



# Denizens of Harringmoor



## ABBOTT FARLAN RALLID

CLERIC LEVEL 16

Including full background of the Abbott, plotlines and the details of associated NPCs

FOE



Angela Caffery & Keith Done





*"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."*

**Abbott Farlan Rallid of the Ormocean Church, 750R  
Darkmoor**

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](http://paizo.com/prd). Paizo Publishing, LLC 7120 185th Ave NE, Ste 120 Redmond, WA 98052-0577 [paizo.com](http://paizo.com)

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

## Credits

**Author** Angela Caffery and Keith Done (with assistance from Malcolm Owen)

**Cartography** Malcolm Owen

**Editors** Angela Caffery and Keith Done

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

**Layout Artists** Angela Caffery, Keith Done

FoE also acknowledges the past work by **Terry Krause**. A number of the characters and magic devices in this publication first featured in a series of modules that Terry wrote for the Australian convention circuit.

## About the Authors

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 previously worked as a writer for Auran Pty Ltd, an Australian PC Game Developer, and has had a number of modules and resources published. Angela and Keith have recently published a number of successful pathfinder products on DriveThrRPG including 200 Mundane Items, Ten Market Stalls, Ten MORE Market Stalls and Sail's End.

## FoE Publishing (Friends of Eldoria)



FoE is a group of role playing game enthusiasts who have been playing and designing for the world of Eldoria since its' first conception. In the early 80s Eldoria was created by Keith Done and this has been developed and added to 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 role playing material.



## About this Publication

*“When Sirrith moves, Ormocea must respond. To do nothing is to live in shadow. To do nothing is to become shadow”.*

Abbott Farlan Rallid of the Ormocean Church  
*Darkmoor755R*

This resource describes a fascinating NPC resident of the City of Darringmoor, a famous Ormocean Cleric and scholar who battled Undead in the *Time of the Shadows* and has secretly travelled in time due to his association with the Cult of Priath, devotees of the God of Dreams and Time. Pathfinder Statistics have been supplied for Abbot Farlan Rallid and associated NPCs. However, the Abbott could easily be converted to any system or game. Rallid has the potential to be a simple diversion for your players or the GM could develop his plotline into a much larger campaign.

*Denizens of Darringmoor* are a series of publications focussing on NPCs with extremely detailed backstories, full statistics and typical personality traits. They are designed as a ‘story’ to get your players involved with and also feature bonus material such as new spells and magic items.

## The Setting

Although written for the setting, “Darringmoor: City of Shadows”, the NPCs and adventures in this book can be based anywhere in Eldoria or any other alternate campaign. If you find the world of Eldoria intriguing, more information can be found in *Encyclopedia Eldoria* and *Reliquarium Eldoria*.



## Contents

<b>Credits.....</b>	<b>2</b>
<b>About the Authors .....</b>	<b>2</b>
<b>FoE Publishing (Friends of Eldoria) .....</b>	<b>2</b>
<b>About this Publication.....</b>	<b>3</b>
<b>The Setting .....</b>	<b>3</b>
<b>Abbott Farlan Rallid .....</b>	<b>6</b>
<b>Backstory (the Official Version) .....</b>	<b>8</b>
TheEarly Years 774 R.....	8
Age 13 - Year 787 R .....	8
Age 26 - Year 800R .....	9
Age 27 - Year 801R.....	10
Age 31 - Year 805 R .....	13
Age 32 - Year 806 R .....	14
Age 33 - Year 807R.....	14
Age 34 - Year 808R.....	16
Age 35 - Year 809R.....	16
Age 36 - Year 810R.....	18
Age 37 - Year 811R.....	18
Age 38 - Year 812R.....	19
Age 40 - Year 814R.....	19
Age 50 - Year 824R.....	19
Age 54 - Year 828R .....	19
Age 54 - Year 829R .....	20
Age 65 - Year 839R.....	20
Age 70 - Year 844 R .....	21
Age 71 - Year 845 R .....	21
Age 72 - Year 846 R .....	21
Age 74 - Year 848 R .....	21
Age 84 – Year 858R .....	22
Age 90 – Year 864R .....	22
Age 91 – Year 865R .....	22
<b>Plotline for a Modern Day Eldorian Campaign .....</b>	<b>28</b>



<b>Arcane Items .....</b>	<b>34</b>
Jillard's Portal Sealer (aka a Sealer).....	34
Rallid's Undead Net.....	35
Rallid's Undead Purger.....	37
Rallid's Improved Spiritual Purger.....	37
Demonsbane Stone.....	38
Portal Projector.....	39
Pryarean Ward (aka Time-Bomb).....	40
Empyrean Ward .....	42
<b>Additional Arcana .....</b>	<b>43</b>
Keenings.....	45
<b>Literary Works of Farlan Rallid.....</b>	<b>46</b>
<i>Concerning Magical Devices</i> (first published in 804R).....	46
<i>Magical Devices and How to Make Them</i> (first published in 808R) .....	46
<i>Techniques of Testing</i> (first published in 810R).....	46
<i>Rallid's Personal Diaries</i> (unpublished, written between 784R – 807R).....	46
<i>Keenings, Shadows and Portals</i> (first published in 832R).....	47
<i>Darkmoor: a Study in Warding</i> (first published in 832R).....	47
<i>Constructs to Fight the Shadows</i> (first published in 846R) .....	47
<i>Turning Back the Shadows</i> (first published in 864R) .....	47
Places of Interest Concerning Farlan Rallid .....	49
The Tomb of Saint Rallid .....	49
Lavender Court .....	49
<b>NPCsMajor Allies .....</b>	<b>51</b>
Bonus NPC .....	56
<b>References.....</b>	<b>57</b>
DriveThruRPG.com.....	57
Online Community Pages.....	59
Previously Published Modules .....	59
Copyright.....	60

## Abbot Farlan Rallid

**ABBOT FARLAN RALLID (CLERIC) age 60+**

**CR15**

**XP 51,200**

Male Human Level 16 LG Medium humanoid (human)

**Init +1; Senses** Perception +11

### DEFENSE

**AC** 11, **Touch** 11, **flat footed** 10 ( No Armour) +1 **Dex**

**hp** 91 (0d8+16d8+16)

**Fort** +10, **Ref** +6, **Will** +13

### OFFENSE

**Speed** 30ft

**Melee** Quarterstaff +12 (1d6)

**Special Abilities** Aura, Lore Keeper (Sp), Remote Viewing (Sp), Touch of Law (Sp)

### STATISTICS

**Str** 10, **Dex** 12, **Con** 10, **Int** 20, **Wis** 17, **Cha** 12

**Base Atk** +, **12 CMB** +12; **CMD** 23

**Feats:** Armour Prof Light, Armour Prof Medium, Craft Construct, Craft Magic Arms and Armour, Craft Wand, Craft Wondrous Item, Empower Spell, Maximize Spell, Scribe Scroll, Shield Prof, Simple Weapon Prof, Skill Focus (Use Magic Device), Turn Undead

**Skills** Appraise +11, Diplomacy +6, Heal +10, Know Arcana +22, Know History +20, Know Local +20, Know Nobility +14, Know Religion +20, Know the Planes +21, Linguistics +18, Perception +11, Sense Motive +11, Spellcraft +21, Use Magic Device +21

**Languages** Akalastian, Uushai, Serpent Tongue, Old Khalasian

### SPELLS

**CL 16 Concentration** 19

**Level 0** (4) DC 13: Detect Magic X 2, Light, Read Magic

**Level 1** (6) DC 14: Bless, Comprehend Languages, Detect Evil, Detect Undead X 2, Protection from Evil

**Level 2** (5) DC 15: Aid, Alchemical Tinkering, Imbue with Aura, Protection from Evil, Communal

**Level 3** (4) DC 16: Dispel Magic, Glyph of Warding, Magic Circle against Evil, Speak with Dead

**Level 4** (2) DC 17: Holy Smite, Anti-Incorporeal Shell

**Level 5** (5) DC 18: Cleanse, Dispel Evil, Hallow, Plane Shift, True Seeing

**Level 6** (4) DC 19: Banishment, Dispel Magic, Greater, Glyph of Warding, Greater, Hold Monster

**Level 7** (4) DC 20: Circle Of Clarity, Dictum, Holy Word, Legend Lore

**Level 8** (3) DC 21: Antimagic Field, Shield of Law, Spell Immunity, Greater

### MAGIC ITEMS

Rallid's Undead Net x 2; Rallid's Portal Projector x1; Jillard's Portal Sealer x 6; Rallid's Undead Purger x 1; +3 Ring of Protection.

**GM Note:** A younger version of the Abbott, complete with person is provided on page 51 for use in the Plothook setting in 2150R, when Farlan Rallid entered a temporal rift. (see page 28).





*Abbott Farlan Rallid (aged 65) is a recognised pioneer of the Ormocean Church who devoted his life to the study of the Undead, their weaknesses, and how to defeat them. Despite this, opinion within the Church, concerning the Abbott is divided, due to his criticism of its practices and political ambitions in the 9<sup>th</sup> Century R.*



## Backstory (the Official Version)

***This is the public history of Farlan Rallid. However, there is also a hidden tale that is only known to a few (refer page 24).***

### The Early Years - Year 774R

Farlan Rallid was born in a small town of Erinost on Baladara Island. Three hundred years later, Baladara would be the location of the city-state of Odressi and the island would become known as the Holy Isle. Farlan was the fifth son of a large family of thirteen children. He quickly became a favourite of his family; his ready smile, friendly attitude and intense interest in the world around him won over many hearts. Farlan's father, Morrysh, was a *non-Seervati* Ormocean priest in charge of the Erinost Chapel and his mother, Ryhum, was Morrysh's hardworking wife. Ryhum was friendly, fair and firm when managing her children but Farlan was always a mystery to her. Ryhum loved Farlan dearly but was often at a loss at understanding some of his grand ideas. From a young age he was a rapid learner, having read all three Ormocean Books of Law, and their extensive appendices, by the ripe old age of ten.

### Age 13 - Year 787 R

At thirteen Farlan was sent to reside and train at the Erinost Chapel and followed his four elder brothers into the service of Ormocea. He proved to be a brilliant, innovative student and quickly surpassed many other novices who had been studying much longer. The young Farlan grew up in a time when it was perceived that there was a very real and ever present Undead threat to the realms of Eldoria. It was relatively safe on Baladara but, in the northern kingdoms of Akalastia and Khalast, they had been encountering incursions of Undead creatures for generations.

As part of their training in the Ormocean religion, each acolyte was sent for a year's service in Darkmoor, a small town in Khalast which was the place most troubled by the minions of Sirrith, Goddess of Death. During this time it was expected that they would gain valuable firsthand experience fighting Sirrith's servants, while helping cleanse the region in and around Darkmoor, (which was known by the members of the Church as *Sirrith's Veil*).

One by one, Farlan's brothers were sent to Darkmoor. Here, the Rallid brothers assisted the local Ormocean Church in protecting the locals from the Undead which plagued the town. The Ormoceans had been battling against Sirrith's legions since 155R and the period between then and 844R later became known as *'The Time of Shadows'*



### SEERVATI

#### A Cleric Who Casts Spells

Seervati is an ancient word meaning "vessel of God's power". Since the beginning of the Redemption, the word has also been used as a title for a cleric who has the ability to summon the Tas and cast spells. In Eldoria not all clerics usually have this ability; only a few who have a natural affinity for connecting to the Tas and have been schooled in the secret rituals and incantations of the religion they serve.



When a novice joins a religion, they are examined by the existing Seervati of their temple to determine their ability to harness and form spells. Usually they undergo a series of tests designed to 'kick-start' any latent talent they may have. Those who fail the tests are allocated to other administrative bodies within their temple and may still rise to positions of seniority. Those who do show Seervati potential are taken under the wing of the *Seercandum*, an order of a temple that is devoted to maintaining the religion's lore and the teaching of divine magic to its rising stars.





## SIRRTH Goddess of Death

The church of Sirrith existed as a cult since the Darktime, with most of its members being active in the isolated regions of the Grand Escarpment, in Sard. It is not recorded how the word of Sirrith was delivered to her followers and no prophet is credited with the writing of 'The Book of Shadows', the bible of Sirrith. Most of the clergy attribute the contents as the work of Sirrith herself. However, there are numerous tales that date back to the Darktime that tell of the older history of the church although this information is only known to a few learned clerics. Legends within the cult tell of a time when Sirrith, having learned that the Gods had departed the world of mortals, strove to use all her might to break the wards of her prison in Shadowland. She used every reserve of energy she possessed and was diminished for many centuries afterward by her efforts.

In the end her attempt to free herself from Shadowland bore no fruit; she failed to break the wards. But her exertions were not totally wasted. Sirrith indirectly caused a weakening in the fabric of the universe that separated her realm from the prime material plane.

These were small temporary fissures that came and went with little way of predicting their occurrence. This did not allow Sirrith to pass into the world herself but, at times, she was able to communicate with the world of mortals and send her servants back and forth between Shadowland and Eldoria.

### Age 26 - Year 800R

As each of Farlan's brothers returned from their 'tour of duty', telling of their encounters with the Undead, Farlan became more and more interested in travelling to Darkmoor, avidly researching the history of the region in preparation for his year of service. On the Festival Day of the March of Water 800R, Farlan quietly arrived in Darkmoor, nervous but armed with a box of scrolls, books and notes; ready to confront the Undead of Sirrith's Veil. Twenty-nine new Ormocean clerics arrived with him as part of that year's commission. Of the twenty-nine whom he arrived with, Farlan was the only Cleric who elected to stay at the end of 800R, fascinated by the region of Darkmoor and his experience with the Undead. He was actually more than just fascinated, he became driven and almost obsessed with his work and vowed never to return to Baladara unless the people of Darkmoor could safely walk the streets at night.

His first assignment in 800R was with a group called '*The White Warders*'. This was an Order of Ormocean Clerics who were tasked with the protection and warding of the underground tunnels and chambers beneath the town of Darkmoor. This was tiring but essential work as the populace retreated at dusk to this underground labyrinth, as the surface was far too dangerous. Although essential to protecting the people, the undercity was a logistical nightmare. Each entrance and exit had to be protected with wards but some mysterious effect in the area made the wards temperamental. Sometimes they would last a year, sometimes a month, sometimes much longer. No-one knew which wards would fail and when – so on various occasions Undead were able to pass, infiltrate the tunnels and prey on innocent citizens. To check the wards required long man hours and the *White Warders* were entirely tied to this occupation, unable to be used elsewhere. This started Farlan thinking about developing a more efficient system.



