



Residents of Eldoria



D2

DRUVAANA D'SURELL

GREENKEEPER LEVEL 8

Including full details of a new Character Class, the Greenkeeper
Detailed background of Druvaana D'Surell, plotlines and the details of associated NPCs



by
BETH JONES and KEITH DONE



Druvaana D'Surell: Greenkeeper



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

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Beth Jones is from Maine, USA and is a gaming geek who started dungeon delving and fighting dragons 35 years ago, when she was in high school. Her first character was a Monk, and to this day, it is still her favourite class. According to her sister, Jen and her brother in law (and gaming buddy) Steve, Beth delights in the game “because despite all evidence to the contrary, she still believes in magic.”

Keith Done previously worked as a writer for Auran Pty Ltd, an Australian PC Game Developer, and has had a number of modules and resources published over the past 20 years. Keith has recently created a number of successful Pathfinder products on DriveThruRPG including “Quorull: City of the Guilds” and “Sweet Dreams in Ashfold”. He is pleased to collaborate with Beth on this new work.

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 perspective on RPGs with the world, further build the Eldorian gaming community and provide gamers with quality role playing material.



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Druvaana D'Surell: Greenkeeper



About this Publication

"I saw Druvaana one morning on Windbreak Ridge; a wild thing she was, like a child born of nature. She was gazing westward over the Greyshroud Lake and the downs beyond, like those lands belonged to her".

Mareeya Kedrach of Homehill Farm,
Surell Valley 2150R

This resource describes a fascinating NPC who is a resident of the Surell Valley in Northern Sard. She is the mysterious woman, Druvaana D'Surell, who takes her name from the region. The character, Druvaana, has been designed as a major NPC for the FoE Interesting Inns publication, the "Topsy Tinker" (available from DriveThruRPG). She is a *Greenkeeper* (a new Pathfinder Character Class) that has been designed exclusively by Beth Jones, who has had a life-long association with role-playing games.

Druvaana is attuned to the powerful magical forces of nature that permeate the lands of the Surell. She is of a long bloodline of guardians who have watched over the Surell Valley, protecting the remaining Fey folk who continue to dwell in the world and maintaining the gateways between the Prime Material Plane and the Autumn World, the ancient retreat where the fading spirits of nature exist.

Full Pathfinder statistics have been supplied for Druvaana in this publication, as well as a number of NPCs she associates with. Also included are:

- Full details of a new Pathfinder Character Class, the Greenkeeper
- A comprehensive backstory on Druvaana, the Surell Valley and the Autumn World
- New magic items that Druvaana possesses

Note that Druvaana could easily be converted to any system or game where she has the potential to be a major encounter for your players. The GM could include her in their own plotline and weave her into a much larger campaign.

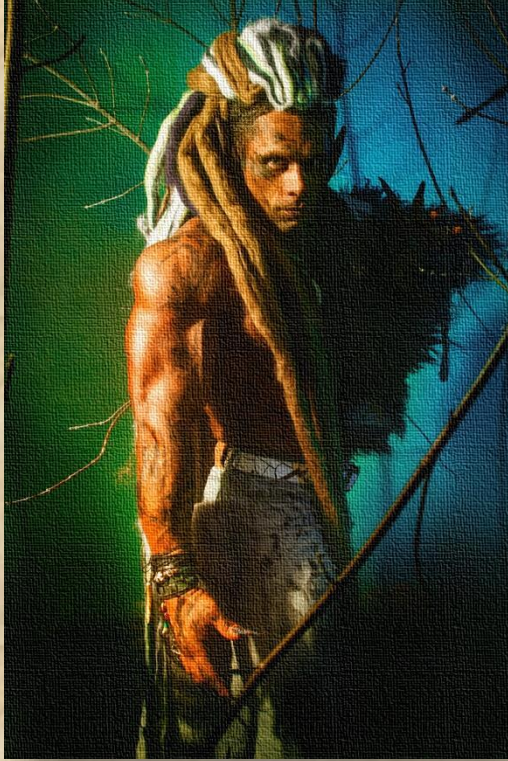
The Denizens Books are a series of publications focussing on NPCs with extremely detailed backstories, full statistics and personality traits. They are designed as a 'story' to get your players involved with and the material also features bonus material such as new spells and magic items.

