of twelve other knights drawn from Siritar Orders and the country was divided into twelve regions, called Protectorates, overseen by the council members or their delegates. Each Protectorate has its own council of twelve drawn from the leaders of more populous villages and, often supplemented by local religious dignitaries.

Although most commoners worked the lands of noble houses, it far easier to become a freehold land owner in Elkia than in Sard. If an Elkian commoner provided his lord with at least seven years labor, he

became eligible to receive a grant of land equal to one square acre for each year of service in excess of the first five.

This grant also required the applicant to provide their lord with a substitute laborer, in the event that the commoner also sought to withdraw from service and farm their own land exclusively. In most cases, a man will farm his lord's land until his eldest child is of an age to act as the substitute laborer. Commoners in Elkia who own land are entitled to vote in Protectorate elections and to be appointed as candidates to the local Council of Twelve.

The northern and eastern parts of Elkia are a rich agricultural basin; the farm holdings known for their bountiful grain harvests and the quality of their beef and dairy cattle. The countryside in these regions is green and pleasant, with wide pastoral tracts of land broken by meandering rivers or wooded ranges of low hills.

The most important town in the east is Thungar, the seat of the Siritar Order of the Knights of Glory. Thungar is heavily fortified (a legacy from past raids by Char-Endlese dragonships) and guards the strategic straits that give passage into the Greater Inner Sea. Thungar has a small port facility however Elkia's major port in this region is Darringmoor.

For more information See **Encyclopedia Eldoria** available on DrivethrRPG.



### SIRRITH'S VEIL (a strange phenomenon)

Darringmoor has always had a troubled 'supernatural' history, since 'the Time of Shadows (155-844R) when the Ormocean Church drove out many Undead creatures that lingered in the region. Since that time the Ormoceans have always maintained a strong presence in Darringmoor, after they identified why there was such a high incidence of Undead in the area.

The Ormoceans discovered, what became known as, *Sirrith's Veil*, a large area of weakness in the fabric of the universe, which they theorized had been caused by a large meteor strike during the First Age.

From time to time, 'cracks' appeared in the air for a short time, in random places within *Sirrith's Veil*. Sometimes these doorways allowed Undead to pass between the realm of Shadowland and the mortal world.

The renowned Ormocean cleric and scholar, Abbot Farlan Rallid, spent many years in *Sirrith's Veil* enthusiastically studying and cataloguing the diverse variety of Undead that he was able to observe, identifying their weaknesses and devising means of battling them.

Concise Darringmoor Timeline	
50R	A Khalastian village exists in (what is now) NE Elkia. It is known as Darkmoor. War rages across Akalastia to the west.
155R	Ormocean Church sends priests to Darkmoor. "The Time of Shadows" begins.
844R	The Time of Shadows" ends. The growing city changes its name to Darringmoor. Darkmoor is officially renamed Darringmoor. The newly established kingdom of Sardell makes its first claims on the region.
950R	Sardell annexes Darringmoor. Llan is too weak and divided to contest this.
1100R	Llanish nobility lead armies to besiege Darringmoor and free the city. Llan holds the town for one week before the Sardellans retake the city.
1567R	During the Kinstrife many Sardellan units are summoned to the Homelands to engage in the civil war which is destroying the Sardellan Empire. Darringmoor is retaken by mercenary companies paid for by the Guilds of Llan.
1621R	The Stormwatch establish a presence in Darringmoor.
1622R	An Ormocean led naval force lands at Darringmoor and seizes control of the city. A series of battles begin for Jasper, the Sardellan Imperial capital to the south. Several assaults on Darringmoor by Llanish mercenaries fail to reclaim the city.
1677R	The Treaty of Four Swords ends the Kinstrife. The nations of Sard and Elkia are created as part of the treaty. The Llanish king seeks to have Darringmoor ceded to Llan as part of the division of territories; Darringmoor becomes part of Elkia.
2150R	After centuries of debates and 'sabre-rattling', the Guilds of Llan propose an agreement recognising Darringmoor as part of Elkia, in return for lucrative trade agreements.. The King of Llan refuses to be a signatory to this but the Guilds overrule him and sign on the King's behalf.