*The tunnels beneath Darkmoor were originally delved by its citizens over many decades as a sanctuary against the Undead, whereby they barricaded themselves in at night from the creatures that roamed the region.*



### Age 27 - Year 801R

One day as Farlan Rallid was checking one of his designated tunnels, he found a recent cave-in. The exposed rock had a strange metallic glint. He spent a long time examining the metal then had an epiphany. He scraped away a few flakes, hid them in a crack in the rock and cast a warding spell from one of the scrolls that all new priests were provided with. The spell took form and Farlan believed (if his hunch was correct) that it would become permanent. Upon further investigations he confirmed that what he had discovered was correct. He began investigating other places where the wards were known to have lasted for decades and, in every place, he found the same veins of silver ore. He consulted with a local alchemist who served the Ormocean Church and, although the man was unsure about the exact nature of the silver, he theorised that it could be *excellium steel*, a legendary metal that could permanently hold a magic spell signature. Excellium had been used extensively in the making of magic weapons and artefacts in the First Age of Eldoria. It was mined so much it became a rarity and a metal of myth. Farlan took his findings and ideas to the Abbott in the nearby City of Jasper, where the main Ormocean Church in the north was located. The Abbott was not entirely convinced of Farlan's research and doubted the word of the alchemist, but he gave Farlan permission to put his theories to the test and find out how to strengthen the existing wards of Darkmoor. However, the Abbott would spare no other priest to help Farlan, as resources were stretched to capacity; Farlan would have to work on the wards alone.

Fearing the task was beyond him, Farlan wrote to his family in Erinost asking for help. Aid came quickly in the form of his older sister Jillard, who was a great scholar of the more arcane arts, She was also a skilled artificer but her interests were frowned on at this time in history. Although she was an accomplished sorcerer, she kept this secret, pretending to only be versed in theoretical knowledge. Divine magic was acceptable but not the way of the sorcerer, as many people still lived in fear of the Darktime, when the *Serpent Kings* had warred against each other, unchecked. Schooled wizards were unheard of and the College of Arcane Science would not come into existence until 900R. Jillard was accompanied to Darkmoor by her great friend Vallan Stoneheart, a Dwarven mason and expert in identifying and working with rare minerals.

Thus began three months of long experiments. Stoneheart confirmed that some of the rock under Darringmoor was indeed speckled with excellium ore. This was definitely the reason that some of the wards lasted longer than others. Depending on the concentration of ore, the magic of the spells cast there reacted differently. The trio worked relentlessly on developing a system of creating more effective, more durable wards throughout the



### ORMOCEA God of Law

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.

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.







*A 27 year old Farlan Rallid explores the undercity of Darkmoor, intent on solving the problems associated with maintaining the integrity of the wards that protected Darkmoor from intrusion by the Undead.*

Undercity but, after many Marches their work yielded no results.

***Then a miracle occurred.***

Rallid was wandering the passages of the Undercity alone one night, despondent at his lack of progress. When he met a stranger, whose identity was masked by a hood and cloak and who remained in the shadows. He gave to Farlan a scroll which he said was a gift and when challenged about his identity, simply said, “You know me”. With that, the mysterious figure vanished in a burst of white light.

Farlan retired to his lodgings and, upon reading the contents of the scroll, he discovered it was a spell for creating a special form of permanent warding, using the Excellium reserves to strengthen it. Farlan was overcome with emotion and knew in his heart that Ormocea himself had come to his aid to give him the scroll. He excitedly showed the spell to Jillard and Stoneheart the next day but kept the appearance of Ormocea a secret, instead pretending that he had finally come up with the idea after many Marches of trial and error.

The three comrades called the new spell, called “*Rallid’s Passage of Denial*”. It functioned by creating a warded area connected between two arches set approximately 25 feet apart. The stone archways were constructed in areas rich in excellium ore, places carefully chosen to have the strongest concentrations. Holy runes were carved into the archways and, once activated, they created a magical section of tunnel that was permanently protected against Undead (see the Arcane Items Section on page 34). In some chambers, Forbiddance spells were also used in specific areas, as extra insurance.

Eventually they refined this system and at the young age of 27, Farlan spent the next year, with his small team, making the new wards throughout the underground tunnels permanent. In key areas where there



was no excellium present, they would mine and relocate the metal from other deposits and use it at these sites. They systematically restructured the majority of the original wards of the undercity, working themselves to near exhaustion. It was hardest of all on Farlan; he needed to tap into the Tas daily, drawing forth the magic needed to activate the runes; he was wrung dry at the end of the process. When it was all finished he slept for a week and it took him six months to regain full strength and the weight he had lost during his labours.

#### Age 28 - Year 802 R

With the project was finished, the Abbott of Jasper was invited to visit the undercity of Darkmoor and he was genuinely impressed by the achievements of Farlan and his colleagues. The Abbott was also curious about how Farlan had been able to create the new form of warding because its intricacies were far beyond the abilities of a novice priest. Having the ultimate responsibility for the war against the Undead, the Abbott was wary about magic and the temptation by its practitioners to delve into forbidden arcane lore. Farlan was questioned by a full Ormocean Audit, who used spells of truth-telling to learn if he had consulted with demons to create his new spell. Farlan finally revealed his secret and announced that Ormocea himself had appeared before him to deliver the Church in its hour of need. The spells put in place by the Audit revealed that Farlan spoke the truth and his standing with the Abbott and his inner circle of priests was given a dramatic ‘shot in the arm’.

Feeling remiss that he had doubted Farlan, the Abbott asked him to name his reward for all his hard work. Farlan was a bit miffed that Jillard or Stoneheart were not recognised for their part or offered any compensation for their work, so he asked for a small house for his sister and a grant of land for Stoneheart, in the nearby Stonebrow Mountains. He insisted he needed nothing for himself except for the Church to provide resources for his future experiments.

A large cottage, “*Lavender Court*”, was purchased, just near Darkmoor and Jillard and Farlan both lived there; Jillard on a permanent basis and Farlan more infrequently as he was often away pursuing his research. Rallid would visit his sister as often as he could, when he wanted a break from his studies or to discuss new ideas with Jillard. The cottage remained in the Rallid family for generations to come. It has an extensive warded basement and the architraves of its entrances and key rooms were made with excellium nails and set with Glyphs of Warding. “*Lavender Court*” stands on land that has recently been acquired by the famous bard, Silvertongue, He has established a grand manor there, called the “*Bard’s Retreat*”. Silvertongue is aware of the history of the famous cottage that is on his land and has had it restored to its original condition and made into a small museum.



### SILVERTONGUE A Bard

Silvertongue is arguably the most famous bard in recent years, having won Jasper’s Falkhonen Brooch Tourney five years in a row. He is an accomplished skald with a talent for delivering many ancient and obscure legends and historical stories to a diverse audience; he writes in a style that appeals to both nobles and common born folk.

He was born Kallad Danspar in the city of Jasper and began his career as a scribe, employed early in his life in Falkhonen Hall, the great bardic conservatorium. His love for history was instilled in him by his work making copies of great books that were acquired by the Hall and, after he entered and won a storytelling tournament for amateurs, his talent was recognised and he was invited to study and train at Falkhonen.

Kallad spent a decade travelling the world in search of tales to tell and was given his nick-name of Silvertongue by the Elvenking of Leezeria, after Kallad dazzled the king;s court with his knowledge of Elven lore.

He embarked on his most famous tour of the northern countries and the Holy Isle in 2130R and received a standing ovation from the Congress of Odressi for his memorable re-invention of the classic piece, “*The Battle of Madriss and the Fall of Kordaas*”

Recent personal upsets saw him go into early retirement but he returned to performing last year and is currently preparing to compete for the next Falkhonen Brooch.





## SHADOWLAND (a dimensional prison)

Shadowland is an extra-dimensional prison created to hold the Goddess Sirrith, Queen of Death. In the Twilight Years Sirrith was the least powerful of the Gods and, to be equal to her kin, she mastered the negative forces of the Tas.

When Phelltar created the Rune of Making, which allowed a God to bring sentient life into the world, Sirrith stole it and hid from the wrath of Ormocea, High Lord of the Gods. Eventually she was captured and brought before her peers in the court of Godshome on Kordaas, but not before she had shared the Rune of Making with the other Theledai, who brought forth the many races of Enshar.

As punishment, Ormocea declared that Sirrith would be given her own domain to rule but it she would ever be separated from her brothers and sisters. The Gods were divided by this decision but Ormocea bent them to his will and had them fashion the realm of Shadowland, just as they had made the world. It was a land of perpetual twilight, adrift in the Unending Sea, which is a world between the worlds.

Shadowland was encircled with mighty wards that prevented Sirrith and her minions from escape and Ormocea had each of the Nine Great Houses of the Gods forge a key that locked the magical wards in place. In this way, Sirrith could only be free when the Gods were united again and each House surrendered their key to Shadowland.

### Age 31 - Year 805 R

Following the completion of the wards of Darkmoor, Farlan needed a new project to occupy his active mind. Fascinated by his sister's expertise in creating minor magic items, he asked Jillard to teach him her skills. When he was familiar with the concept of making devices that used Tas energy, he began to experiment with his own inventions, specifically targeted at destroying Undead. He assembled a small group of novice priests and was assigned two paladins for protection, and headed into the countryside that surrounded Darkmoor, as the Undead were more prevalent in regional areas of Sirrith's Veil.



*"Lavender Court", was originally given to the Rallid family by the Abbott of Jasper in 802. The land it stands on has recently been acquired by the famous Bard, Silvertongue, and the cottage restored to its original condition.*

He stayed in various small communities for most of 805R and learned much about the behaviour and weaknesses of the Undead through direct observation and from anecdotal stories told by locals. He documented many of these stories in his journals and they became an invaluable resource for his later books that he wrote in dealing with the Undead.

Farlan had his group capture various creatures they encountered in regional areas and he often used them as 'guinea-pigs' to test devices he was working on. Farlan began to have great success at developing these devices and it was during this time he invented *Rallid's Undead Net* (refer Arcana Items Section on page 34).



### Age 32 - Year 806 R

With the success of the Net, Farlan tweaked the idea and made an improved version, incorporating a time delay into the original design. At the end of 806R he had a working proto-type of *Rallid's Spritual Purger* (refer Arcane Items Section on page 34).

### Age 33 - Year 807R

At the age of 33 a number of dramatic events impacted on Farlan's life. He was still moving between regional villages within Sirrith's Veil, devising ways of eliminating Undead creatures. He was also working on a definitive book on his findings. He would drop in on Jillard at least once per March and discuss his work with her into the wee hours of the morning. She also agreed to critique and edit his voluminous notes, compiled from his work in the field. As part of the process of documenting his research, Farlan interviewed many country-folk and found a common thread in the stories they told; that of the 'deadlights'. These were described as red balls of light that appeared in the woods from time to time, accompanied by a shrill wailing sound. Whenever the deadlights came the Undead would soon follow. Farlan suspected these may be 'Will-o-the-Wisps', a creature documented by the Church; they were not considered Undead but were dangerous and often lured the unwary to their deaths in bogs. He theorised that the Will-o-the-Wisps may have some form of symbiosis with the Undead, imitating lantern-light and attracting people to them. He decided to try and locate and observe these deadlights as a means of finding more Undead. This took quite a while, as the deadlights seemed to appear at random, without rhyme or reason; it was not an easy task to be in the right place and at the right time.

Eventually he learned that there was a community in the Silver Hills that claimed there was deadlight near their village that appeared regularly every 27 days. It stayed for approximately two minutes then faded away. Farlan's group travelled to the Silver Hills and were able observe and formally document this phenomenon for the first time. They witnessed a red light appear out of nowhere and heard the shrill whining sound that they had been told about. In Farlan's notes of the encounter he says:

*"The red luminescence pulsed briefly and then the wailing was replaced by a terrible sound that rattled the teeth and burned the ears; I can only describe it as the tearing of a vast piece of parchment. And as the sound lessened I saw that a ragged line had extended from the light, measuring some 10 feet in total length. The red light issued from this 'crack' and to my horror, I saw thin bony fingers slide from somewhere inside it and peel back the firmament. A ghoulish, gangrel creature was revealed and behind it, I glimpsed the world from which this monster had come. It was a land of ash and waste, bathed in a perpetual crimson twilight; I have no doubt this was the hellish landscape of Shadowland".*

Farlan had discovered the origin of the Undead which plagued Darkmoor; they entered the world via ruptures which appeared, for the most part, at random, briefly connecting the prime material plane with the dimensional realm of Shadowland. Excited by this discovery, Farlan travelled back to "Lavender Court" and related the story to Jillard, expressing his frustration that the Undead of Darkmoor would be an unending threat and that he would have to devise more weapons to combat them. Jillard, being ever-practical and tired of hearing Farlan complain about the Undead, snapped, "Well if you want to really fight them, why don't you just close their doors and stop them coming in?"





This thought had simply not occurred to Farlan and he thanked Jillard and immediately made plans to travel to Jasper to undertake research into the nature of the deadlights, consulting the books in the great Ormocean libraries. In Jasper he found rare writings by Goerdian, a scholar of the Darktime, which mentioned a phenomenon called the '*Keenings*'. The descriptions of the Keenings matched those of the deadlights exactly and Goerdian attributed them to being a 'hole' punched in the fabric of the world by a falling star. This hole was a major permanent breach between the planes and was surrounded by a web of 'cracks' that were the Keenings, which fluctuated in and out of existence. From this point in time, Farlan began the definitive study on the Keenings, which became a major area of interest for the rest of his life.

At the end of 807R, Farlan was travelling back to visit Jillard to celebrate Darkwinter's Eve, the last day of the Eldorian year. Somewhere on the outskirts of Darkmoor, he went missing, under mysterious circumstances, for a period of three weeks and it was thought that Farlan had been taken by the Undead. A local farmer who knew of the Cleric and his interest in the deadlights said he met him on the road close to Darkmoor. The farmer had seen a new light in the nearby woods, except this one shone with a blue radiance. Farlan had immediately asked directions and dashed off to see this new form of Keening. He did not return and could not be found.

That was until three weeks had gone by and Farlan stumbled into "Lavender Court", bruised and battered and somewhat confused. Jillard comforted him and asked him what had happened but Farlan was reluctant to speak about it. He continued to avoid all questions about his missing weeks and denied having gone off into the woods to find the mysterious blue light. In the end Jillard put it down to a failed love affair, as Rallid was always embarrassed about talking about matter of the heart. But the event always troubled her, especially later in life, when Farlan could often be seen in contemplation, staring into the depths of an hourglass, watching the sand trickle through it.



### Age 34 - Year 808R

After this time Farlan seemed even more enthusiastic about his work with the Keenings (if possible) and had a wealth of new ideas; it was almost like he had been born again. He worked frenetically with Jillard for the rest of 808R to create a device that could close the Keenings; these became formally known as *Jillard's Portal Sealers*, as his sister Jillard was responsible for much of the design that went into them. They were later simply referred to as 'Sealers' by those who used them on a regular basis.

Farlan became more socially active, visiting new found friends in Darkmoor and Jillard welcomed this, as she always thought he kept too much to himself. On the odd occasion he disappeared for a day or so and had clandestine meetings with mysterious people. Jillard put these disappearances down to love affairs again and this reinforced her theory about her brother's three week absence on Darkwinter's Eve.

### Age 35 - Year 809R

In the beginning of 809R Farlan, Jillard and Stoneheart were united again and travelled to Jasper to further refine Jillard's Portal Sealers. In consultation with senior Seervati of the Ormocean Church, they were allowed to have access to an *Empyrean Ward*, an artefact of the faith that had been made in the Twilight Years at the command of Ormocea (refer to the Arcane Items Section on page 34).