The Setting

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

The Greenkeeper

(a new Pathfinder Character Class)



Born in the deepest regions of virgin wildlands, far from the niceties and conveniences of the civilized world, the Greenkeeper coexists with nature, fostering a mystical connection to the land, and developing physical attributes similar to the wild beasts with which the land is shared. These green-birthed individuals turn to nature to meet their needs for nourishment, shelter, and entertainment; they protect the land from outsider threats with the utmost diligence. Rewarded for their reverence, Greenkeepers are gifted with deadly natural weapons like that of the most skilled predators, and the ability to harness nature's elements to rain down retribution on anyone who would defile the purity of the land. They have transformative power over their physical anatomy in order to travel with ease across great plains, over rocky mountains, and through raging waters.

Role: Intimate knowledge of the lay of the land, including both natural hazards and potentially harmful wildlife, superb tracking skills, and the martial prowess of tooth and nail puts a Greenkeeper at the front of the line acting as guide and scout when traveling through uncharted territory.

GM Note: In the Eldorian setting, Greenkeepers are the guardians of ancient sites where the Malantha (powerful spirits of nature) once dwelled. They commune with the Malantha and protect the gateways between the Prime Material Plane and the Autumn World.

Alignment: Any.

Hit Die: d8.

Parent Classes: Druid and Monk.

Starting Wealth: 3d6 x 10 gp (average 105 gp).

Class Skills: The Greenkeeper's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Heal (Wis), Intimidate (CH), Knowledge (arcane) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Druvaana D'Surell: Greenkeeper

Class Features:

All of the following are class features of the Greenkeeper.

Weapon and Armor Proficiency: Greenkeepers are proficient with the club, dagger, greatclub, handaxe, quarterstaff, scythe, shortspear, sling and spear. They are also proficient with all natural attacks. Greenkeepers are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a Greenkeeper loses her AC bonus granted by primitive pelt.

Primitive Pelt (Ex): At first level, when unarmored and unencumbered, the Greenkeeper adds her Wisdom bonus (if any) to her Armor Class. This bonus to AC applies even against touch attacks or when the Greenkeeper is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load. (This bonus does not stack with any other abilities that grant a Wisdom bonus to AC.) In addition, a Greenkeeper gains a +1 bonus to her natural Armor Class at 4th level. This bonus increases by 1 for every four Greenkeeper levels thereafter, up to a maximum of +5 at 20th level.

Spells: A Greenkeeper casts divine spells drawn from the Druid spell list.

The Greenkeeper can cast any spell upon which she has meditated, much like a sorcerer can cast any spell she knows without preparing it ahead of time. To cast a spell, a Greenkeeper must have a Wisdom score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against a Greenkeeper's spell is 10 + the spell's level + the Greenkeeper's Wisdom modifier.

A Greenkeeper cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of druid spells of 7th level or higher.

Like other spellcasters, a Greenkeeper can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on *Table 1-1: Greenkeeper*. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1-3 of the Pathfinder Core Rulebook).

Like a sorcerer, a Greenkeeper knows only a small number of spells. Unlike a sorcerer however, a Greenkeeper can change the spells she knows each day. Every dawn or dusk (individual's choice), a Greenkeeper enters a meditative trance for one hour to commune with nature's essence, and to prepare her mind to cast a certain set of spells for the day. Thus, each day while she meditates, a Greenkeeper can choose a new set of spells from the Druid spell list which will become her known spells for that day. She can then cast any spell she has meditated upon at any time, assuming she has not yet used up her spells per day for that spell level. A Greenkeeper begins play, meditating upon four 0-level spells and two 1st-level spells of her choice. At each new Greenkeeper level, she gains the ability to meditate upon one or more new spells, as indicated on Table 1-2: Greenkeeper Spells Known. Unlike the number of spells cast per day, the number of spells a Greenkeeper can meditate upon is not affected by her Wisdom score; the numbers on *Table 1-2* are fixed.