## Ancient History

In ancient times, the site of Darringmoor was originally christened 'Dark Moor'. The locals used this name, due to the large concentration of Undead in the area, due to *Sirrieth's Veil*. Darringmoor or 'Dark Moor' was originally a Khalast (Llanish) town but has changed hands many times since. Darringmoor has had a long and complex history. The churches of the Holy Trinity have always maintained a strong presence in Darringmoor. A considerable amount of money and manpower was put into the city in the early days by these, which slowly developed Darringmoor's infrastructure. However as the churches made the city into a stable and affluent society it made Darringmoor more attractive to neighbouring countries. Its strategic, well-equipped port on the shores of the Greater Inner Sea became the target of other powers and since the end of the Time of Shadows Darringmoor has been a bone of contention between the surrounding realms and has swapped hands between Llan and Sardell on several occasions.

## The City Today

Darringmoor is a bustling city located in the north-east of Elkia, nestled in the 'corner' of the Areedah River and the Darringmoor Bay (it lies to the immediate south of that junction). A spillover population, exists on the other side of the river, called Northshore and has been in existence for the past 100 years. Access to Northshore is by ferry or boat. Darringmoor is a thriving city with a large market and strong, fair leadership. Its main income is derived from good quality hard wood, harvested from the surrounding forests. Although the timber, called stonewood, is not as famous as the more well-known diamondwood, it is nonetheless sought after in many industries. stonewood is strong, fast growing and resistant to rot and insect infestation, thus making it ideal for ship building and other construction work. However seedlings require unique soil and climatic conditions and to date the local forests are the only locations suitable for cultivation.

Everyone in Darringmoor looks forward to the '*The Tempest Run*' festival. This takes the form of the annual boat race which begins on the first day of the March of Air and concludes a week later. As the name suggests boats depart Darringmoor, arrive at Tempest, and then return back to Darringmoor. It simulates a trade run, with each boat taking a ceremonial box of goods to Tempest and returning with a different set of trade goods. The administration of the city is run by Leafrina Hillbon, the mayor and it also boasts its own newspaper '*The Darringmoor Dart*' (Available on DrivethruRPG).



### KEENINGS (aka Deadlights)

The region surrounding the city of Darringmoor is referred to as *Sirrieth's Veil* by the local Ormocean Church. It is a place of dimensional instability, caused centuries ago by the impact of a meteor which released a large amount of magical energy and 'cracked' the fabric of existence.

One of the most documented effects was the creation of the *Keenings*; temporary rips in the universe which come and go in random places and for varying durations. Most appear for a few seconds at most, while others can last for up to an hour and on the rare occasion, much longer. The Keenings create links between different worlds and planes of existence. The portals that occur in *Sirrieth's Veil* seem to always connect to Shadowland, the extraplanar prison forged by the Gods to act as a prison for Sirrieth, Goddess of Death. When significant Keenings occur, Undead creatures will sometimes slip into the mortal world, from Shadowland and this was why the region became known as *Sirrieth's veil*.

The Ormocean priesthood has observed this phenomenon for centuries and has come to the conclusion that the duration of a Keening limits the type of Undead that can pass between the worlds – usually they are minor Undead creature such as zombies and ghouls, however Keenings of longer durations have allowed more powerful forms of Undead to appear on rare occasions.

## Government

Currently Darringmoor is a city under the Elkian flag and is governed by Ormocean law. As such, Darringmoor reports to the Lord Protector *Candallar the Just*. Candallar the Just is based in the Elkian capital of Denhaven and governs a council of twelve Siritar knights, who each control twelve Protectorates. These Protectorates are overseen by the council members or their delegates, drawn from the leaders of more populous villages and often local religious dignitaries. Each protectorate also has a regional governor, called the Protector (one of the twelve knights who serve on the council of the Lord Protector). They are the effective ruler of their Protectorate but concern themselves more with strategic and military concerns. They do have the power to overrule local council decisions but never exercise this.

Darringmoor's Civic government is based upon the following model. It consists of the mayor and a representative of Ormocean and Siritar Churches, as well as other locals of importance. These include the heads of the major guilds, influential nobles and some of the other churches in Darringmoor. During council meetings most discussion is focused on the business of the city, but the political climate in the region is also considered. The Ormocean Church gives its recommendations regarding the law on all issues raised, prior to the council voting. The mayor makes a decision based on this vote but sometimes will slightly alter the administrative procedures relating to enacting policies (as is her prerogative).

The current mayor is Leafrina Hillbone. She is the second female mayor of Darringmoor and is determined to make her mark in a positive way. She is aged 45, of medium height, with an angular face and brisk manner. Mayor Hillbone is extremely efficient, honest and to the point. Leafrina does not suffer fools lightly and will treat them brusquely. She has an avid interest in the history of the town and implementing the improvement of public buildings and roads.