One hundred thousand of these devices were said to have been made to create the warding that encircles Shadowland. Those that were not used were later gifted to the High Priests of Ormocea in the First Age

Farlan was allowed to deconstruct one of the Empyrean Wards in order to unlock the secrets of its workings. Armed with that knowledge, he worked with Jillard and Stoneheart to fashion the first Portal Sealer. Because they lacked the precious arcane materials to duplicate the original artefact, they opted for a ward of lesser power that would seal a Keening for a great many years but would not last forever.



### EMPYREAN WARD an ancient artefact

An Empyrean Ward is a sphere, roughly the size of a tennis ball, which is used as a powerful means to consecrate an area with positive Tas energy. The Wards were originally fashioned by Ormocea and given to his servants to create the boundaries of Shadowland and thus imprison Sirrith and her undead minions. When the task was complete there were number of the Wards left over and these eventually found their way into the hands of mortals.

The Prophet Samroth, uncovered a set of twenty-five Empyrean Wards when he discovered the Books of Law. Three of these were used to sanctify the temples that were built at Denhaven, Odressi and Jasper. The others were lost during the Kinstrife and the last known Ward is kept in the reliquarium of the Odressi church, however it is possible that the others do exist and are will one day be found again.

The outer surface of an Empyrean Ward appears to be made of a white ceramic. It has a recessed Krystarrian Glass button on one side and an Ormocean Kiir on the other. If the button is depressed fully, it clicks into a locked position; the device then begins emitting a chime every five seconds. On the third chime the sphere disintegrates, releasing a flood of purifying magical energy that displaces all existing magical fields for an area equal to 5000 cubic feet.



*Often forgotten by historians who recount the legacy of Abbott Farlan Rallid is his sister Jillard. She played an integral role in the development of a number of his key magical devices. She was not well-liked by the Ormocean Church because of her great understanding of sorcery and arcane science, which was largely outlawed in the 9<sup>th</sup> Century R.*



### Age 36 - Year 810R

The invention of Jillard's Portal Sealers catapulted Farlan into even more fame amongst the Seervati and senior Clerics of the Ormocean Church. Priests began to seek Farlan out for advice regarding the Undead and he began to rise through the ranks of the clergy.

Under his instruction, the Church in Jasper began to produce multiple copies of the Portal Sealers and he supervised their use in the field to close down the Keenings. This was still problematic; it had been learned that the Keenings were mostly linked to specific points – but they reappeared at those locations randomly. A Portal Sealer could effectively close down a Keening for centuries if activated, providing the portal was open at that time. So began the arduous task of finding where the existing Keenings were located, waiting for them open and detonating a Sealer near them. This required an ongoing vigil across Sirrith's Veil and this still continues to a lesser degree today. The majority of the Keenings were discovered and closed by 844R, however they continued to be monitored by the Ormocean Church through the centuries and re-sealed every 200 years or so. Also, Keenings occurred in new locations within Sirrith's Veil from time to time and needed to be located and dealt with.

### Age 37 - Year 811R



In 811R, Farlan's old friend Stoneheart came to him with a problem. Nine years previously, the Dwarf had been granted land in the Stonebrow Mountains and he had attracted a following of Dwarves from their western kingdoms in Karashar-Zahl. They established a small mine called Kazkash-Zahl and invited Human clans and villagers in the region to join their community. However, the people of Kazkash-Zahl were plagued by a demonic creature that made its presence known in the mines in their seventh year. It haunted the lower galleries and slew those who would challenge it. Stoneheart sought aid from Farlan and his sister to overcome the creature.

This task proved easier than Farlan's work with developing wards for the Keenings, as Jillard was quite knowledgeable with regards to demonology and the creatures of the Great Shadow. After a few Marches of research and experimentation, Farlan gave Stoneheart a device copied from another pre-Redemption device. He dubbed this device, the Demonsbane Stone, and it had the power to banish the Demon to the Great Shadow, from whence it came. With it, Stoneheart was able to rid Kazkash-Zahl of the creature and restore his Mine to peace.

Later, in the same year, Farlan, armed with his ever-increasing lore concerning Keenings, wanted to create a magic device which was able to 'capture' the energy of a portal. With this he wanted to experiment with creating an extra-dimensional sanctuary. However, his initial experiments were a failure; he had problems grasping the concepts of making items that manipulated dimensions. Jillard came to his rescue, as she understood the metaphysics involved more clearly and, together they created, what Farlan called, a *Portal Projector*. It resembled a decorative trinket box with a mirror inside the lid.





## PRIATH

### God Dreams and Time

The secretive cult of Priath survived relatively intact from Pre-Redemption times and most of its gospel, texts and histories (contained within a book called "The Apocalypse Tome") remain true to the doctrine that was preached when the Gods still walked in the world. The Tome is restricted and can only be viewed by the eyes of the cult's most senior and trusted priests.

Priath governs Noktaurus, the Dreamscape, a realm that mortals enter when they release their Par, the unconscious part of their mind. The Par perceives realities not normally visible or accessible to the waking mind. Most people only have limited access to regions within the Dreamscape but those who discipline themselves according to the teachings of the cult, are able to open doors to the greater part of the Dreamscape and eventually find the Hall of Forever, where Priath dwells.

Priath is also the Lord of Time. It is whispered that some priests of Priath have mastered the ability to move backward in the flow of time. This breaks one of the fundamental laws laid down by Ormocea; the practice of visiting the past poses a threat to the very fabric of existence. To alter the past causes unforeseen consequences to the prime reality. However Priath cultists have learned to carefully interact with the past, and act as observers, being careful not to interfere with the timeflow.

The extradimensional space it created consisted of one small room but it was an ideal 'place' for privacy.

#### Age 38 - Year 812R

For the next two years Farlan spent a great deal of time within his extra-dimensional retreat and became a great recluse. Jillard was worried about him and as he seemed to be retreating into himself more than usual. He was also often absent visiting new 'friends' in the Darkmoor and when Jillard asked about these friends, her brother was dismissive and changed the subject.

#### Age 40 - Year 814R

However In 814R, things seemed to change and Farlan was more sociable again. He was honoured by the Ormocean Church in Jasper for his work and was made the Abbott of Darkmoor. While he accepted the title, he found that his duties compromised his time, as he was still supervising the eradication of the Keenings. To free himself up, he created a team of like-minded individuals called the '*Lightbringers*', whom he personally tutored. They effectively took over the task of fighting the Undead and finding and closing down the Keenings. Over the next thirty years they were instrumental into bringing an end to the 'Time of Shadows.'

#### Age 50 - Year 824R

Farlan had enemies in Jasper; priests who did not like his meteoric rise to power. They attacked him through his sister, accusing Jillard Rallid of heresy. Her understanding of sorcery and knowledge of Demons, with regards to the creation of the Demonsbane Stone, was used against her. Farlan had to use all his influence within the community to save her from appearing before an Ormocean Audit. Soon after, he arranged for Jillard to leave Darkmoor and return home to Baladara, for her own safety.

#### Age 54 - Year 828R

In mid-828R, two Priath Cultists were discovered operating in in Darkmoor by agents of the Ormocean Church. They were kept in dungeons in the Darkmoor undercity but managed to escape before being brought before an Ormocean Audit. There was some evidence that Farlan had engineered the escape and his enemies again tried to use this against him but Farlan used his reputation to prevent any thorough investigation taking place. However, suspicions about Farlan and his increasingly secretive activities continued to be discussed at private meetings within the hierarchy of the Ormocean Church.

Later that year Farlan was grief-stricken when he learned that his sister had passed away following a bout of Halocean Fever. Her parting gift was that she had finished the final manuscripts of Farlan's collective research on the



Undead, taken from nine diaries he kept during his early work in Sirrith's Veil. Such was the extent of his writings that she had compiled his work into two separate books:

*"Of Keenings, Deadlights and Portals"*

*"Darkmoor: a Study in Warding"*

Both became classic texts regarding the identification and understanding of Undead and how to defeat them.

Farlan travelled to Erinost, in Baladara to visit the grave of his sister and stayed there until 829R.

#### Age 54 - Year 829R

Farlan returned to Darkmoor to resume his duties as Abbott in 829R. Between 829R and 839R he became obsessed with finding the primary source of the Keenings, as described in the accounts written by Goerdian, who had described Sirrith's Veil as being a 'hole surrounded by a web of cracks'. Farlan was chasing the Primary Keening (the 'hole'). He believed that, if he could seal that, it would permanently end the Keenings for all time.

#### Age 65 - Year 839R

Farlan had used the resources of the Lightbringers to try and locate the Primary Keening and their research stretched far and wide. The group identified that dimensional instability, like that encountered in Sirrith's Veil, had occurred in other places in Eldoria during the First Age. These were described in the ancient records of the First Church of Ormocea and were referred to as *The Wells of Sirrith*.



*There were thirteen Wells of Sirrith discovered during the First Age of Eldoria and all were eventually sealed by the Ormocean Church using artefacts called Empyrean Wards. A typical Well resembles a dark shaft plunging into the earth. No light penetrates its darkness and a feeling of dread can be felt a mile around it. Animals will avoid the area*



### SHADOWLAND

#### an extradimensional prison

Shadowland is a extradimensional prison, in which the Goddess Sirrith was condemned. Resembling a vast island, with sheer, unassailable outer cliffs, it is similar in nature to one of the protective domains of the Tarrisada but wards were set about it by the Gods to specifically prevent Sirrith translating between it and the Prime Material Plane.

Sirrith is able to lure the souls of the Saahn to Shadowland using a powerful glammer that convinces the unwary that her domain is the Heaven that they truly seek.

Those whom enter Shadowland become her servants, should they stray from the safety of the Grey Road, which traverses her land.

However, if they are strong-willed and resolute, they can pass through Shadowland and so come to their Tarrisada (Heaven), by means of a portal that was made at the heart of Sirrith's thralldom. In essence, there are two paths to Tarrisada, equally fraught with peril; mortals can seek Heaven by traversing the waters of the Unending Sea or by walking the Grey Road of Shadowland.

It is written that, when the time of the Awakening comes, the Gods will break the wards of Shadowland, freeing Sirrith. She will have domain over the world of Enshar and all those Saahn who remained unfaithful to the Gods and never found the pathway to Tarrisada.



They were said to have been created when Shadowland was newly made and the Goddess Sirrith tested the wards that bound her, using all of her might to break them. She was unsuccessful but managed to ‘punch’ holes in the walls between the planes; portals by which her minions could travel to and fro between Shadowland and Eldoria. They were greater in power than the Keenings of Darkmoor and existed as permanent doorways. When the God Ormocea learned of them, he charged the First Church to go forward and close them, using Empyrean Wards, the very same device that Farlan and Jillard had studied in Jasper, in order to create the Portal Sealers.

The Lightbringer’s believed that the Primary Keening of Darkmoor had been one of Sirrith’s Wells and, when the region was impacted by a falling star in the Darktime, the wards that had been used to seal the Well were weakened and the lesser portals of the Keenings began to appear. All efforts now went into meticulously searching the area encompassed by Sirrith’s Veil in order to locate Sirrith’s Well. Toward the end of 839R Farlan convinced the Abbott of Jasper to resource a contingent of Ormocean priests and Siritar paladins to base themselves in Darkmoor for an extended period. This extra manpower was much needed to complete the closure of the Keenings, while the Lightbringers concentrated on locating the Well of Sirrith.

#### Age 70 - Year 844 R

It was during the year 844R at the age of 70, after 44 years of fighting the Undead, Farlan formally declared the Time of Shadows to be over. The Lightbringers still had not discovered the Primary Keening but the lesser ones had all been located, mapped and sealed. The people were now safe from the terrors of Sirrith’s creatures and all involved agreed that the end was due to the work of the great Abbott Farlan Rallid and his followers.

Following Farlan’s declaration, the population slowly began to establish a greater town above the ground, after centuries of dwelling in the Undercity.

#### Age 71 - Year 845 R

The mayor of Darkmoor, Hleanick Strangehand, declared the town was no longer to be known as Darkmoor, a new name was needed to signal the rebirth of the site – Darringmoor was suggested. It was agreed by all that a fresh start was called for and this signalled the beginning of the city now known as Darringmoor.

#### Age 72 - Year 846 R

It was in this year that Farlan commissioned a magnificent new church, in honour of Ormocea, to be built above ground in the new Darringmoor. Construction of the Ormocean temple began. Farlan’s old friend, Stoneheart returned to lend a hand in its design and building and to lay the first stone. Rallid’s clerics consecrated the site before the construction; this signalled the new age in the city.

#### Age 74 - Year 848 R

In 848R, Farlan was visited by emissaries of the newly appointed Abbott of Jasper. Jasper, at this time, was the capital of the emerging Kingdom of Sardell. Darringmoor had always been under the rule of their northern neighbour, Llan (formerly known as Khalast) and Sardell wanted to ‘acquire’ Darringmoor as a port, as it had great strategic value, providing access to the Greater Inner Sea.



The Ormocean Church in Jasper solicited Farlan's support in convincing the people of Darringmoor of the idea of becoming part of Sardell. Farlan was never a political animal and he wanted nothing to do the idea. After that his relationship with the Abbott of Jasper became strained.

Farlan remained Abbott for ten more years, tirelessly overseeing the building of the Darringmoor Temple with much of the masonry work overseen by his friend Stoneheart. In 853R there was a new Abbott in Jasper who cut off funding to the construction of the Darringmoor Temple due to Farlan's continued resistance to influencing locals to accept rule by Sardell. As a result, Farlan successfully sought the money required from the King of Llan, further infuriating the authorities in Sardell. The temple was finished in 856R.

#### Age 84 – Year 858R

Farlan retired as Abbott and began writing a new book, titled *"Turning Back the Shadows"*, a biography which also contained previously unpublished work on his research and knowledge of Undead. He was replaced by an Abbott appointed by the Church in Jasper, who immediately scaled back the work of the Lightbringers and assigned them alternate duties in maintaining the vigil over Sirrith's Veil. Farlan carried on with the task of locating the Well of Sirrith on his own.

#### Age 90 – Year 864R

*"Turning Back the Shadows"* was finished and published and Farlan discovered information that led him to believe that the Well of Sirrith existed in a chamber in the old Undercity of Darringmoor, in a place warded and sealed off long ago. He drew some basic maps of the location, based upon what he read and slipped it into the back of his personal copy of *"Turning Back the Shadows"*, intending to update his book with information about the location of the Well, once he proved its existence. However, Farlan fell ill on a number of occasions during the year and was unable to launch an investigation into the Undercity.

#### Age 91 – Year 865R

On his birthday, the aged Abbott Farlan vanished in the early hours of the morning and there was hue and cry about Darringmoor as to his whereabouts. That evening he returned home and would not say where he had been. Later that evening he passed away peacefully in his sleep. Despite the reluctance of the new Abbott of Darringmoor to make any fuss about Farlan Rallid after his death, there was such an outcry from the people of Darringmoor, who remembered and loved him, that the Ormocean Church was obliged to provide him with a grand funeral and bury him in a tomb in their hallowed crypts. He was greatly missed by all and the epitaph on his resting place read:

ABBOTT FARLAN RALLID 774R - 865R

Your light shines ever brightly against the Shadows of Darkness.