Table 1-2: Greenkeeper Spells Known

Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	-	-	-	-	-
2nd	5	3	-	-	-	-	-
3rd	6	4	-	-	-	-	-
4th	6	4	2	-	-	-	-
5th	6	4	3	-	-	-	-
6th	6	4	4	-	-	-	-
7th	6	5	4	2	-	-	-
8th	6	5	4	3	-	-	-
9th	6	4	4	4	-	-	-
10th	6	5	5	4	2	-	-
11th	6	6	5	4	3	-	-
12th	6	6	5	4	4	-	-
13th	6	6	5	5	4	2	-
14th	6	6	6	5	4	3	-
15th	6	6	6	5	5	4	-
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Terrain Affinity: In addition to the spells gained through meditation by Greenkeepers as they progress in levels, each Greenkeeper chooses one terrain domain (Ultimate Magic), which includes aquatic, arctic, cave, desert, jungle, mountain, plains, and swamp to represent her affinity for the terrain in which she was raised. A Greenkeeper gains the granted powers of the domain at the prescribed levels and automatically adds the domain spells to her pool of spells known per day as soon as she is capable of casting spells of the designated level. These bonus spells do not count against her daily allotment of spells meditated upon per day.

Orisons: Greenkeepers learn a number of orisons, or 0-level spells, as noted on table 1-2: Greenkeeper Spells Known. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Primal Anatomy: A Greenkeeper's body is physically well suited to a rigorous life in the wild. At 1st level, a Greenkeeper can use her especially sharp, rigid fingernails as natural primary claw attacks that deal 1d4 bludgeoning and slashing damage (1d3 damage for a small size Greenkeeper). Both claw attacks are made using her full base attack bonus, and her full Strength bonus is added on damage rolls.

Druvaana D'Surell: Greenkeeper

At 7th level, and every seven levels thereafter, a Greenkeeper gains the use of an additional secondary natural attack. (This attack, as well as all subsequent secondary attacks, is made using the Greenkeeper's base attack bonus -5, and 1/2 her Strength bonus is added on damage rolls.) At 7th level, the Greenkeeper can use her pointed incisors to make a natural secondary bite attack which deals bludgeoning, piercing, and slashing damage.

At 13th level, a Greenkeeper can use one of her calloused feet (hardened to nearly the density of a mule's hooves) to make a natural secondary kick attack which deals bludgeoning damage.

At 19th level, she can use her head, which sports specialized physical adaptations to allow her to pound her head with great force without causing damage to herself, (much like that of gannets, woodpeckers, and rams), to make a head-butt natural secondary attack which deals bludgeoning damage.

As a Greenkeeper progresses in levels, her natural attack damage progresses as well. This progression is noted in table 1: Greenkeeper. A Greenkeeper does not receive additional attacks with her claws, bite, kick, or head-butt for a high base attack bonus. She may instead, choose to take her full attacks with a melee weapon in addition to making no more than one claw attack (since at least one hand must be wielding her weapon), one bite, one kick, and one head-butt attack as secondary natural attacks.

Frontier Forager (Ex): At 2nd level, a Greenkeeper gains a bonus on Knowledge (nature) and Survival skill checks equal to 1/2 her Greenkeeper level.

Mana Pool (Su): At 2nd level, a Greenkeeper gains a pool of mana points, supernatural energy powered by her unique connection to nature that she can use to accomplish amazing things. The number of points in a Greenkeeper's mana pool is equal to 1/2 her Greenkeeper level + her Wisdom modifier. Spending 1 point from her mana pool as a swift action, grants a Greenkeeper the ability to add her Wisdom bonus on all of her attack rolls made with natural weapons for 1 round.

At 3rd level, as long as a Greenkeeper has at least one point in her mana pool, she can make a mana infused strike. A mana infused strike treats all of the Greenkeeper's natural attacks as magic weapons for the purpose of overcoming damage reduction.

At 9th level, her mana infused natural attacks are treated as good or evil (consistent with her alignment) for the purpose of overcoming damage reduction. (A neutral aligned Greenkeeper does not gain this benefit.)



Druvaana D'Surell: Greenkeeper

At 15th level, a Greenkeeper's natural attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

A Greenkeeper gains additional powers that consume points from her mana pool as she gains levels. A Greenkeeper's mana pool qualifies as the ki pool class feature for the purpose of meeting feat prerequisites. For example, the feat Extra Ki would grant a Greenkeeper 2 additional mana points.

Mana Powers (Su): At 4th level, and every 2 levels thereafter, a Greenkeeper can select one mana power. Once a mana power is selected, it cannot be changed. Some mana powers require the Greenkeeper to be a specific level or higher before they can be chosen. A Greenkeeper cannot select an individual mana power more than once.