## Law, Order and Power in Darringmoor

### The City Guard

The City Guard has is financed by the city itself and funded by local taxes but training is provided by the Siritar Order of the Protectors of the Faith Paladins. Presently the City Guard is led by Farn Sundsale. Farn is competent and well respected. The City Guard man the gates to the city and patrols the streets day and night. Their main garrison is near the Holy Trinity Markets and next to the Siritar Temple.

### The Protectors of the Faith

An Order of Siritar Paladins called The Protectors of the Faith has a base in Darringmoor for the following men.

Protectors of the Faith	Number
Clerics	50
Paladins	25
Knights	100
Cavalrymen	200
Footmen	1000



At full strength, the Order maintains a company of battle-seasoned veterans from the Sard-Elkian border wars. They continuously hone their skills in peace time with regular patrols in the surrounding areas (25% of the total). During skirmishes or war considerably less numbers are based inside Darringmoor's city walls (up to 75% are outside involved in the conflict).

The local Knight Commander, *Rundeand Anhug*, has long copper-coloured hair and brown eyes. Sir Anhug is courageous, competent and confident.

Relations between the City Guards and the Protectors of the faith are excellent due to daily training they share. Some City Guards transition to becoming regulars (or even knights) in the Faith, while some of the paladins retire into leadership positions in the Guards.

The Protectors of the Faith are well-equipped. They wear a surcoat of green and gold and their device is a swan, above which are two swords. Clerics are identified by a badge of office worn about the neck in the form of an amulet bearing the image of a gold swan. The Grandmaster of the Order wears an all green surcoat with small gold effigies of swans set into the fabric. Knight Commanders have images of the swan sewn into the forearms of their uniform in white thread.

### The Order of the Silver Swan

This is a much smaller Ormocean Order of paladins based in Darringmoor, who are an offshoot of the Protectors of the Faith. In 2006R, immediately following the Five Years Doom, the head of the Ormocean Church in the city deemed it necessary to establish a fighting force to specifically protect the personnel and interests of the Ormoceans. The aid of the Protectors of the Faith was enlisted in identifying those amongst the City Guard who would be suitable for training in the ways of a paladin. Over a period of some ten years a small religious Order and their followers was established. The Protectors concentrated on the martial aspects of the training, while the Ormoceans looked after spiritual training.

The Order of the Silver Swans is barracked at the Ormocean temple in the Holy Trinity Compound. Their role in the city is primarily to serve the Ormocean Church but they have been known to provide support to City Guards and the protectors of the faith, when their services have been requested. Their current strength is as follows:

The Order of the Silver Swan	Number
Clerics	5
Paladins	8
Knights	8
Cavalrymen	20
Footmen	50



Their emblem is a silver swan surrounded by a wreath on a black background. They are renowned for their skills on horseback and with the lance.

Because the insignia of the Protectors of the Faith and the Order of the Swan both display heraldic devices of swans, all the local military, including the City Guards are referred to on the street as 'swans' (e.g. a rogue may say, "Watch your back, there's swans about!")



### Ormocean Justicators

A special Chapter the Ormocean Church is that of the Justicators. 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).

The Ormocean Temple in Darringmoor has fifteen appointed Justicators, nine of which are each assigned to one of city districts. Three of the fifteen administer regional parts of the Protectorate of Darkmoor and the remaining three relieve as needed. 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 rather than a full Ormocean Audit.

### Thieves' Guild

The Darringmoor Thieves' Guild is currently run by 'Queen Mama', an extremely large

woman who deals with the shadier parts of Darringmoor. After a run of serious crime by previous incarnations of the Guild, the local paladins stepped in and decimated the organisation. Queen Mama elected to fill the vacuum and now operates with a better 'understanding' with the local authorities to lie low and reduce serious acts of crime, such as murder and arson. Most of her income comes through smuggling and work done outside the city proper. Queen Mama has a strong love and connection to the city but is not a woman to be trifled with.

### Crime and Punishment in Darringmoor

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 (although they are free to be creative and make the punishment fit the crime). More serious cases, such as those involving harm to persons or significant property damage, are brought before an Ormocean Auditor. 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.