Ormocea's loyal servant,

May you walk steadfastly in the Great Hall of Law,

With Ormocea to guide you home.





*Abbott Rallid worked tirelessly on the magnificent temple to Ormocea in Darrinmoor. His enthusiasm never wavered and when the Abbott of Jasper withdrew funding he successfully petitioned the King of Llan for the money to finish the task.*



## Backstory (the Missing Bits)

***What is not generally known about Farlan Rallid is that for many years he was a secret member of the Priath Cult. What follows are a number of key events associated with his role with that Cult.***

### The Priath Cult

The Priath Cult are followers of the mysterious God Priath, who controls time and the domain of dreams. Worship of Priath remained relatively intact from Pre-Redemption times and most of its gospel, texts and histories (contained within a book called “The Apocalypse Tome”) remain true to the doctrine that was preached when the Gods still walked in the world. The Tome is restricted and can only be viewed by the eyes of the Cult’s most senior and trusted priests.

The following of Priath was strongest, and had a more public face, in the century that followed the discovery of the Books of Law in the city of Jasper. Several sages, who dwelled in Jasper and were devotees of Priath were involved in the translation of the Books and had many dealings with the Ormocean clerics who guarded the Books of Law and allowed scholars access to them. Information flowed freely between the Ormocean and Priath clerics and some of the subject matter of “The Apocalypse Tome” was revealed within those books.

The followers of Priath came under the watchful eye of the hierarchy of the Ormocean Church soon after. The Ormoceans were suspicious of any secretive organizations and as they Ormoceans assumed supremacy during the rise of Sardell the clergy began to impose restrictions on some of the practices of other emerging religions. Those theologians who openly worshipped Priath were quick to perceive a potential danger and the Cult went underground. Many of the key leaders of the Cult relocated to Darkmoor, to the east.



In 807R, Farlan Rallid first encountered members of the Priath Cult after he famously went missing for a period of three weeks, following his discovery of a mysterious ‘blue’ Keening. This Keening was actually a tear in the fabric of Time, rather than being a traditional connection to Shadowland. He was transported to the Darringmoor of 2150R and became involved with members of the modern day Cult who saw it as their mission to return the famous ‘Abbott Rallid’ to his own time. Farlan’s adventure into the far future is related on page 28, ‘*Plotline for a Modern Day Eldorian Campaign*’.

While in Darringmoor 2150R, Farlan learned certain aspects of the past that were to benefit his work in the past, including information on who were the main Priath operatives in Darkmoor, during the years he dwelled there. When Farlan returned to his own time he sought





## DREAMWALKERS (a Ritual of Priath)

Dreamwalking is a skill that most Priath Cultists accomplish and master in their lifetime. By undertaking rigorous mental exercises, a Dreamwalker develops aspects of their Par (soul). We often think we see something from the corner of our eye that turns out not to be there. That is because the Par can see other existences that overlap with the physical realm that we reside in.

When we dream, the Par takes over and we enter Noktaurus, another world that co-exists with ours. Most people can only explore a limited part of Noktaurus, called the Par-Teth; a personal region governed directly by our experiences and memories.

Dreamwalkers can unlock portals in the Par-Teth and enter the wider world of Noktaurus that draws upon the consciousness of millions of sentient beings, continually changing and rearranging its reality.

Dreamwalkers learn to stabilize the chaos of the Noktaurus sufficiently to shape a reality around them; this allows a Dreamwalker to navigate that strange and ever-changing world and meet with other Cultists who may exist thousands of miles away in the physical world.

The first recorded existence of Dreamwalkers in the modern age begins in the 9<sup>th</sup> Century R

For more detail see **Encyclopedia Eldoria**.

them out and eventually was accepted into the ranks of the secret followers of Priath and became good friends with two of its leading figures, Jann Kander and Herrock Wylls.

Between 809R and 811R, while researching ancient tomes about the Undead, Farlan also acquired a great deal of information about Priath and the manipulation of time. Much of this was sourced from Ormocean archives in Jasper and passed on to Kander and Wylls in Darkmoor. It was this lore that was crucial in Farlan being able to perfect his Portal Projector device with the aid of Jillard.

Then, during 812R, he had a number of significant meetings with Kander and Wylls. It was no coincidence that the Priath Cult had a presence in Darkmoor; the same instability that caused the Keenings also caused occasional temporal anomalies, like the one that whisked Farlan away to the year 2150R. The Cult perceived these anomalies could threaten the Web of Time. Farlan was asked if he could make a device similar to his Jillard's Portal Sealer, which would close these temporal disturbances. He agreed and worked feverishly on this project, this time in secret, without Jillard's aid, often using his Portal Projector to create an extradimensional hiding place to secrete his work. Eventually he perfected a Pryarean Ward (which he jokingly referred to as a Time-Bomb). The device was tested at an identified temporal portal and was successful. Now the Priath Cult also had an effective way of dealing with its own version of the 'Keenings'.

In 828R, indeed, it was Farlan who came to the rescue of his Priath friends when their activities in Darkmoor were discovered by the Ormocean Church. He had members of the Ormocean clergy who were loyal to him arrange for Kander and Wylls to be set free from their prison in the Undercity and escape to the countryside where they used an active Temporal Keening to flee in time and space to Erinost in 828R. From here, the two Priath Cultist corresponded with Farlan to let him know they were safe and well. By coincidence, Farlan's sister Jillard passed away in Erinost that same year and, when he made the trip to pay his respects, he also met with Kander and Wylls.

He spent the good part of the year learning the ability of *Dreamwalking* from the Cultists. This allowed him to easily communicate with Kander and Wylls, along with other Priath followers across Eldoria in the years that followed. In the dream realm of Noktaurus, they met to share information and continue their ongoing vigil to protect the sanctity of the Prime Timeline.



Finally, on his birthday in 865R Farlan celebrated with friends from the Priath Cult in person, when Kander and Wylls made one of their rare journeys to Darkmoor (now Darringmoor). During their long conversation in the early hours of that morning Farlan related to them his latest research and findings and reminisced about his time-trip to 2150R, which he always remembered fondly. Farlan dearly wanted to journey in Time again but he knew that the Cult severely restricted this because of the potential impact it could have on the Prime Timeline. Only the most trusted members of the Priath Cult were ever allowed to make visits to other points in Time.

However, Kander and Wylls revealed to Farlan that the Cult had granted him permission to travel once more. Farlan left the Darringmoor Temple prior to dawn, in the company of his friends and they the outskirts of Darringmoor, where Kander opened a temporal portal for Farlan's journey. But this trip was to be to the past, not the future and Farlan was to deliver a scroll to a very important person and so complete a circular anomaly that had always perplexed Kander and Wylls. Farlan did as he was instructed and returned to 865R, arriving back later that same day. He bade his friends goodbye and returned to his beloved "Lavender Court", saying nothing to those people who came calling to see where he had disappeared to during the day.

He wrote a last account for his journal; an entry that has always remained an enigma to scholars who have tried to understand it. With that he passed away peacefully, with a wry smile upon his face. Farlan's last words were:

*"Today, I found myself in a most familiar place, beneath the Undercity of Old Darkmoor and there I came across a young man who was wearied and without hope. I gave to him a written work that I myself had accepted so many years ago. In that moment I was complete and perceived something of the true nature of the universe. It was not a God who had set me on my path but it was a miracle, none the less".*

On his final day, Farlan Rallid had visited himself at the age of 27 and handed over the magical writings that would allow the famous Abbott to create the wardings of Darkmoor and go on to become one of the most revered clerics of the Ormocean faith (and the Priath Cult!)







## Plotline for a Modern Day Eldorian Campaign (Including Farlan's Missing 3 Weeks)

This section provides a GM with a plotline set in Darringmoor in the year 2150R and is based on the events described in Abbott Farlan Rallid's backstory, when he vanished for three weeks. The GM can involve his players in an adventure with a local Priath Cultist to rescue the Abbott from a country manor where he is being held captive and return him to the past so that the timeline is not significantly disrupted. The adventure can take place in the Eldorian setting or the GM can easily adapt it to their own campaign world.

### Plot Background

**It is assumed that the GM is familiar with Farlan Rallid's complete backstory before reading further.**

### Farlan Investigates

In the backstory (refer page 15) Farlan Rallid was hurrying home for Darkwinter's Eve in 807R, when he was informed of an unusual Keening that had opened in the woods outside of Darkmoor. Farlan, never one to ignore investigating a new phenomenon, headed off immediately to find it. He encountered a distortion in the fabric of space that was not like the usual Keenings he had observed. This one emitted a blue radiance and pulsed, as though it had a heartbeat. After watching it for an hour, Farlan cautiously advanced toward it, holy water in hand. A static electrical discharge came from it with each pulse but no rift appeared, that usually created the portal link with Shadowland. Farlan reached out and touched the blue light and everything went white and he lost his senses. Here, we must make a quick jump of over 1,300 years to the future.

### The Priath Cult in 2150R

In the year 2150R, the Priath Cult maintains a permanent presence in the Elkian city of Darringmoor. The Cult are devoted to maintaining the sanctity of time and, in a world where powerful masters of magic can learn to break down those barriers, the Cult guards against them and seeks to rectify anomalies and disturbances that may affect the laws of Priath. As far back as 700R they had identified that the same instability that had created the Keenings, sometimes produced fissures in time and the Cult monitored these and shut them down, whenever one was discovered. There are only eighty four Priath devotees spread across Eldoria in 2150R and they tend to move from place to place, in order to both seek out new potential members and to avoid being discovered by the Ormocean Church; the Ormoceans have always mistrusted the Priath Cult and sought to uncover their knowledge of time. However, because of the dimensional instabilities of Sirrith's Veil, the Cult of Priath established a long-term watch over Darringmoor for centuries; there is always at least one Cultist living there.





*In addition to the Keenings, which create temporary gateways between the prime material plane and Shadowland, Sirrith's Veil is also the host to distortions in the laws of time, which create temporal portals between different points in time. The Priath Cult have been monitoring these anomalies for centuries and closing them down, in a similar way as the Ormocean Church has been shutting down the Keenings.*

Wilton Garagan, was one of two Priath Cultists living secretly in Darringmoor in 2150R. He was a Seervati of Priath and masqueraded as a merchant who dealt in hour-glasses and associated time-pieces. For six years Wilton believed he was the only Cultist in Darringmoor until a year ago, when he was contacted by another, who had been in deep cover. This was man, called Drivad Calthorne, was a cleric in the Ormocean Temple in Darringmoor.

Over the course of the past year Wilton and Drivad began meeting in Noktaurus, the Dream Realm and, on occasions they also met in person at various inns throughout the city. Drivad's role in the Ormocean Church was that of a Lightbringer, one of the old Order devoted to keeping an eye on the Keenings rendered dormant by Jillard's Portal Sealers. The Order often made forays into the outer regions of the Protectorate of Darkmoor to check on the status of Keenings and this was ideal for Drivad's clandestine work as a Cultist, because he could seek out any temporal disturbances when he travelled with them.

### A Light on the Horizon

Recently Drivad learned that the Ormoceans in Darringmoor had identified a relatively stable Keening on Dimorven Estate, the land of a nobleman, some ten miles outside of the city. While most Keenings came and went within an hour or so, this one had been observed for two full days. No Undead had emerged from it but the Lightbringers had set up a watch and informed the owner of the estate, Lord Stalling



Dimorven. The Lord was not an admirer of the Ormocean Church and insisted that they finish their work and leave his lands as soon as possible.

Drivad then learned that the Lightbringers who were dealing with the Dimorven Keening had attempted to shut it down with a Sealer and it had no effect. A second Sealer had been requested, in case there was some fault with the one used; Drivad volunteered to take it to Dimorven. When he got there he was able to ascertain what he suspected, the 'Keening' was actually a temporal anomaly and could pose a problem if it was not shut down correctly. Drivad had in his possession a Pryarean Ward, which would effectively close the temporal gateway, but the problem was actually using the device as there was a heap of Ormocean priests hanging around! In the end, fate leant a hand when Lord Stalling, tired of having Ormoceans occupy his estate, sent his men-at-arms to escort them off his land. His daughter was to be married at Dimorven House in a march or so and there would be a number of important guests attending and he didn't want the place crawling with Ormocean priests. Besides, it was well known that Keenings did not last very long.

So the Ormoceans were thrown out of Dimorven but were very vocal about acquiring a writ to return. Drivad, however, ventured back the very next day and, to his surprise, he found the anomaly had sealed itself and there was no trace of it. He could not use the Ward unless it was open, so he decided to keep an eye on it and returned to the estate once a week. On some occasions he invited Wilton along so they had a chance to catch up on Priath affairs in person. Lord Dimorven's men discovered both of them on one occasion and threw the pair off the land, saying that their liege lord did not want any more troublesome priests or fortune seekers on his property. Dimorven was out of bounds!

## Houston, We Have a Problem

However, Drivad and Wilton were not deterred and kept up their visits to the estate, but they were more cautious in doing so. Their persistence paid off. A few weeks later, Drivad was visiting Dimorven on his own, when he discovered the temporal gateway had come into existence again and, to his astonishment, a man stepped out of the blue light while he was there. The stranger took a few steps and then swooned; the light phased out of existence behind him. He was dressed in the robes of an Ormocean priest but the garb was archaic and his speech was a version of classical Sardellan. Drivad was able to bring the priest around but he could not fully understand him and he decided to take him back to Darringmoor, in the first instance, before consulting with his peers about his next course of action, via a Dreamwalk. Once back in the city, he sought out Wilton in order to provide the stranger with accommodation; he couldn't very well bring the stranger back to the Ormocean temple, where he had his own lodgings.

The new-comer appeared confused but very interested in everything around him; his name was *Farlan Rallid*. After many conversations with Farlan, Drivad and Wilton began to understand his language (it was like listening to someone rattle off Shakespearian English in our world). They realised that they had a major problem on their hands, when they comprehended that this Farlan Rallid was the legendary *Abbot Farlan Rallid*, an immensely significant historical figure. After consulting with more senior Priath Cultists by visiting Noktaurus it was agreed that Drivad had to return to the Dimorven Estates and try to reopen the gateway. He was given knowledge of a spell to open a temporal gateway if it was lying



dormant; this was rarely made public to members of the Cult. Once the anomaly was open and Abbott Rallid was safely through, the Pyrean Ward would close the rift for good.

Drivad and Wilton explained the situation to Abbott Rallid and convinced him that he must return to 807R; Farlan completely agreed, being a scholarly individual, agreed and he was beginning to be intrigued by the Cultists and their cause. Everything the Ormocean Church had said about the Cult seemed false. The Abbott stayed at Wilton's lodgings for a few days until Drivad could master the spell he had been given and obtain permission from the Ormocean Church to travel to Dimorven once more. In the meantime, Farlan Rallid avidly read any book he could find and closely examined every magical device he could get his hands on, including Drivad's Pryarean Ward, which fascinated him. The Abbott was quite amused to discover copies of his books on his work in and around Darringmoor but he made a point not to read them.