Ageless Wisdom (Ex): A Greenkeeper with this ability uses her mana to increase her awareness of impending danger and to fortify her knowledge base. As long as a Greenkeeper has at least 1 point remaining in her mana pool, she gains a bonus equal to 1/2 her Greenkeeper level on all Knowledge skill checks in which she has at least one skill point invested. By spending 1 point from her mana pool as an immediate action, the Greenkeeper can add her Wisdom modifier as a bonus to her Initiative roll.

Cellular Reparation (Su): A Greenkeeper with this ability uses her mana to heal damage to her body and mind. By spending 1 point from her mana pool as a standard action, the Greenkeeper can heal an amount of damage equal to 1d8 + her Greenkeeper level. She can spend 2 points from her mana pool as a standard action to gain the benefits of a *lesser restoration* spell.

Elusive Stance (Ex): A Greenkeeper with this ability uses her mana to perfect her reflexes. As long as she has at least 1 point remaining in her mana pool, the Greenkeeper gains a +1 dodge bonus to her Armor Class. At 5th level, by spending 1 point from her mana pool as an immediate action, the Greenkeeper gains evasion; if she succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless or armored Greenkeeper gains no benefit from this mana power. At 10th level, the benefit from the elusive stance ability increases to improved evasion; the Greenkeeper still takes no damage on successful Reflex saving throws against attacks, but henceforth she takes only half damage on failed saves.

Enhanced Meditation (Ex): A Greenkeeper with this ability uses her mana to enhance her spell casting ability. When a Greenkeeper spends 1 point from her mana pool while engaging in her daily meditation hour, she gains one extra known spell for the day. This spell must be at least one level lower than the highest level spell she is capable of casting. A Greenkeeper can only spend one point per day to activate this mana power, and must be at least 6th level before selecting this mana power.

Fortified Constitution (Ex): A Greenkeeper with this ability uses her mana to strengthen her body's ability to fight poisons, diseases, and other threats to her health. By spending 1 point from her mana pool as an immediate action, the Greenkeeper gains a bonus equal to her Wisdom modifier on one Fortitude save that she makes immediately after spending the mana point. At 5th level, as long as a Greenkeeper has at least 1 point remaining in her mana pool, she gains immunity to disease. At 10th level, as long as a Greenkeeper has at least 1 point remaining in her mana pool, she gains immunity to poisons.

Gravitational Defiance (Su): A Greenkeeper with this mana power can defy the laws of gravity, and can traverse any solid vertical or horizontal surface, be it tree, wall, or ceiling with ease and can fall great distances without harm. By spending 1 point from her mana pool as an immediate or free action, the Greenkeeper treats all falls as though they are 20 feet shorter (plus an additional 20 feet for every four Greenkeeper levels she possesses) for the purposes of determining damage incurred from a fall, and she ensures that she lands on her feet.



Additionally, as long as the Greenkeeper has at least 1 point remaining in her mana pool, she can travel up, down, and across any solid surface, moving from the floor to the wall, up to and across the ceiling and down again as easily as walking on the ground. When the Greenkeeper completes her movement for the round, if she is not on a solid surface that would normally support her weight, such as a sturdy tree branch or the floor, she falls and suffers falling damage as normal.

Harmonic Body (Sp): A Greenkeeper with this ability uses her mana to moderate the effects of the environment on her body. As long as she has at least 1 point remaining in her mana pool, the Greenkeeper is treated as being under the effects of the spell *endure elements*. By spending 1 point from her mana pool as a standard action, the Greenkeeper gains damage reduction 10 to one of the following (which is chosen each time she uses the ability): acid, cold, electricity, fire, or sonic for 1 minute. A Greenkeeper must be at least 8th level before selecting this mana power.

Heightened Senses (Ex): A Greenkeeper with this ability uses her mana to augment her sensory capacity. As long as she has at least 1 point remaining in her mana pool, the Greenkeeper receives a bonus on Perception skill checks equal to 1/2 her Greenkeeper level. By spending 1 point from her mana pool as a swift action, the Greenkeeper gains the scent special ability for a number of rounds equal to her Greenkeeper level.

Mana Magic (Sp): A Greenkeeper with this ability uses her mana to stretch her magical resources. By spending mana points, the Greenkeeper can cast additional spells per day. In order to cast an additional spell beyond the normal number allowed, the Greenkeeper must spend a number of mana points equal to the spell level she wishes to cast. This expenditure is made as part of the action required to cast the spell.