## Occupation Breakdown

Occupations of Darringmoor			
Type	Total	Type	Total
Shoemaker	700	Butcher	90
Farrier	400	Fishmonger	90
Tailor	400	Purse-makers	100
Barbers	300	Wood-sellers	44
Jewellers	250	Magic-Shops	25
Old-Clothes	250	Bookbinders	35
Masons	150	Guards	720
Carpenters	180	Lawyer(Advocate)	160
Weavers	180	Noble Households	530
Chandlers	75	Beer-Sellers	70
Mercers	150	Buckle Makers	71
Coopers	150	Plasterers	72
Bakers	130	Spice Merchants	73
Watercarriers	120	Painters	70
Scabbard-makers	120	Roofers	56
Wine-Sellers	119	Locksmiths	56
Hat-makers	113	Ropemakers	56
Saddlers	107	Inns	53
Chicken Butchers	107	Tanners	53
Copyists	53	Harness-Makers	53
Sculptors	53	Bleachers	51
Herbalist	2	Schools	5
Rug-makers	53	Hay Merchants	46
Cutlers	46	Booksellers	17
Glovemakers	44	Illuminators	27
Woodcarvers	44	Clergy	500
Cartier	4	Priest	96
Doll Maker	1	Dwellings	7659
Tattooist	5	Other	35

## Regions of Darringmoor

Regions of Darringmoor		
Quarter		Districts
1	Feredell's Aerie	Feredell's Aerie, Elven Enclave, River Bay North
2	Kellick Bay	Kellick Bay, Port South, Cliff Down, Lower Topside
3	Southcliffe	Southcliffe
4	Tallheart	Tallheart, Rawldry Heights
5	Dimside	Dimside, South Docks, Low Rawldry
6	The Docks	The Docks, Dock Shore West
7	The Markets	The Markets, Barracks, South Gate
8	West Gate	West Gate
9	Holy North	Holy North, North Compound Gate, White Quarter



## Places of Note

### The Holy Markets

The Darringmoor Market Square is one of the largest markets in this region and is very popular. It is referred to by the locals as the **Holy Markets** due to its proximity to the Holy Trinity Compound. In actuality is an independent mercantile entity from the churches and is sectioned off into eight areas:

- 1 Garden Produce
- 2 Livestock Market
- 3 Raw Produce Market
- 4 Open public area
- 5 Manufactured Products-
- 6 Spice merchants ( spicerers)
- 7 Grain Market
- 8 The Fish Market
- 9-Miscellaneous and Pre-prepared Food
- 10-Weapons, Magic and Adventuring Gear

**Related FoE Products:** (Available on DrivethruRPG) *Ten Market Stalls* and *Ten More Market Stalls* both written for the Darringmoor Markets.

### Holy Trinity Compound

This is a well-kept compound, largely fashioned from cream-coloured stone and marble. In addition to the Holy Trinity Churches, the compound also houses the Darringmoor City Hall and associated administrative offices. A large wooden gate, made from stonewood, bars entrance to this area. It is carved with a large tear, sword and balance on each side of a triangle.

### Ormocean Temple

This Ormocean temple is magnificent and imposing, reminiscent of the Greek Parthenon. Eight huge marble columns support the roof of the nave and a formal evergreen garden surrounds the structure. The ornate doors to this place of worship are carved with the symbol of the Holy Trinity: crossed swords, tear drops and the scales of law.

### Esmian Healing Hall

The Esmian Order known as the *'Sisters of the Sacred Tear'* have a healing hall within the Holy Compound. Their temple is a beautiful building with graceful lines, eclectic carving and beautiful symmetrical architecture. The exterior is carved with ordered rows of repeating tear symbols, flowers and entwined herbs. This temple is used as an emergency centre and for the central administration of the Darkmoor Protectorate.



### 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.



## THE SIRITAR FAITH (a Religion of Eldoria)

The Books of Law and other scattered references portray Siritar as a kind of 'policeman' of the Gods, called upon to bring others to the justice of a heavenly court. Essentially, the four existing paladin Orders of Siritar (five if you include the Silken Sword) share some common doctrine. Basically these run along the lines that their fighting prowess should be lent to benefit those who cannot defend themselves and to stop 'evil' from increasing its hold on the world.

While their combat ability is recognized and has been typified by the resilient defence of the city of Jasper by the Imperial Guard, the Orders of Siritar have been kept at a distance by influential Kings and the nobility. The swords of the religion owe allegiance to Siritar alone and not to the whims of worldly lords. Those rulers who win any of the Orders of Siritar to their cause also risk the possibility of having to defend themselves against those very same Orders, depending upon the subsequent actions they take.

Fighting according to the mandates of Siritar is an important part of the warrior doctrine and the chivalric ideals, contained within the "Vhellithron Codex" are what give guidance to a soldier of Siritar, providing a definition of what is acceptable behaviour in battle.