### How Can Things Get Worse?

Eventually the opportunity came to make the trip to Dimorven, with Abbott Farlan asking endless questions along the way, about the Keenings and how the modern Ormocean Church dealt with them. When they arrived at the spot where the anomaly was located it was still not there and Drivad prepared to try and open it with the incantation he had been entrusted with. But before he could complete the spell, the group were interrupted by Lord Stalling's men-at-arms. Drivad and the Abbott were taken captive, while Wilton managed to escape. The two prisoners were brought before the Lord who decided to lock them up in his cellars and let them cool their heels before sending them back to Darringmoor.

Not knowing what to do, Wilton returned home and made contact with the Cultists in Noktaurus. When he entered the Dreamscape he found that it was subject to terrible electrical storms. His contacts there explained that these were 'Timestorms'; the laws of time were in turmoil because of the situation with Abbott Rallid and reality was unravelling, beginning with Noktaurus. There were only days before the Prime timeline was permanently altered with unforeseen consequences. The closest senior Cultists were several days journey away by ship so Wilton needed to act immediately.

Then suddenly he was 'flung' out of Noktaurus and found he could no longer enter the Dreamscape as it had become too unstable. He was on his own.

### The PlTHOOK

Wilton is at a loss of what he can do. His fellow Cultists have agreed to send help, but, if he waits for their arrival it could be too late. He is now considering a 'raid' upon the Dimorven Estate to rescue his Drivad and Abbott Rallid (if they are still alive). If he is successful, he will then need to send Rallid, through the temporal anomaly (he learned the incantation to open it from Drivad) and seal it for good with a Pryarean Ward. The problem is he doesn't have the Ward; it was on Drivad when he was captured. He is looking for a band of adventurers to assist him in the rescue plan and he has 1,000gp to pay them. He cannot tell them the real background of why they are being hired; instead he will say that the men they are going to rescue are friends of his were guilty of poaching on Dimorven Estate.

Using this premise, a GM can put together a very interesting and challenging adventure for his players. You need to design a country estate with a central manor house where Drivad and the Abbott are being held captive. Set the event during the wedding of the Lord's daughter so that there are many guests and



tradesmen on site (this will give the players the opportunity to attempt to infiltrate the grounds of Lord Stalling’s Estate). Note that the captives’ possessions were confiscated including the Pryarean Ward, which resembles an hour-glass. Lord Stalling thought this was a beautiful piece of work and decided to give it to his new-son-in-law as a wedding gift. It is currently on a table in the grand hall of Dimorven House, boxed along with many other gifts being left by guests as they arrive for the celebrations.

To assist a GM in fully developing this plot, supportive information has been provided as a suggestion in the next section.

## Supportive Notes for the Plotline

The plotline requires a large city environment and a nearby country estate. You can use your own campaign setting or download “Darringmoor: City of Shadows” from Drive Thru RPG (<http://www.drivethrurpg.com/>). The estate will need to be designed by the GM but should be an area encompassing a minimum of ½ square mile and have the following features:

- A 6’ high stone wall which marks the boundary.
- Two main gates (east and west).
- A central two-storey manor with a great hall on the lower level and ten guest rooms on the upper level. The building should also have a cellar with a stout, lockable door.
- A nearby building with guest rooms for twenty people.
- A small farm, with a barn, stables and smithy, located in close proximity to the manor.
- A copse of woods in the north of the estate (where the temporal anomaly is located).

It is suggested that the adventure takes place during a wedding ceremony on the Dimorven Estate, with the following people being present at the time of the scenario:

Character	Description	Statistics	Available
Lord Stalling Dimorven	Nobleman and owner of Dimorven	Level 6 Aristocrat N	Yes
Lady Falline Dimorven	Wife of Lord Stalling	Level 4 Aristocrat NG	No
Lesarra Dimorven	Only daughter of the Lord and Lady	Level 2 Aristocrat	No
Lord Thale Massing	Father of the groom	Level 4 Fighter LG	Yes
Lady Sandree Massing	Mother of the groom	Level 1 Aristocrat LG	No
Jannick Massing	The groom	Level 3 Fighter CG	Yes
Rhannis Straal	Officiating priest of Faar	Level 1 Cleric CG	Yes
Generic Guests	There are 36 wedding guests	Level 1-4 Aristocrats LN	No
Baramann	Head of the household guards	Level 5 Fighter N	Yes
Generic guards	15 guardsmen are employed on site	Level 1 Fighter LN	Yes
Household servants	30 servants including 5 from off site	Level 1 Commoners LG	No

Note that more detailed statistics are provided on pages 51-56 for characters that may be involved in combat with players. Please feel free to design your own cast of characters.

It is considered that Farlan Rallid and Drivad are in good health and locked in the cellars of Dimorven House. One household guard watches the door to the cellar. The Pyrenean Ward, needed to shut down the temporal anomaly in the north woods, is on a table containing wedding gifts in the great hall. Farlan and Drivad know it was going to be a wedding present as Lord Stalling asked Drivad what the device was and Drivad responded, “It’s a time-piece, a gift I am giving to my High Priest.”

Lord Stalling replied, “Good, I will be giving this to my son-in-law as a gift at the wedding feast, give my regards to your High Priest and let him know it is considered payment for your trespass.”

Two guards are on a roster, watching the site in the north woods where the anomaly was, just in case it opens. They have no concept that this is not a Keening but a temporal doorway (which is now closed and will need to be opened by Drivad saying the incantation both he and Wilton know).



*When we dream, we visit the outer edges of Noktaurus, a strange and distorted reality that takes its shape from the dreams of mortal beings. Priath Cultists seek to master the skill of Dreamwalking, whereby they are able to enter the heart of Noktaurus. Here it is possible to commune with other Dreamwalkers from anywhere in the world and share information.*



## Arcane Items

### Abbott Rallid's Magical Innovations

#### Jillard's Portal Sealer (aka a Sealer)

##### A Wondrous Item

**Aura** Strong Abjuration (Good); **CL** 12<sup>th</sup>; **Slot** n/a; **Price** 26,000gp; **Weight** 1lb

**Description:** This device was made by Farlan and Jillard Rallid, using the principles behind the pre-Redemption artefact, the Emyrean Ward (refer Arcane Items Section page 42). It consecrates an area with positive Tas energy; its primary function being to temporarily close a minor gateway between two or more planes of existence.

A *Jillard's Portal Sealer* is a small metallic sphere about the size of a large plum. There is a square button on its base; pressing this activates the device. There is a red button on the top of the sphere and once this is depressed, the Sealer goes into a locked position and cannot be 'disarmed'. The device begins emitting a chime every five seconds. On the third chime the sphere disintegrates, releasing a flood of purifying Tas energy that suppresses all existing negative energy fields in a 10' cube. A wave of force is released from the epicenter, inflicting 5d4 points of force damage to any non-Undead creature type within the area of effect. A successful REF saving throw of DC15 halves the damage. Undead sustain 5d4 points of force damage (no save). For every round Undead remain in the area of effect created by the Sealer, they sustain an additional 5d4 points of force damage.

The Jillard's Well Sealer's main purpose is to remove all negative energy from a defined area. The removal of negative energy from a portal such as a Keening will immediately close it. Any portal closed by a Sealer will remain closed for 50+2d100 years. The effect which damages Undead dissipates, after remaining in place for 3+1d4 days.

##### Construction Requirements

Craft Wondrous Item; Symbol of Sealing, Dispel Magic Greater, Creator must be an Ormocean Cleric; Cost 13,000gp.



## Rallid's Undead Net

### A Wondrous Item

**Aura** Moderate Evocation; **CL** 6<sup>th</sup>; **Slot** n/a; **Price** 7,000gp; **Weight** 2lbs

**Description:** This appears to be a tangle of black and red cords, held together by a clasp engraved with a *kiir*\*. It is designed to create a magical net that can damage and immobilise Undead creatures. It can only be used once, after which it becomes a mundane net, made of silver wire. It has two modes of use (either covering a circular area of 10' or 30'). The Net is activated by removing the kiir clasp which binds the ropes together. Rebinding the ropes with the clasp within five rounds returns the Net to its inactive state, otherwise the magic that permeates it is lost and it becomes a mundane net of silver wire. While the Net is active, the user must make a decision as to which mode they want to use; severing the black or the red rope as a standard action determines this (see below). The user must then make a ranged touch attack roll on a creature within the potential area of effect within the five rounds following activation. The maximum range the net can be thrown is 10 feet.

If multiple creature types are within this area, the highest CR creature is the target. Note that Rallid's Undead Net is only effective against Undead creatures with a physical form; incorporeal beings are unaffected.

\* a kiir is the emblem of the Ormocean Church and usually takes the form of a stylised balance.

### Red Mode

Cutting the red rope and successfully hitting a target(s) entangles all medium sized Undead in a 10' area and does a single amount of 6d6 damage (no saving throw). Non-Undead are entangled but receive no damage. Entangled Undead may make an attempt to make a single attempt to free themselves on the following round using an Escape Artist or Burst Bonds check at DC25. Failure results in the Undead creature being permanently entangled for a duration of 1+1d6 hours. Non-Undead creatures can attempt to escape the Net every round.

### Black Mode

Cutting the black rope and successfully hitting a target(s) entangles all medium sized Undead in a 30' area and does a single amount of 2d6 damage (no saving throw). Non-Undead are entangled but receive no damage. Entangled Undead may make an attempt to make a single attempt to free themselves on the following round using an Escape Artist or Burst Bonds check at DC20. Failure results in the Undead creature being permanently entangled for a duration of 1+1d3 hours. Non-Undead creatures can attempt to escape the Net every round.

Once operational the tangle of ropes form a silver net that glitters and fills the immediate area with a soft white light. This disappears and the Net becomes mundane once the entanglement duration has been reached.

### Construction Requirements

Craft Wondrous Item; Web and Searing Light, Creator must be an Ormocean Cleric; Cost 3,500gp.





*Along with his Spiritual Purgers, Rallid's Undead Net was a most effective tool in the arsenal of weapons that the Ormoceans deployed to neutralise creatures that came through the Keenings of Darkmoor. It allowed the clerics to secure and capture Undead for study.*



### Rallid's Undead Purger

#### A Wondrous Item

**Aura** Moderate Evocation; **CL** 6<sup>th</sup>; **Slot** n/a; **Price** 30,000gp; **Weight** 1lb



**Description:** This appears to be a small sealed box with a gold and a silver kiir symbol on the hasp. It is operated by pushing one of the kiir symbols; the lid of the Purger pops open releasing a burst of positive energy into the area. It was designed along similar principles to the Undead Net, having one use only and two settings (10' or 30' cube). Once operational, the Purger detonates soundlessly, filling the immediate area with a blinding white light.

#### Silver Kiir

Pressing the silver kiir symbol causes the lid to open and all Undead within a 10' cube centred on the Purger take 10d6 damage (no saving throw). The cube of light does not extend through solid walls or obstacles. Non-Undead who are within 50' of the Purger and do not close or avert their eyes when the Purger detonates, receive the Blinded Condition for 4+1d4 rounds.

#### Gold Kiir

Pressing the gold kiir symbol causes the lid to open and all Undead within a 30' cube centred on the Purger take 6d6 damage (no saving throw). The cube of light does not extend through solid walls or obstacles. Non-Undead who are within 50' of the Purger and do not close or avert their eyes when the Purger detonates, receive the Blinded Condition for 1+1d3 rounds.

#### Construction Requirements

Craft Wondrous Item; Searing Light Empower Spell, Creator must be an Ormocean Cleric; Cost 45,000gp

### Rallid's Improved Spiritual Purger

#### A Wondrous Item

**Aura** Moderate Evocation; **CL** 10<sup>th</sup>; **Slot** n/a; **Price** 18,000gp; **Weight** 1lb

**Description:** This is an improved (and more expensive version) of the Spiritual Purger. It operates exactly the same in all respects but does greater damage to Undead and its blindness effects last longer. It has two settings (10' or 30' cone).

#### Silver Kiir

Damage to Undead is 15d6 (no saving throw). The Blinded Condition lasts 6+1d6 rounds.

#### Gold Kiir

Damage to Undead is 10d6 (no saving throw). The Blinded Condition lasts 1+1d6 rounds.

#### Construction Requirements

Craft Wondrous Item; Searing Light Empower Spell, Creator must be an Ormocean Cleric; Cost 25,000gp.



## Demonsbane Stone

### A Wondrous Item

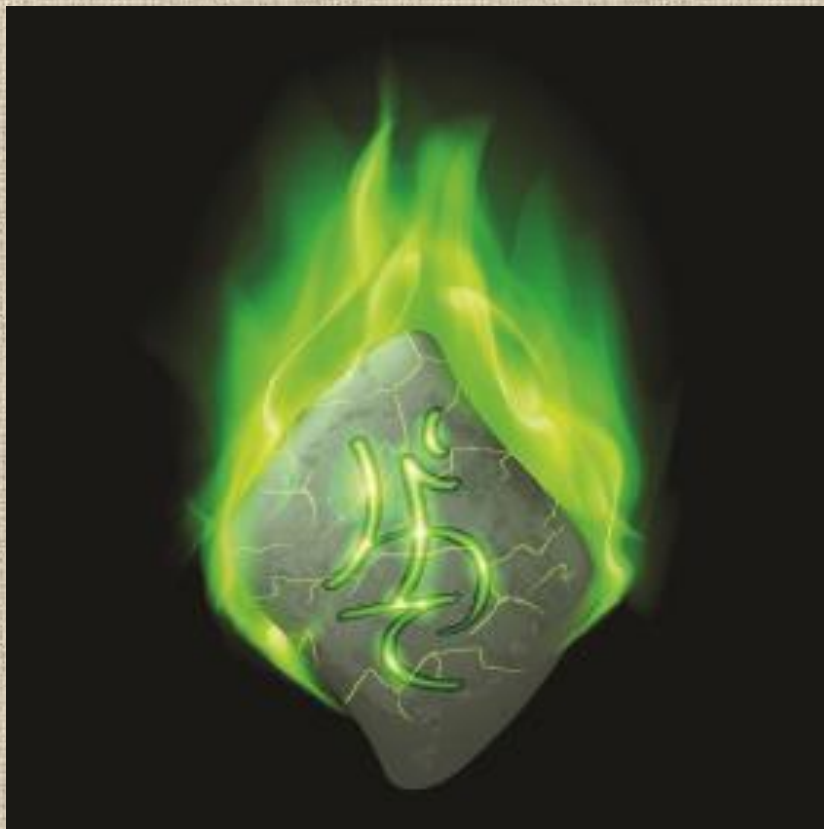
**Aura** Strong Abjuration; **CL** 10<sup>th</sup>; **Slot** - ; **Price** 30,000gp; **Weight** 1 oz

### Description

This is a plum-sized black stone, engraved with magical runes, which has the power to banish creatures of the Outsider type to their original plane of existence. Several of these were made by Farlan Rallid under the guidance of his sister Jillard, who had a greater knowledge of arcana and otherworldly creatures such as Demons. It was made for their good friend Vallan Stoneheart, in order to purge the Mines of Kazksh-Zahl from occupation by a Demon.

The Stone runs on charges (a newly created Stone has 50 charges). Its powers are activated by a command word which uses 1 charge and the stone burns with a cold green fire. Its effect is to banish all Outsiders back to their original plane of existence. When it is activated, all Outsiders within a 20' radius must make a Will save at DC25. Failure results in the Outsider being immediately returned to their own realm and they cannot leave that realm for 20+2xd20 days. Once used, the Demonsbane Stone cannot be used again for 20+2d10 days.