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Planar Awareness (Su): A Greenkeeper with this ability uses her mana to alter her body's relationship to the Material plane. By spending 3 points from her mana pool as a move action, the Greenkeeper can assume an ethereal state for 1 minute as though she had cast the spell *ethereal jaunt*.

Predatory Stride (Ex): A Greenkeeper with this ability uses her mana to quiet her movements and quicken her pace. As long as she has at least 1 point remaining in her mana pool, the Greenkeeper receives a bonus on her Stealth skill checks equal to 1/2 her Greenkeeper level, and she can move at full speed while using the Stealth skill without incurring a penalty. By spending 1 point from her mana pool as a swift action, the Greenkeeper grants herself a burst of speed. This increases her base land speed by 30 feet for 1 minute.

Primal Speech (Su): A Greenkeeper with this ability uses her mana to speak the language of beasts and plants. By spending 1 point from her mana pool as a standard action, the Greenkeeper can communicate with animals or plants as though under the influence of the spells *speak with animals* or *speak with plants*, with a caster level equal to her Greenkeeper level. In addition, the Greenkeeper can spend 2 points from her mana pool to gain the ability to communicate telepathically with any one creature within one mile for 1 minute; the Greenkeeper does not need to share a common language with the target creature to use this ability.

Terrain Adaptation (Su): A Greenkeeper with this ability uses her mana to alter her body's anatomy. When a Greenkeeper spends 1 point from her mana pool as a standard action, she gains a swim speed equal to her land speed, and the ability to breathe water as well as air for a number of hours equal to her Greenkeeper level. A Greenkeeper must be at least 6th level before selecting this mana power.

Touch of Spring (Sp): A Greenkeeper with this ability uses her mana to become a healing conduit for the cycle of life. When a Greenkeeper spends 5 points from her mana pool as a full-round action, she gains the ability to heal an individual with a touch, imparting the benefits and penalties of the spell *reincarnate* as stated in the spell description with the following caveats; reviving a creature using this mana power does not require any material component, and the recipient of touch of spring has a 93% chance to return in a body of the same race. If 94%-100% is rolled on the die, the creature returns as one of the base races from the Core Rulebook (see page 20). Roll again to randomly determine which of the core races the creature returns as. A Greenkeeper must be at least 10th level before selecting this mana power.

Terrain Doyen (Su): At 20th level, when meditating upon her spells for the day, the Greenkeeper can choose any two spells from her terrain affinity domain to be cast as though they had the maximize metamagic feat applied to them. Each time she casts the chosen spells that day they will always be considered maximized, without using up a higher level spell slot or requiring extra casting time.



Druvaana D'Surell: Greenkeeper

TABLE 1: GREENKEEPER

(*BAB = Basic Attack Bonus)		Saving Throws			Special	Spells per Day					
Level	BAB*	Fort	Ref	Will		1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+2	+0	Orisons, primal anatomy (claws, 1d4), primitive pelt, terrain domain	1	-	-	-	-	-
2nd	+1	+3	+3	+0	Frontier forager, mana pool	2	-	-	-	-	-
3rd	+2	+3	+3	+1	Mana infused strike (magic)	3	-	-	-	-	-
4th	+3	+4	+4	+1	Mana power, primitive pelt +1	3	1	-	-	-	-
5th	+3	+4	+4	+1	Primal anatomy primary natural weapon damage d6	4	2	-	-	-	-
6th	+4	+5	+5	+2	Mana power	4	3	-	-	-	-
7th	+5	+5	+5	+2	Primal anatomy (bite), secondary natural weapon damage 1d4	4	3	1	-	-	-
8th	+6/+1	+6	+6	+2	Mana power, primitive pelt +2	4	4	2	-	-	-
9th	+6/+1	+6	+6	+3	Mana infused strike (good/evil)	5	4	3	-	-	-