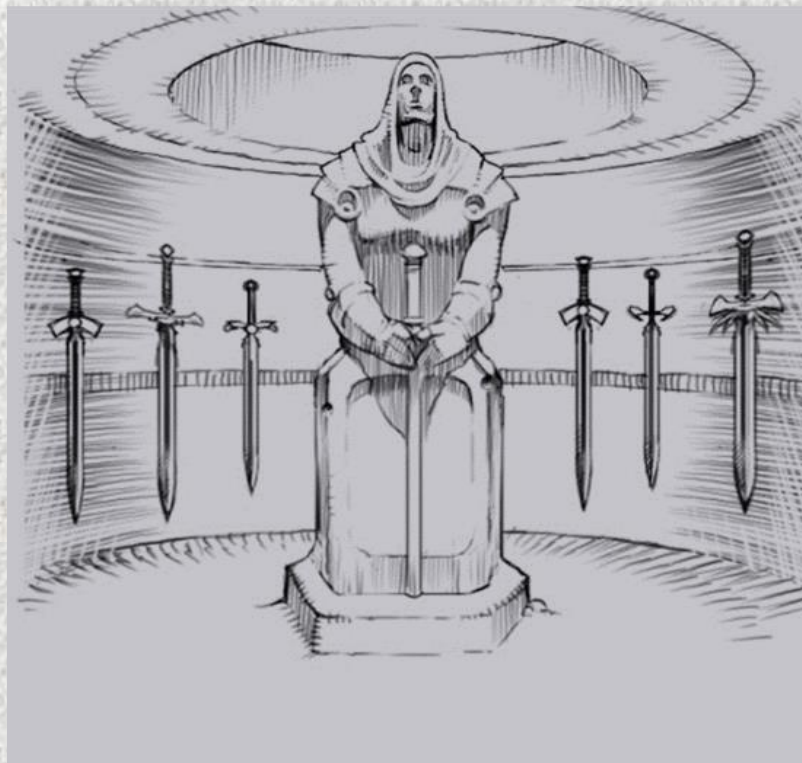


The Sisters from the Sacred Tear have a stall in the nearby markets to provide advice and dispense medicinals for the treatment of simple ailments. The major Esmian healing facility in the region is run by the '*Sisters of the Green*' and is located fifteen miles south of Darringmoor on the farmland of Silverbough. This hall is devoted to the treatment of long term illnesses of the body and the mind.

Within the city of Darringmoor there is also a healing hospice in the district of Westgate which is maintained by the '*Sisters of Solace*'. This hospice is located outside the Holy Trinity Compound and is dedicated to the treatment of people requiring medium care. Solace House (as it is known) treats the majority of patients in the city.

### Siritar Complex

This is a large solidly built u-shaped building within the Holy Trinity Compound. The doors are simply decorated with a painted Siritar coat of arms. The main training grounds for the Siritar Order and the City Guard take place on a large raised parade ground in the centre of the compound. It is not only a good place for outdoor training but gives a good vantage point of the immediate area outside of the walls. Often, the clashing of wooden swords can be heard during the day as knights and guardsmen practice their martial skills



### Phelltar Temple

This is a hall made with a wattle and daub with a thatched roof. The walls are unadorned, with wood trim. Inside the hall is provided with plain wooden pews for the congregation to sit at and the altar takes the form of a raised stage. A large mosaic of colored mirrors is positioned on the wall behind the altar. Immediately behind this plain temple there is a large area of open ground that is busy with laborers, craftsmen and artisans who are building the new Phelltar temple. This got underway six Marches ago after a rich merchant converted to Phelltarism and donated a considerable amount of money to the Darringmoor Church to upgrade the local temple. The new building is half finished and is a grand stone cathedral (currently surrounded by a network of trestle platforms and scaffolds).

### Gurthor Temple

The Gurthor Temple of Darringmoor is a sprawling stone construction, built on a small island in the bay. This island is easily accessible at low tide by using a narrow road, but is impassable at high tide as the road is covered by the incoming ocean. In the waters surrounding the temple a pod of dolphins can often be seen and on very rare occasions, merfolk have been glimpsed in Darringmoor Bay.

### Pharidor Temple

Situated on Darringmoor's highest point, the Pharidor Temple's whitewashed walls can be clearly seen from most parts of the city and from the bay. Many windows line the walls, with the majority of these facing the ocean. A well-kept low, stone wall surrounds the temple proper and nearby minimalistic gardens are arranged in a series of terraces, swept by the wind from the sea.