**Requirements** Craft Wondrous Item, Dismissal; **Cost** 15,000gp



*The Demonsbane Stone was specially made as a favour to Farlan Rallid's good friend Vallan Stoneheart. Farlan had to rely on his sister's expert knowledge of arcana and otherworldly creatures to fashion the device.*

## Portal Projector

### A Wondrous Item

**Aura** Strong Conjunction; **CL** 10<sup>th</sup>; **Slot** n/a; **Price** 25,000gp; **Weight** 2lb

**Description:** This appears to be a small wooden jewellery box with a hinged lid. When it is opened it can be seen that there is velvet padding lining the interior and a mirror set into the base. It could easily be mistaken for a trinket box but is actually a magic item developed by the Rallid siblings. There is a hidden activation button under the base of the box (Perception DC 20 to find). Once the lid is opened and the button depressed for five seconds, the item will project an open portal into the air in front of the box. This will last for ten seconds before the box lid will slowly close itself and shut down the portal.

Stepping through the portal takes a person to a small extra-dimensional study room, complete with a desk, comfortable chair, shelving for books and other items and even a small bed. Also Inside the study is an identical box, which is linked to the one in the real world. This can be used to create a return portal.

Fralan Rallid used a space created by a Portal Projector to keep his more secret notes and experiments, usually related to the Priath Cult. This is a lawful good aligned space and time is slowed in this area so it passes at half the rate of normal time.

### Construction Requirements

Craft Wondrous Item; Mirror Hideaway, Enlarge, Permanency; energy acquired from an existing dimensional portal; Cost 15,000gp

**GM Note:** *The Portal Projector operates via a synchronisation of both boxes. When activated both lids open and the connecting doorway is made by a light emitted by the mirrors. If someone forcibly locks or shuts the box in the real world, then the lid will not open and the door cannot be formed. So there is a danger of being trapped inside the extradimensional room.*



*Rallid's Portal Projector, an amazing and handy device which harnesses power from an existing portal to create a small, private extra-dimensional retreat for its owner. It does come with its dangers – if someone locks the box when the user is inside the extra-dimensional space, they are trapped there.*



## Pryarean Ward (aka Time-Bomb)

### A Wondrous Item

**Aura** strong transmutation; **CL** 17th; **Weight** ½; **Market Price** invaluable (secret device of the Priath Cult)

### Description

This is a small hourglass made of Krystarrian Glass and containing a derivative of stardust (a red gas) in one chamber of the device. It has no stand or other ornamentation other than a miniature gold pin which is fixed at the thin juncture between the chambers. Removal of this activates the Ward and the resulting effect will occur in 30 seconds. There is no way to stop the Ward once it is activated.

If the key is removed the stardust will begin to transfer into the second chamber of the hourglass, becoming a blazing magical fire. It cannot be reversed (i.e. turning the hourglass upside down has no effect on the passage of the stardust). In 30 seconds the fire grows to a blinding intensity and the device explodes and is consumed. In doing so it creates two effects:

### Temporal Damage

The Pryarean Ward does not do physical damage but inflicts temporal damage on all living creatures (sentient or not) within a 20' circle. There is a FORT Save of DC22 to avoid the effect or one of the following will occur:

- The target will age 10+3d10 years or;
- The target will grow younger 10+3d10 years

These are permanent effects and the Pathfinder age adjustments should be made to ability scores. The GM may wish to check for adverse health effects such as a heart attack or death for characters that are forced into the venerable age slot for their racial type. Any character that de-ages past the point of their birth vanishes from existence.

### Temporal Seal

If a Pryarean Ward explodes within 20' of any open temporal anomaly (such as a portal linking two time periods) or any device or spell which has a time-based effect, the Ward completely and permanently nullifies the magic that is interacting with time. It will also send anything or anyone not in their correct timeline back to their point of origin before they jumped the timeline. In this case a character who is from the past would take no temporal damage (described above) as they are translated in time before the damage takes effect.

### Construction Requirements

Spellcraft; Craft Wondrous Item, timestop; Krystarrian Glass and Stardust; Cost 60,000gp

**GM NOTE:** A Pryarean Ward is a unique magical device that can only be made by a wizard Level 17 or above. There are only six Pryarean Wards in existence at present, because:

- (a) There are only two wizards who are secretly members of the Cult who are capable of making them;
- (b) The materials required for their manufacture are exceedingly rare and expensive.



*The immensely powerful Pryarean Ward, an ancient device fashioned by the most senior agents of the Cult of Priath. It is used to shut down temporal anomalies that have resulted in the formation of portals between different time periods. It can also have a devastating effect on the ages of those in close proximity to it when used.*



## Empyrean Ward

### An Artefact of the Ormocean Church

**Aura** strong abjuration (Good); **CL** 18th; **Weight** 1lb



An Empyrean Ward is a sphere, roughly the size of a tennis ball, which is used as a powerful means to consecrate an area with positive Tas energy. The Wards were originally fashioned by Ormocea and given to his servants to create the boundaries of Shadowland and thus imprison Sirrith and her undead minions. When the task was complete there were number of the Wards left over and these eventually found their way into the hands of mortals. The Prophet Samroth, uncovered a set of twenty-five Empyrean Wards when he discovered the Books of Law. Three of these were used to sanctify the temples that were built at Denhaven, Odressi and Jasper. The others were lost during the Kinstrife and the last known Ward is kept in the reliquarium of the Odressi Church, however it is possible that the others do exist and are will one day be found again.

The outer surface of an Empyrean Ward appears to be made of a white ceramic. It has a recessed Krystarrian Glass button on one side and an Ormocean Kiir on the other. If the button is depressed fully, it clicks into a locked position; the device then begins emitting a chime every five seconds. On the third chime the sphere disintegrates, releasing a flood of purifying magical energy that displaces all existing magical fields for an area equal to 5000 cubic feet.

A wave of force is released from the epicenter, inflicting 5d4 points of impact damage to anyone within the area of effect. It also inflicts 5d4 damage beyond the 5000ft zone (less 1d4 for every 100 ft. beyond the main area of effect. A successful REF saving throw halves the damage.

The Empyrean Ward instantly renders all magical items (including potions and scrolls) within its area of effect, temporarily impotent (no saving throw). These items regain their powers in 2d4 days' time. However, the main purpose of this magical consecration is to remove all negative energy from a defined area. The Tas energy that replaces the local field is 'decontaminated' of any elements of the Vorg. Any creatures that are of the Undead class receive the impact damage detailed above, plus an additional 2d12+4 points of damage (no saving throw). For every round they remain in the Empyrean Field, Undead sustain an additional 2d12+4 points of damage.

An Empyrean Ward generates a permanent effect, though it can be destroyed/negated by such spells as Desecrate or Dispel Magic, however, in the case of Desecrate, the spell does not automatically remove the warded area. Instead it must use the same DC process as Dispel Magic to overcome the ward.



## Additional Arcana

### New Spells

#### Rallid's Passage of Denial

**School** abjuration [good]; **Level** cleric 4, paladin 4, sorcerer/wizard 4

**Casting Time** 20+2d10 minutes (includes preparation of the holy runes on each end of the passage).

**Components** V, S, M/DF (holy runes carved on both barriers that anchor the warded passage)

**Range** touch

**Area** Two barriers each 10' wide x 10' high, that are anchored to each other. The maximum distance between each barrier is limited to 5' x the CL.

**Duration** 1 day/level

**Saving Throw** see below; **Spell Resistance** no; see text

This spell creates a zone designed to deter Undead and evil aligned people from entering a secured area, usually within a temple or similar sanctum. Typically, two ends of a corridor are selected to create the protected area and each entrance is carved with holy runes. The runes are then activated by the casting of the spell. This imbues a section of tunnel with energy to ward against Undead and evil creatures, although the primary target of the spell are Undead. For the spell to work, the distance between the two points of connection must be no more than the CL x 5'. Once activate the following effects will be in place within the Passage of Denial.

(1) Undead creatures are unable to pass through either entry point where the holy **runes** are engraved (no save).

(2) Evil creatures (including people) can attempt to traverse the passage but must make a successful WILL save at DC15 for every 5' step they take in the protected area or suffer the indicated damage (refer table).

Alignment	Initial WILL Save	Initial Damage	Save Adjustment①	Damage Adjustment②
Lawful Evil	DC20	2d6	-2	+2
Neutral Evil	DC20	2d10	-1	+4
Chaotic Evil	DC20	3d12	-0	+6

① Every time an evil aligned creature fails a WILL save, next save is decreased by the indicated amount

② Every time an evil creature takes damage, the next damage is increased by the indicated amount

Creatures in the Passage of Denial can withdraw and will suffer no damage as they do so. The spell simply tries to prevent entry to specific area and will attempt to drive them back with its progressive damage.

**GM Note:** When Farlan Rallid developed this spell to use throughout the undercity of old Darkmoor, he took advantage of the excellium deposits occurring there to imbue the holy runes used with permanency.



### Magic Circle Against Undead

**School** abjuration [good]; **Level** cleric 3, paladin 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (a 3-ft -diameter circle of powdered silver)

**Range** see below

**Area** 10-ft radius emanation from the circle

**Duration** 10 min/level

**Saving Throw** Will negates (harmless); **Spell Resistance** no; see text



Undead creatures cannot reach across the Magic Circle Against Undead, but their ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself. All creatures within the area gain the effects of a Protection from Evil spell. Undead creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are preventing their attacks on those within the Circle. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of Protection from Evil), but the deflection and resistance bonuses and the Protection from Mental Control apply regardless of enemies' spell resistance.

This spell is not cumulative with Protection from Evil and vice versa, nor does it allow the caster to trap Undead creatures in a similar way to a Magic Circle Against Evil.

### Planar Key

**School** conjuration (teleportation); **Level** cleric 2, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S

**Range** 20' radius of the caster

**Duration** CL x 1 round

**Saving Throw** no; **Spell Resistance** no

This spell opens existing dimensional gates between different planes of existence. It can only work on a pre-existing portal that may be closed or protected from access by magic command words; Planar Key does not create a portal where none previously existed. Once a dimensional gateway is triggered using this spell it will remain open for a number of rounds equal to the caster's level. The portal cannot be closed prematurely before the spell's full duration is reached. A portal opened by a Planar Key provides two-way passage between the connected planes.

## Keenings

Keenings exist as randomly occurring, temporary portals connecting different planes of existence, due to instability in the fabric of the universe. This has usually come about due to some catastrophic event; in the case of Sirrith's Veil, this resulted from a meteor strike, centuries ago.

It is up to the individual GM to determine the locations and frequency of appearances of Keenings in their own campaign. The Keenings in Sirrith's Veil connect, in the main part, to Shadowland, a plane of existence that is predominantly occupied by Undead. However, there may be connections with other planes that a GM wishes to include (e.g. in the Plotline Adventure a temporal gateway has come into existence, linking two time periods, 1,300 years apart).

Once a Keening occurs, the following guidelines should be used. The guidelines provided are for a connection with Shadowland:

- (1) A Keening will begin as a point of brilliant light and will form a two-way portal within 1d10 minutes. This portal will usually be a 10' x 10' opening.
- (2) A Keening will usually remain open for a brief time of 2d6 minutes. There is a 10% chance of a Keening remaining in place for a longer period (1d6 hours).
- (3) Creatures in Shadowland can become aware of the appearance of a Keening on their side of the gateway and may pass through. They will not do this if there are circumstances that would place them in immediate jeopardy (e.g. the creature is harmed by sunlight and it is day-time on the other side of the Keening). For every 10 minutes the Keening is open roll a d20; a 19 or 20 indicates an encounter. Consult the following table, or select creatures you would you believe to be more appropriate for your players' CR.

d20	Undead Type	No. Short Term Keening <sup>①</sup>	No. Long Term Keening <sup>②</sup>
1-6	Skeletons	1d10	1d10 x each 1 hour period
6-12	Zombies	1d8	1d8 x each 1 hour period
13-17	Ghouls	1d6	1d6 x each 1 hour period
18	Ghast	1d3	1d3 x each 1 hour period
19	Wraith	1	50% 1 additional for each 1 hour period
20	Vampire	1	25% 1 additional for each 1 hour period

<sup>①</sup> This is the number of creatures appearing if the Keening has been open less than one hour

<sup>②</sup> This is the number of creatures appearing if the Keening has been open for one hour or more (roll dx and multiply this by the number of hours that the Keening has been open; rounding down).

- (4) Once a Keening closes the creatures than may have entered the prime material plane remain.
- (5) Once formed, a Keening remains at the site that it first came into existence in a closed or open state. Unless sealed or destroyed (using a Jillard's Portal Sealer or an Emphyrean Ward) it will open again in 1d10 x 1d10 days.





## AVERAACH

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. It reacts explosively in the presence of magic.

Full details of Averaach can be found in the *Encyclopedia Eldoria*

## Literary Works of Farlan Rallid

During his life Farlan Rallid wrote many books describing his work and research in Darkmoor. Many of these can be found in modern collections of scholars and noble families and especially in Ormocean libraries.

### *Concerning Magical Devices* (first published in 804R)

This contains a combination of Farlan Rallid’s early diaries and research notes. It records the initial designs for his early devices, final prototypes and summaries of tests carried out. There are notes written by Jillard Rallid in the rear, critiquing his work and the effectiveness of each device. It includes mention of the Undead Net and Undead Purger.

**Locations:** This is a rare book and can be found only in the Ormocean Temple of Darringmoor, the temple in Denhaven and in Odressi. An original copy with Farlan’s handwritten observations is located in his extra-dimensional study inside his personal Portal Projector.

### *Magical Devices and How to Make Them* (first published in 808R)

This is a very scholarly text. Apart from construction notes on how to imbue mechanical devices with Tas energy, it explores various methods of reactivating magical devices so they can be reused. It has specific details on how constructs can be designed to hold spell signatures and be recharged.

**Locations:** This book is found in most Ormocean Temple Libraries, the College of Arcane Science and in the Imperial Library of Jasper.

### *Techniques of Testing* (first published in 810R)

This is a detailed manual, with sections written by Jillard. It has lengthy descriptions of various testing procedures when creating new spells and devices. It describes a wide range of magical applications and debunks a range of established theories on magic that existed at that time. It also contains a definitive list of materials required in the construction of devices capable of storing spell signatures and includes a warning about a dangerous ruby that reacts violently in the presence of magic. This is obviously a reference to Averaach and predates the work by Foi-linn Tay, of the College of Arcane Science, by a thousand years.

**Locations:** Ormocean Temple Libraries, the College of Arcane Science, the Imperial Library of Jasper and all Guild of the Magi Hostels.

### *Rallid’s Personal Diaries* (unpublished, written between 784R – 807R)

This is a series of nine personal diaries kept by Farlan Rallid between the ages of 10 and 33. Many important events in his life are detailed, including his discoveries about the nature of Undead. It also contains an account of his journey to 2150R.