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10th	+7/+2	+7	+7	+3	Mana power	5	4	3	1	-	-
11th	+8/+3	+7	+7	+3	Primal anatomy primary natural weapon damage 1d8, secondary natural weapon damage 1d6	5	4	4	2	-	-
12th	+9/+4	+8	+8	+4	Mana power, primitive pelt +3	5	5	4	3	-	-
13th	+9/+4	+8	+8	+4	Primitive anatomy (kick)	5	5	4	3	1	-
14th	+10/+5	+9	+9	+4	Mana power	5	5	4	4	2	-
15th	+11/+6/+1	+9	+9	+5	Mana infused strike (adamantine)	5	5	5	4	3	-
16th	+12/+7/+2	+10	+10	+5	Mana power, primitive pelt +4	5	5	5	4	3	1
17th	+12/+7/+2	+10	+10	+5	Primal anatomy primary natural weapon damage 1d10, secondary natural weapon damage 1d8	5	5	5	4	4	2
18th	+13/+8/+3	+11	+11	+6	Mana power	5	5	5	5	4	3
19th	+14/+9/+4	+11	+11	+6	Primal anatomy (head butt)	5	5	5	5	5	4
20th	+15/+10/+5	+12	+12	+6	Mana power, primitive pelt +5, terrain doyen	5	5	5	5	5	5

Druvaana D'Surell

8th LEVEL GREENKEEPER

Init +5; **Senses** Perception +10 **Alignment:** N

DEFENSE

AC 21, **Touch** 21, **flat footed** 18 (No Armour) (+8 Wis Primitive Pelt, +3 Dex)

hp 70

Fort +9, **Ref** +9, **Will** +8

OFFENSE

Speed 30ft

Melee 2x Claw Attacks Each with Full Bonus +8 (1d4+2/19-20x2)

Secondary Attack Bite +1 (1d4+1/19-20x2)

Base Attack 6 **CMB** 10; **CMD** 31

SPECIAL ABILITIES/QUALITIES

Spell Like Abilities:

10 Manna Points

Acid Splash 3x times per day

Gravitational Defiance (Su)

Planar Awareness (Su)

Primal Anatomy

STATISTICS

Str 14, **Dex** 16, **Con** 16, **Int** 12, **Wis** 22, **Cha** 12

Feats: Acrobatic Steps, Augment Summoning, Nimble Moves, Spell Focus (Conjuration), Varisian Tattoo (Conjuration)

Skills: Acrobatics 7, Appraise 1, Bluff 1, Climb 13, Craft Traps 10, Disguise 1, Escape Artist 3, Fly 3, Handle Animal 5, Heal 6, Intimidate 1, Knowledge (Arcana) 6, Knowledge (Geography Surell Valley and the Autumn World) 11, Knowledge (Nature) 15, Linguistics 4, Perception 10, Ride 3, Sense Motive 6, Spellcraft 5, Stealth 14, Survival 21, Swim 2.

Traits Gifted Adept (Climbing Beanstalk), Reactionary

Languages Common (Sardellan), Gnome, Dwarven, Sylvan, ElvenGoblinlynd.



Druvaana D'Surell: Greenkeeper

SPELLS

CL 8 Concentration 14

Spells indicated below are those that Druvaana usually meditates on daily

Level 0 (6 at will) DC 16: create water, detect magic, detect poison, know direction, purify food and drink, stabilize.

Level 1 (7 per day) DC 17: faerie fire, goodberry, summon nature's ally I, cure light wounds x2, tracking mark, read weather.

Level 2 (6 per day) DC 18: climbing beanstalk, sickening entanglement, plant voice, treeshape, web shelter, warp wood.

Level 3 (3 per day) DC19: call lightning, plant growth, hide campsite.

POSSESSIONS

x3 changes of outdoor clothing, dagger, belt pouch, bone comb, face-paint, the Autumn Staff.



The Greenkeepers' Origins

Overview

As Greenkeeper Druvaana is the conduit between the mortal realm and the creatures of the Autumn World, the most important of which are the Malantha, the ancient spirits of the once great forests of Eldoria. Druvaana looks after the interests of the Fey who choose to continue to live in the region of the Surell Valley; she protects them against mortals but also acts as their judge when she perceives that the Fey have brought unwanted attention upon their kind, usually as a result of mischief played out on Humans.

All the Fey of the Surell Valley respect and pay homage to Druvaana. Very few Human inhabitants of the region know anything about her existence other than through local tales and legends; some of the Fey who do know Druvaana are detailed in the section *Fey NPCs*.