### Twin Lighthouses of Pharidor

These lighthouses are identical in appearance and flank either side of the harbour, positioned on the highest point of a rocky outcrop. The locals affectionately call them the 'twins'. These lighthouses are run by Pharidor clergy.

### Darringmoor Catacombs

There is a long forgotten but extensive network of tunnels and chambers beneath the city of Darringmoor. Originally build to protect the original inhabitants from the Undead threat during the Time of Shadows, they were eventually repurposed as store-rooms and basements for many buildings of Darringmoor. Other areas have become sectioned off or forgotten, with some of the older area being used in the past as places of worship, living areas, secret hideouts, mushroom farming, sewer systems and burial catacombs.



## PHELLTAR God of Sentience

In modern day Eldoria, after the centuries of dominance, the Ormocean Church is facing a real threat from the rapid rise of the Phelltarist movement, as are the many institutions of government that have their roots in feudalism or a similar elite hierarchical control structure. Recent changes in church dogma by the Phelltarists and evangelical crusades by their charismatic preachers have had great influence on the hearts and minds of the common-folk in many realms.

The modern philosophy of Human Phelltarist belief is that all persons are equal and you should treat your neighbor, as you would expect them to treat you. Their afterlife in Tarrisada (heaven), the Holy Realm of Elphora, is exactly like the mortal world except there are no social classes – all the faithful live a life of splendor and have nothing to want. Material goods and titles are stripped away, so all become equal.

Phelltarists believe in a limited non-violent code of civil disobedience toward those who would subject people to unjust laws and dictatorial rule. Their sermons promote the belief that Phelltar will intercede on behalf of the downtrodden, if they remain pious and faithful to their God.



### Guild of the Magi

This is plain but handsome sandstone building, with strong lines. The only decorative touch is the icon of the Guild of the Magi, hanging above the door. This is a cauldron burning with an eternal blue flame. The Guild provides accommodation and support services for travelling wizards and identifies potential new trainees to teach and send to the College of Arcane Science to become fully-fledged practitioners of magic.



### Elly's Printery and Wondrous Items

This is the origin of the famous 'Darringmoor Dart' news broadsheet. Run in an ad-hoc style by the infamous Ellytinkin Twinfirbling. Elly has a passion for dimensional magic, tinkering and an interest in the news of the city and beyond. She was reading the "Tempest Journal" (Eldoria's most read broadsheet) one day and came up with the idea of doing a proper newspaper and thus, the Darringmoor Dart was born. Her passion for tinkering and inventing quasi-magical devices has led to an abundance of unusual contraptions she has engineered. These 'wondrous' items work with varying degrees of success. Some of Elly's work includes the shovel-a-lot, the carry-a-lot-a-gnome and the stir-a-lot-a-pot; all of which are peculiar devices to make life easier. Elly's critics believe her interest in crafting magical items is a gross waste of her time and resources but she firmly believes her work fills an untapped void in the market.

**Related Products:** (Available on DrivethruRPG) Darringmoor Dart 1-10 all set in Darringmoor.

## Darringmoor Regions Map



Darringmoor Complete City Map



## Original Draft Map of Darringmoor





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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/>

## Previously Published Modules

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# Darringmoor: City of Shadows

a free snapshot version of the complete module - Darringmoor: City of Shadows

*"Strange, keenings seem to be much more frequent here and last far longer than in any other place I have ever visited. There is much to learn from this city."*

Abbot Farlan Rallid of the Ormocen Church, 750R

**Darringmoor: City of Shadows** is a module for a role playing setting and details a medieval fantasy city, which is a strategic port of the Elkian nation. It is a place both rich in history and prosperity, ruled over by the benevolent Churches of the Holy Trinity; Ormocea, Esmia and Siritar. It is a place surrounded in many mysteries, the key one being the strange phenomenon known as 'Sirrith's Veil'; a weakening in the fabric of the universe between the Prime Material Plane and the dimensional realm of *Shadowland*, the prison of *Sirrith*, Queen of the Undead.

This booklet is a 'Snapshot' Edition of "Darringmoor: City of Shadows", meant as a teaser for the full version. The material briefly touches on the background history of the city, the region, its traditions, politics and religious institutions. The Snapshot Edition has enough to allow a GM to design a version of Darringmoor based on the information provided but we hope you will want to purchase the full version after reading this.



Snapshot Editions of major FoE publications are identified by this icon:

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

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

Coming Soon

**Quorull: City of the Guilds and Darringmoor: City of Shadows**  
(two full and complete Eldorian city modules)