**Location:** These are in a secret compartment of an old desk in “Lavender Court”.



*Keenings, Shadows and Portals* (first published in 832R)

This book was edited and compiled from Farlan's diaries and copious notes by his sister Jillard and is dedicated to her. It describes and explores the nature of the Keenings and the theories of how they work. There are maps of their locations, frequency of appearances, eyewitness reports and accounts of creatures that have entered the world through them. It covers his work from first arriving in Darkmoor to the formation of the Order of the Lightbringers. Included is his theory, based upon the writings of Goerdian, that the instability of Sirrith's veil was caused by a meteor strike thousands of years before the Redemption.

**Locations:** This book can be found in all major libraries (including Ormocean and Siritar Temples) and in the private collections of noble houses.

*Darkmoor: a Study in Warding* (first published in 832R)

This is the second of two books that were compiled and edited by Jillard Rallid. It covers, in depth, his work in the undercity of Darkmoor and includes a number of ancient maps of the subterranean tunnels and rooms, with various areas of interest marked, locations of Wards and tables showing the frequency of their recharging. Some historical references to other older tomes have been copied into the appendices. This book also includes a number of eyewitness reports that describe appearances of Undead, and the occupation and sex of the witnesses. It also has a large section describing the development of 'Rallid's Passage of Denial' warding technique.

**Locations:** Ormocean Temple Libraries, the College of Arcane Science, the Imperial Library of Jasper, the Theydori Monastery of Guardian Island and the University of Pharidor.

*Constructs to Fight the Shadows* (first published in 846R)

This details a number of magic items developed by Farlan that are effective in battling Undead. It also includes a listing of ancient devices that he researched in order to understand how magic could be used against the Undead. Apart from Pathfinder magic items this tome includes references to the Demonsbane Stone, Jillard's Well Sealer, Rallid's Undead Net and Rallid's Spiritual Purger.

**Locations:** Ormocean Temple Libraries, the College of Arcane Science, Jasper and various private collections.

*Turning Back the Shadows* (first published in 864R)

"Turning back the Shadows" is considered Farlan's most definitive work and is a well-known amongst many clerical circles, not just the Holy Trinity. It draws upon all of his previous material and includes much more information, especially his research conducted by between 829R and 844R. This book completely describes the Time of Shadows, and contains one of the most complete attempts to catalogue the many types of Undead creatures as possible, containing numerous drawings and descriptions of the powers of the Undead.

**Locations:** Holy Trinity Temple Libraries, the College of Arcane Science, the Imperial Library of Jasper and all major city-based and some private collections. A personal copy of "Turning Back the Shadows" found its way into the collection in the Ormocean Temple in Darringmoor and includes papers in the back of the book that detail the location of the 'Well of Sirrith' beneath the city. This copy was catalogued and kept squirrelled away in the temple's collection of antiques and nobody has discovered Farlan's notes in the rear.



# Turning back the Shadows

a definitive work on the time of shadows



Abbot Farlan Rallid of Darringmoor



## Places of Interest Concerning Farlan Rallid

### The Tomb of Saint Rallid

**Location:** Ormocean Crypt Darringmoor

Farlan Rallid's body lies inside a sarcophagus, on a raised plinth in the crypt of the Ormocean Temple in Darringmoor. It is positioned in front of the secret entrance to the underground catacombs. This was to honour the long hours and work performed by Farlan when contributing to the warding of the tunnels and eventually their closure. Rallid spent many Marches in the tunnels systematically warding the entrances from Undead using his Passage of Denial incantations.

To access the labyrinth that still exists beneath the city, a stone is depressed in the wall near the sarcophagus and turned to reveal an iron ring. This ring is pulled and to opens the hidden door. On the wall where the secret door is located, an inscription reads, **"Ormocea's strong arm will protect us from the Shadows."** The secret door opens onto a section of corridor that is warding by Rallid's Passage of Denial. There is an archway set with excellium runes just inside the archway and another identical archway is set some 25' further down the corridor. This door has been long forgotten by the Ormoceans but is documented in their history books.

**GM Note:** *There are graves for Farlan and Jillard Rallid outside the cottage of "Lavender Court", which has led to speculation that the remains of Saint Rallid were not buried in the Ormocean crypt but at the cottage, according to the wishes of his last will and testament. The tomb beneath the Darringmoor Temple has not been opened to verify this as Ormocean Law forbids the tampering of burial places unless there are strong grounds that the corpse may be possessed by Undead forces.*

### Lavender Court

**Location:** The grounds of Silvertongue's estate, just outside Darringmoor. The cottage has been recently restored as a guest house and museum; the bard lives in a larger residence on the property.

It is clear from its outside appearance that "Lavender Court" has undergone many changes. It seems to originally have existed as a small single room cottage which has had several extensions and an upper floor added over time. Ivy covers one wall of the cottage and a strong smell of lavender lingers in the air from the surrounding gardens. The main door features a handle which is brightly polished and etched with an elaborate 'R' device.

Rallid only lived in this house for short-term periods; it was gifted to his sister Jillard for her largely unrecognised assistance with his work. She resided here and Farlan visited often. Jillard left "Lavender Court" in 824R, to avoid an attempt by the Abbott of Jasper to have Jillard prosecuted over her practice of sorcery. She never returned and Farlan maintained the property, moving in on a more long-term basis in his later years. After his death, the cottage remained in the family with successive relations from his brothers' families living there and maintaining it. However, "Lavender Court" recently became the legal property of the famous bard, Silvertongue.

In 2137R, Silvertongue married Debrean D'Rallid, a noblewoman of Darringmoor. Debrean was descended from Abbott Farlan Rallid's family and owned the cottage and surrounding land. The couple



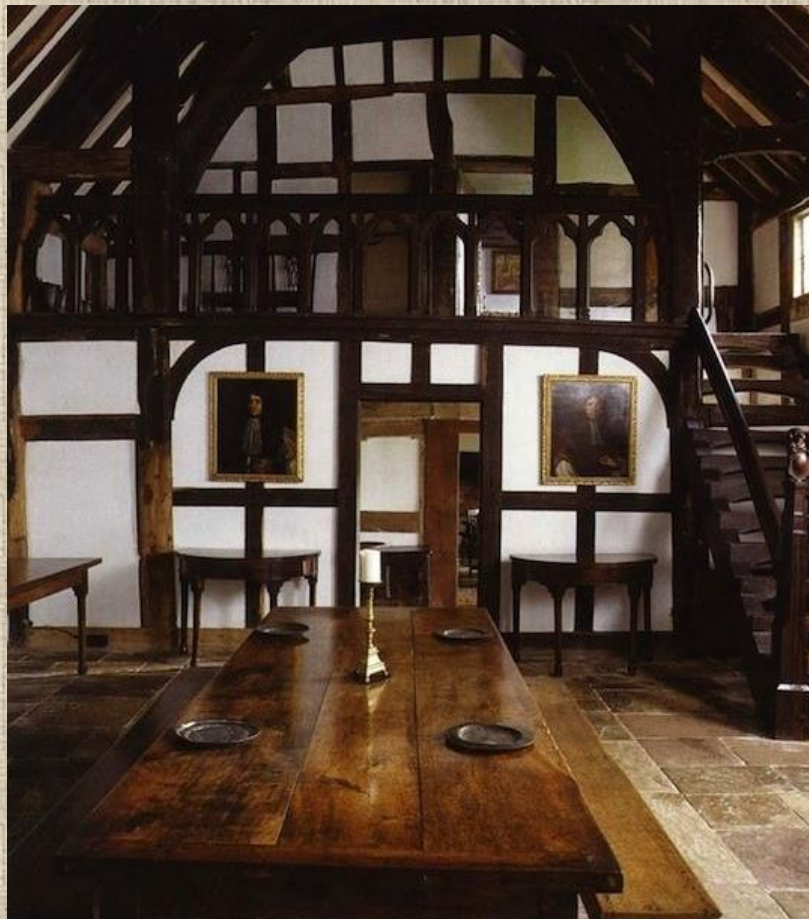
built a larger villa on the property and called it the “Bard’s Retreat”. However, the relationship was short-lived and they divorced in 2142R. Being a lover of history, Silvertongue was loathe to give up an estate with a link to such a notable figure and secured the house and land as part of his divorce settlement with Debreen.

The bard employed a house keeper called, Saradella as a secretary and to maintain “Lavender Court”. Saradella and her daughter, Esmeera are both keen advocates of Rallid’s heritage, which is why they got the posting. Silvertongue has given Saradella funds to establish a historical display in the cottages extensions. In addition to the Rallid Museum, the pair are secretly developing a biography of Rallid’s life.

Unbeknownst to Silvertongue, Saradella is actually a descendant of Rallid’s family. She was disgusted with Saradella giving away the family heritage so easily and plans to return it to the Rallid line. She has groomed Esmeera as a love interest for the ageing Silvertongue.

Saradella and Esmeera are always happy to talk to anyone who visits “Lavender Court” of Rallid’s achievements and will excitedly show them items of interest.

**GM NOTE:** *There are still some undiscovered magic items in the cottage which both Saradella and Silvertongue are unaware of. These include the Portal Projector and Farlan Rallid’s nine private diaries. The Projector actually forms part of the historical display and is listed as Jillard’s jewellery box, although it has been documented that the sorceress never wore any adornments.*



## NPCs Major Allies

### FARLAN RALLID (Level 3 Cleric of Ormocea)

CR2

#### XP 600

Male Human Level 3 LG Medium humanoid (human)

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

#### DEFENSE

**AC** 11, **Touch** 11, **flat footed** 10 (no armor or shield) +1 **Dex**

**hp** 20 (0d8+3d8+3) **Fort** +3, **Ref** +2, **Will** +6

#### OFFENSE

**Speed** 30ft

**Melee** Quarterstaff +5 (1d6)

**Special Abilities** Aura, Touch of Good (Sp) 1, Touch of Law (Sp), Channel Energy

#### STATISTICS

**Str** 10, **Dex** 12, **Con** 10, **Int** 19, **Wis** 16, **Cha** 12

**Base Atk** +2; **CMB** +2; **CMD** 13

**Feats** Armour Prof Light, Armour Prof Medium, Craft Wondrous Item, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Use Magic Device), Turn Undead

**Skills** Appraise +4, Diplomacy +1, Heal +7, Know Arcana +10, Know History +10, Know Local +8, Know Nobility +4, Know Religion +9, Know the Planes +10, Linguistics +9, Perception +5, Sense Motive +3, Spellcraft +9, Use Magic Device +3

**Languages** Akalastian (common in the 9<sup>th</sup> century R), Uushai, Dwarven

#### SPELLS

**CL** 3 **Concentration** 6

**Level 0 (4)** DC 13: Create Water, Detect Magic, Light, Mending

**Level 1 (4)** DC 14: Dream Feast, Lighten Object, Protection from Evil, Read Weather

**Level 2 (3)** DC 15: Calm Emotions, Consecrate, Sentry Skull

#### MAGIC ITEMS

Rallid's Undead Net x 1; Rallid's Undead Purger x 1

#### PERSONA

**Age** 33; **Height** 5' 8"; **Hair** short brown with beard and moustache; **Eyes** brown; **Complexion** Fair; **Build** Medium Farlan can often appear cold and distant, with his head in a book or being busy scribbling down notes. However, as soon as the conversation turns to the Undead or the Keenings, he becomes extremely enthusiastic and animated, to the point that it is often hard to shut him up. Rallid tends to be foolhardy when it comes to his own safety but is very caring and considerate of others. He strongly dislikes authoritarian people and is shy and inexperienced when it comes to relationships with the opposite sex. Farlan is an insomniac, often finding it difficult to get sleep and uses this time to read and make notes about his observations and planned research.





## WILTON GARGAN (Level 4 Cleric of Priath)

CR3

**XP 800**

Male Human Level 4 NG Medium humanoid (human)

**Init** +1; **Senses** Perception +5

### DEFENSE

**AC** 13, **Touch** 11, **flat footed** 12 (Leather) +1 **Dex**, +2 **armour**

**hp** 25 (0d8+4d8+4)42 (0d8+7d8+7)

**Fort** +4, **Ref** +2, **Will** +6

### OFFENSE

**Speed** 30ft

**Melee** Dagger +4 (1d4+1/19-20)

**Special Abilities** Aura, Lore Keeper (Sp), Channel Energy, Dreamwalking

### STATISTICS

**Str** 12, **Dex** 12, **Con** 11, **Int** 15, **Wis** 15, **Cha** 10

**Base Atk** +3; **CMB** +4; **CMD** 15

**Feats** Alertness, Armour Prof Light, Armour Prof Medium, Run, Shield Proficiency, Simple Weapon Proficiency, Throw Anything

**Skills** Appraise +2, Craft Glassblowing +3, Craft Silversmith +3, Craft Wood Working +3, Diplomacy +4, Heal +2, Know Arcana +8, Know History +8, Know Local +7, Know Nobility +2, Know Religion +6, Know the Planes +7, Linguistics +7, Perception +5, Sense Motive +8, Spellcraft +6

**Languages** Sardellan (common), Uushai, Y'siran, Elvish

### SPELLS

**CL 4 Concentration** 6

**Level 0 (4) DC 12:** Guidance, Light, Mending, Read Magic

**Level 1 (5) DC 13:** Blend With Surroundings, Cause Fear, Detect Secret Doors, Obscuring Mist, Stunning Barrier

**Level 2 (4) DC 14:** Cure Moderate Wounds, Detect Thoughts, Enthrall, Hold Person

### MAGIC ITEMS

Scroll with the spell "Planar Key" (see page 44); +3 Ring of Protection

**GM Note:** The older version of Farlan Rallid, owns a +3 Ring of Protection; it would be a good link if you can arrange it that Wilton gifts this to Farlan as added protection when he is sent back through the temporal anomaly.

### PERSONA

**Age** 30; **Height** 5' 5"; **Hair** red and curly with beard and moustache; **Eyes** brown; **Complexion** tanned; **Build** Stocky  
Wilton has a gregarious nature from his dealings with customers in the Darringmoor markets where he earns a living making and selling hour-glasses. He is not usually a man of action and can hesitate in making a decision, but he believes in the cause of the Priath Cult and will try his best to follow their directives. With any plan he will go for the non-violent option, which is reflected in his choice of spells, which do not inflict damage. He is good friends with Drivad Calthorne, who he considers his superior in the Cult, despite Drivad being younger. He will follow Drivad's lead in most situations. Wilton employs a thirteen year old apprentice Anaar Rittal (Male Human Expert 1 NG) who knows nothing about Wilton's involvement with the Priath Cult.



## DRIVAD CALTHORNE (Level 3 Cleric of Priath)

CR2

XP 600

Male Human Level 3 CG Medium humanoid (human)

Init +6; Senses Perception +2

### DEFENSE

AC 12, Touch 12, flat footed 10 (No Armour) +2 Dex

hp 20 (0d8+3d8+3)

Fort +3, Ref +3, Will +5

### OFFENSE

Speed 30ft

Melee Club +3 (1d6+1)

Special Abilities Aura, Lore Keeper (Sp), Hand of the Acolyte (Su), Channel Energy, Dreamwalking.