The Autumn World

At the Dawn of Time, when the world of Enshar was first shaped, the Gods spent thousands of years perfecting many aspects of their original creation. Yhancia rebuilt the mountains of the world, sculpting the heights of Mount Heliphera on Kordass and even creating the Grand Escarpment that became the spine of Sard.

Liraan carved channels across the face of the land and filled them with the flowing waters and when she was not happy with the designs she had made, she had Yhancia fill and smooth the land once more so that she could weave a new pattern of waterways across the world again. And while the land was being moulded and reshaped, Ulliah, God of the forests, was busy crafting the first trees. But Ulliah found he could not work while the land was still being forged so he sought the assistance of Priath and Imaar and between them they created an extradimensional realm which mirrored the primordial world of Enshar.

Here Ulliah could experiment with the creation of specific trees and the needs of great forest. He filled this realm with growing things and Hirath made the bees and butterflies and other small creatures to spread life across the First Forest. This was known as the Autumn World; a primitive landscape of dense trees forever under the dull light of a small spark of Pharos, provided by Pharidor, God of the Sun.



THE AURILATH A Vessel of the Gods

The Gods of Eldoria call themselves the Theledai and they originated in a part of another universe that is an unimaginable distance from that of the world of Enshar and the lands of Eldoria.

In making the journey to Enshar they had to cross a vast distance of both real space and the Great Shadow, a plane of unchecked Chaos, where fearsome demons continually battled for existence in an ever-changing realm. The Theledai created the Aurilath a vessel of steel and crystal arrays that enabled them to cross the Great Shadow unharmed. The Aurilath also stored a reserve of the Kalidathian power that the Gods drew upon to augment reality and shape worlds. Without this they would still remain powerful beings but they would age and be subject to the same harm and maladies that mortal beings suffered from.

The Aurilath was the lifeline to their home-world of Kalidath. It could recharge its Kaladathian energy source over a long period of time, allowing the Gods to explore other universes and create other worlds.



The quiet and eerie landscape of the Autumn World; a densely forested dimensional realm that is lit by a lesser sun and populated by primordial insect life and the Fey. This was the 'greenhouse' of the God Ulliah.

In creating the Autumn World Ulliah and the other Gods had committed a huge amount of divine energy to the project and needed to rest from their efforts for a long time; they returned to the Aurilath, the vessel that had brought the Gods to Enshar and left the new realm to flourish in their absence. During this time an unlooked for event occurred; the Kalidathian energy, that had created the great forests of Ulliah's realm, formed spontaneous life. The Malantha came into being; great spirits of raw nature which took form and achieved sentience and, in the absence of the Gods they watched over their realm and made lesser beings to tend the gardens of the Autumn World. And so the Fey were born.

The Malantha

When Ulliah returned to the Autumn World to see what had transpired in his absence he was overcome with joy and gazed in wonder at the plethora of new life that now inhabited the First Forest. And from the shadows of the deepest groves emerged the Malantha to pay homage to Ulliah. They numbered one hundred and forty-three and when they manifested a physical form they took on the appearance of the woodlands that surrounded them. The Malantha and their Fey became the close servants of Ulliah and the other Gods came to look upon them and they were amazed at what Ulliah had managed to achieve.

Phelltar, in particular took inspiration from the forms of the Malantha that had come into existence and would later draw upon these when she made the Rune of Making and began to make the Saahn. When he was happy with his work in the Autumn World, Ulliah brought the Malantha to Enshar and here he had them plant the great forests across the many lands, each Malanth being granted domain over a specific region.

The lord of the Malantha was given the title of the Eldar and he ruled over the forest of Eldarwood, one of the few original forests that still remain relatively untouched in the world today. The Malantha became trusted servants of the Theledai, even more so than the Uushai, who became more and more enamoured of the Saahn when they were brought into the world. Many of the Uushai even joined with the Saahn in the War of Power. When the Gods eventually forsook Enshar they entrusted the powerful artefact, the Talisman of Law, to Shaevalynn, the Lord of Eldarwood.

The Druidical Orders were formed in the ages after the Gods left the world and the Saahn began to have their first contact with the Malantha, honouring them as being equal in their eyes to the Uushai. But with the return of the Gods during the War of Power and the destruction of the Weirding Stone, the lands of Enshar were rocked by a cataclysm that tore apart the lands. Many of the continents foundered and sank beneath the oceans and the Malantha whose forests were located there perished along with them. Others were affected by the weakening of the Tas and withdrew from Enshar to the Autumn World.