### STATISTICS

Str 12, Dex 15, Con 11, Int 15, Wis 14, Cha 13

Base Atk +2; CMB +4; CMD 15

Feats Agile Manoeuvres, Armour Prof Light, Armour Prof Medium, Improved Initiative, Persuasive, Shield Proficiency, Simple Weapon Proficiency

Skills Appraise +2, Bluff +2, Diplomacy +7, Heal +2, Intimidate +3, Know Arcana +7, Know History +8, Know Local +6, Know Nobility +7, Know Religion +7, Know the Planes +2, Linguistics +2, Perception 2, Sense Motive +6, Spellcraft +6, Use Magic Device +2

Languages Sardellan (common), Uushai

### SPELLS

CL 3 Concentration 5

Level 0 (4) DC 12: Inflict Minor Wounds, Light, Spark, Stabilize

Level 1 (4) DC 13: Command, Comprehend Languages, Ray of Sickening, Touch Of Blindness

Level 2 (3) DC 14: Detect Thoughts, Dread Bolt, Enthrall

### MAGIC ITEMS

Pryarean Ward (confiscated) see page 40

Drivad is the opposite of Wilton; he is calm, cool and confident. Having infiltrated the Ormocean Church ten years

### PERSONA

ago, he has developed good skills in bluffing and manipulating people. When Lord Stalling Dimorven wanted to have Drivad and Rallid beaten for trespassing on his land, Drivad was able to talk him out of it and now the pair have been incarcerated instead until the wedding is over and Lord Stalling decides what to do with them. Drivad is a smooth talker and comes across as quite charming and a bit of a lady's man. He can appear hedonistic and self-centred. Despite this he is a rising star in the Priath Cult and has provided his peers with a wealth of detailed information about the temporal anomalies of Sirrith's Veil.

Drivad is not afraid of a fight but will try and talk people around before combat ensues. He has currently prepared a selection of combat-based spells in anticipation of Wilton's plans to infiltrate the wedding of Lord Stalling's daughter. He knows that the *Pryarean Ward* that was taken from him is going to be given to the Lord's son-in-law as a gift.





## Major Opponents

### Stalling Dimorven (Lord of Dimorven Estates)

**CR 3 XP 800 Human Aristocrat level 6 N** (skill points 42)

**Str 15, Dex 13, Con 12, Int 12, Wis 11, Cha 12**

**Init +1; Senses Perception+4, hp 35, Fort +3, Ref +3, Will +5,**

**AC 17, Touch 11, flat footed 16 (Breastplate) +1 Dex , +6 armour,**

**Melee Base Attack 4 CMB 6; CMD 17, Single Attack Greataxe +7 (1d12+3 X3)**

**Feats:** Mounted Combat, Ride-by Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus

### Baramann (Head of the Dimorven Guards)

**CR 4 XP 1200 Human Fighter level 5 N** (skill points 20)

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

**Init +6; Senses Perception+2, hp 47, Fort +6, Ref +2, Will +1,**

**AC 19, Touch 13, flat footed 16 (Breastplate) +3 Dex, +6 armour**

**Melee Base Attack 5 CMB 8; CMD 20, Single Attack Longsword +10 (1d8+7/19-20)**

**SA , SQ Armour Training 1, Bravery 1**

**Feats:** Combat Expertise, Power Attack, Weapon Specialization, Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Cleave, Dodge, Martial Weapon Proficiency, Shield Focus, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus

### Thale Massing (Lord and Father of the Groom)

**CR 3 XP 800 Human Fighter level 4 LG** (skill points 16) **Str 14, Dex 16, Con 14, Int 13, Wis 11, Cha 10**

**Init +3; Senses Perception+1, hp 38, Fort +6, Ref +4, Will +1,**

**AC 19, Touch 13, flat footed 16 (Breastplate, Shield, none) +3 Dex, +6 armour**

**Melee Base Attack 4 CMB 6; CMD 19, Single Attack Longsword +7 (1d8+5/19-20)**

**SA, SQ Armour Training 1, Bravery 1**

**Feats:** Power Attack, Weapon Focus, Weapon Specialization, Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Combat Expertise, Martial Weapon Proficiency, Mounted Combat, Ride-by Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency

### Jannick Massing (The Groom)

**CR 2 XP 600 Human Fighter level 4 CG** (skill points 9)

**Str 10, Dex 18, Con 11, Int 10, Wis 11, Cha 14**

**Init +4; Senses Perception+1, hp 24, Fort +3, Ref +7, Will +1,**

**AC 18, Touch 15, flat footed 13 (Studded Leather) +4 Dex, +3 armour +1 feats)**

**Melee Base Attack 3 CMB 3; CMD 18, Single Attack Rapier +4 (1d6/18-20) or Shortbow, Composite +9 (1d6+1 X3) 10x +1 Magic arrows**

**SA, SQ Armour Training 1, Bravery 1**

**Feats:** Dodge, Weapon Focus(Ranged), Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Lightning Reflexes, Martial Weapon Proficiency, Point Blank Shot, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus

**Magic:** 10x +1 arrows

### Rhannis Straal (Officiating Priest)

**CR ½ XP 200 Human Cleric of Faar level 1 CG** (skill points 4)

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

**Init +0; Senses Perception+4, hp 13 Fort +3, Ref +0, Will +4**

**AC 10, Touch 10, flat footed 10 (No Armour)**

**Melee Base Attack 0 CMB 0; CMD 10, Single Attack Quarterstaff +0 (1d6)**

**SA, SQ** Aura, Channel Energy, Storm Burst (Sp), Wooden Fist (Su)

**Feats:** Animal Affinity, Armour Prof Light, Armour Prof Medium, Shield Proficiency, Simple Weapon Proficiency, Toughness

**Spells:** Cleric Spells: CL 1 Concentration 3 Level 0 (3) DC 12: Create Water, Light, Purify Food and Drink; Level 1 (3) DC 13: Bless, Divine Favor, Obscuring Mist

**Magic:** 2x CLW Potions

### Generic Household Guards (x15)

**CR ½ XP 200 Human Fighter level 1 LN (skill points 3)**

**Str 15, Dex 13, Con 15, Int 10, Wis 11, Cha 10**

**Init +1; Senses Perception+1, hp 13 Fort +4, Ref +1, Will +0**

**AC 14, Touch 11, flat footed 13 (Quilted Cloth, Shield, light wooden) +1 Dex, +1 armour, +2 shield**

**Melee Base Attack 1 CMB 3; CMD 14, Single Attack Spear +4 (1d8+2 X3)**

**Feats:** Shield Focus, Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Defensive Combat Training, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon



*The livery of the Dimorven household guards is predominantly red and black; the device of Lord Stalling is a golden stylized sun set on a red background. While most are trained in the use of the spear, some individuals will be familiar with the use of ranged weapons such as crossbows.*



## Bonus NPC

**JILLARD RALLID (Level 8 Sorcerer) age 38**

**CR7**

**XP 3200**

Male Human Level 8 Sorcerer (Starsoul) LN Medium humanoid (human)

**Init** +2; **Senses** Perception +13

### DEFENSE

**AC** 12, **Touch** 12, **flat footed** 10 ( No Armour) +2 **Dex**

**hp** 46 (0d8+8d6+8+8)

**Fort** +5, **Ref** +3, **Will** +8

### OFFENSE

**Speed** 30ft

**Melee** Single Attack Dagger +4 (1d4/19-20)

**Special Abilities** Eschew Materials, Voidwalker -1 (Ex)

### STATISTICS

**Str** 10, **Dex** 15, **Con** 13, **Int** 18, **Wis** 11, **Cha** 16

**Base Attack** +4 **CMB** +4; **CMD** 16

**Feats** Skill Focus (Perception), Alertness, Detect Expertise, Eschew Materials, Simple Weapon Proficiency, Skill Focus (Know Engineering), Skill Focus (Use Magic Device), Spell Mastery

**Skills** Appraise +8, Bluff +12, Craft Silversmith +7, Diplomacy +6, Disable Device +4, Fly +2, Intimidate +3, Know Arcana +15, Know Arch & Eng +15, Know History +7, Know Religion +7, Perception +13, Profession Cook +3, Profession Scribe +5, Sense Motive +2, Spellcraft +15, Use Magic Device +17

**Languages** Akalastian, Uushai, Elven, Dwarven

### SPELLS

**CL** 8 **Concentration** 11

**Level 0 (4)** DC 13: Arcane Mark, Detect Magic, Disrupt Undead, Mage Hand, Mending, Message, Prestidigitation, Read Magic

**Level 1 (7)** DC 14: Charm Person, Color Spray, Crafters Fortune, Speak Local Language, Unseen Servant

**Level 2 (7)** DC 15: Command Undead, Diminished Detection, Glitterdust, Protection from Evil, Communal

**Level 3 (6)** DC 16: Blink, Dispel Magic

**Level 4 (3)** DC 17: Probe History

### MAGIC ITEMS

Jillard's Portal Sealer x 6, Eyes of the eagle (+5), Gem of seeing

### PERSONA

**Age** 38; **Height** 5' 5"; **Hair** medium dark brown; **Eyes** brown; **Complexion** Fair; **Build** Slight

Jillard is an adventurous risk taker who is devoted to finding out all she can about the old lore that was lost during the Darktime. She is reckless in her pursuit of that knowledge, in defiance of conservative institutions that are opposed to non-divine magic. However, Jillard is no fool and 'panders' to the authority of the Ormocean Church. She is uninterested in the mundane world but she is still considerate of other people and will listen intently to their interests and problems – she just does not understand them. She likes working with metal to make magical items and will also fashion jewellery to hone her skills. She never wears her pieces herself but will gift them to others.



## References

[DriveThruRPG.com](http://DriveThruRPG.com)



**Eldorian Charms**, Pathfinder Compatible. (2017).Friends of Eldoria. Resource material on new spells for Clerics set in Eldoria.

**Darringmoor Dart # 1**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 2**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 3**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 4**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 5**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 6**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 7**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 8**, Pathfinder Compatible. (2017).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 9**, Pathfinder Compatible. (2017).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 10**, Pathfinder Compatible. (2017).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart 1-5 BUNDLE** (2017). Pathfinder Compatible, Friends of Eldoria. Encyclopedia Eldoria, Reliquarium Eldoria, Rat's Nest Module.

**Darringmoor Dart 6-10 BUNDLE** (2017). Pathfinder Compatible, Friends of Eldoria. Encyclopedia Eldoria, Reliquarium Eldoria, Rat's Nest Module.





**Encyclopedia Eldoria**, Pathfinder Revised Edition, (2016). Friends of Eldoria. A comprehensive guide to the world.

**Eldoria Starter Pack Bundle** (2017). Pathfinder Compatible, Friends of Eldoria. Encyclopedia Eldoria, Reliquarium Eldoria, Rat's Nest Module.

**Interesting Inn Series # 1– Sail's End**, (2016) Pathfinder Compatible. Friends of Eldoria. (2016). Inn source material set in Eldoria.

**Interesting Inn Series #2 – Muddy Boots Inn, (2017)** Pathfinder Compatible, Friends of Eldoria. (2016). Inn source material set in Eldoria. (Coming soon)

**Interesting Inn Series #3 – Topsy Tinker**, (2016). Pathfinder Compatible. Friends of Eldoria. Inn source material set in Eldoria.

**200 Mundane Items**, Pathfinder Compatible. (2016).Friends of Eldoria. Mundane items source material set in Eldoria.

**Mundane Arcane Items Tables**, Pathfinder Compatible. (2017).Friends of Eldoria. Arcane Mundane items source material set in Eldoria.

**Mundane Bard Items Tables**, Pathfinder Compatible. (2017).Friends of Eldoria. Bard Mundane items source material set in Eldoria.

**Mundane Cleric Items Tables**, Pathfinder Compatible. (2017).Friends of Eldoria. Cleric Mundane items source material set in Eldoria.

**Mundane Fighter Items Tables**, Pathfinder Compatible. (2017).Friends of Eldoria. Fighter Mundane items source material set in Eldoria.

**Mundane Rogue Items Tables**, Pathfinder Compatible. (2017).Friends of Eldoria. Rogue Mundane items source material set in Eldoria.

**Mundane Ranger Items Tables**, Pathfinder Compatible. (2017).Friends of Eldoria. Ranger Mundane items source material set in Eldoria.

**Player's Concise Eldoria**. (2016). Pathfinder Compatible. Friends of Eldoria. A short guide/handout about Eldoria that won't give any secrets away.

**Quorull: City of the Guilds**, (2017) Pathfinder Compatible, Friends of Eldoria. City set in Eldoria.

**Rat's Nest**, (2016) Pathfinder Compatible, Friends of Eldoria. Module for levels 1-4, set in Eldoria.

**Reliquarium Eldoria.** (2016). Pathfinder Compatible Friends of Eldoria. A comprehensive guide to the religions of Eldoria.

**Ten Market Stalls.** (2016). Pathfinder Compatible, Friends of Eldoria. Market stall source material set in Eldoria.

**Ten MORE Market Stalls.** (2017). Pathfinder Compatible, Friends of Eldoria. Market stall source material set in Eldoria.

### 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

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

**Web of the Widow** (Harnworld adventure) Columbia Games 2000

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

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

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

**Sanctuary** (d20 adventure) Auran Pty Ltd 2002

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





## Copyright

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Encyclopedia Eldoria Copyright 2005, Keith Done and Comstar Media LLC

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e) above, and are not Open Content: All trademarks, registered trademarks, proper names (including but not limited to characters, deities, religions, nations, locations, events etc.), dialogue, plots, storylines, characters, artwork (including maps), and trade dress.











# Denizens of Darringmoor

## Abbot Farlan Rallid

*"Evil may hide itself in the hearts of men but the shadows will always betray them."*

**Abbott Farlan Rallid, Darkmoor**

**Denizens of Darringmoor** is an exciting new line of products from the Friends of Eldoria guaranteed to breathe life into your RPG campaign. Each publication focuses on a single NPC and provides the GM with a wealth of information on that character, making them so much more than a bunch of Ability Scores, Feats and Skills. Each feature NPC comes with their statistics; personality traits; a full backstory (assisting the GM with the character's motivations); details of NPC allies and enemies; plotlines with the feature NPC and new spells and magic items they possess. This particular resource describes the legendary Ormocean Cleric and scholar, Abbott Farlan Rallid who battled Undead in the Time of the Shadows and was a master artificer, creating wards and devices to overcome the Undead threat. Unknown to the Church of Ormocea, whom he served, Rallid went on to become a member of the secret Cult of Praith, the God of Time and Dreams, where he joined the fight to guard laws of time and even journeyed from the past into modern day Eldoria.

This book contains a plotline to engage your players with the young priest Farlan Rallid, before his meteoric rise to fame and fortune. The players become involved with Priath Cultists who have need of help in restoring Rallid to his own era, after the cleric finds himself lost in 2150R, 1,300 years after he died....and if Rallid isn't returned soon, all of time threatens to unravel.

**This is an information pack requiring the GM to design aspects of the adventure**

Although written for the setting, "**Darringmoor: City of Shadows**", the NPCs and adventures in this book can be based anywhere in Eldoria or any other alternate campaign. If you find the world of Eldoria intriguing, more information can be found in Encyclopedia Eldoria and Reliquarium Eldoria.