With the Gods driven from the world after their connection to the Tas was severed, the Malantha that remained on Enshar re-established contact with the Druidical Orders and each of the ancient forests became connected with a mortal following.

These Orders protected the forests from destruction by the emerging Saahn civilisations, which sought wood and land for the building of cities. For many ages the Druids were able to hold off the intrusion but as the nations of the Saahn grew in power, they challenged the defenders of the forests and, in many cases, massacred them or drove them away. As they had before, the Malantha withdrew to the Autumn World and with them went many of the Fey creatures. In modern day Enshar there are only seven Malantha that have a continued existence in the Prime Material Plane. They are:

- Shaevalynn of Eldarwood (Leezeria)
- Corrith of Po-Ka (Rhenfara)
- Endelynn of Bitter Holz (Llan)
- Ferethel of Ulliah's Glade (Northland)
- Marlassa of Harraken Woods (Elkia)
- Rhaedyss of Diamondwood (Londar's Land)
- Vexx of the Westerwood (Sard)



THE WAR OF POWER

The End of the First Age

The War of Power was fought between the Gods and the mortal races and is said to have lasted for around 750 years. The Gods had long departed Enshar and had travelled into to Void to seek out other places rich in the energy of Tas which they could tap into to shape new worlds. They had left Enshar in the trusted hands of their Uushai servants but their power was usurped by the Darvinor, a race of Elves, who had grown to understand the intricacies of the Tas and had begun to acquire knowledge and power of the Gods.

The Gods returned to destroy the Darvinor but found that the task was not as simple as they first thought. They had unified a great many of the Saahn to their cause and even many of the Uushai sided with them. Then old animosities between the Gods themselves divided them and the War of Power became a civil war between divine and mortal allies.

The conflict centred on Eldoria, which was protected by a field of energy that limited access to the Tas, making the Darvinor and the Gods equal in power. After many assaults on the continent there was a final great battle on the Plains of Madriss. But this was a feint son that the forces allied to the Darvinor could strike at Godshome and destroy the Weirding Stone. This cut the Gods off from the Tas and caused the destruction of many of the lands of Enshar, particularly the equatorial continent of Kordass.

In the aftermath, the Darvinor vanished from the World and many of the mortal races fled to the safety of the Eldorian continent in the north.



THE SERPENT KINGS Sorcerers of the Darktime

The image of the Nalarian fortune-teller casting the Tiles has become commonplace throughout Eldoria, so much so, that the practice was adopted by the College of Arcane Science and the University of Pharidor's Watch, in teaching the oracular arts to their Diviners.

A set of Tiles always consists of twenty-seven pieces, each representing one of the Gods of the Eldorian pantheon. When performing a prediction of future events, the caster of the Tiles enters a trance-like state, reciting a calming mantra. During this time they stir the Tiles with their left hand, and, upon completion of the ritual, they grasp a fistful of the Tiles.

The Tiles are then dropped upon the table and if there are more than three Tiles upon the tablemat, the excess are discarded with the priority being given to face-up Tiles, followed by those closer to the right hand side of the caster. At the end of this process, only a maximum of three tiles can remain for the reading.

For a full description of Nalarian Tiles and their meanings see the **Encyclopedia Eldoria 2nd Ed**

The Greenkeepers Arise

After the Redemption, the kingdoms of the Humans rose across Eldoria and began to encroach on the remaining ancient forests. Gradually many of the smaller forests were overcome and the Malantha retreated to the Autumn World but, in many cases, the Fey under their dominion lingered on. They interacted with Humans and often there was conflict. Also the fabric of the universe was weak in places where the Malantha had dwelled and portals between Enshar and the Autumn World remained. Instances began to occur whereby individual Humans found their way into the Autumn World and it was feared that eventually the paths between the realms would become common knowledge.

A great meeting of the remaining Malantha was held and a strategy put into place to protect the sanctity of the First Forest. It was agreed that, when a Malanth made the decision to abandon their domain on Enshar, they would empower a Saahn with their lore, along with a portion of their life-force. This power was usually given to one of the Druids that worshipped in the forest of the Malanth but in some cases it was passed on to others individuals who were worthy of the gift.

Such individuals were given the title of Greenkeeper and it was their task to guard the passages between the Planes and to govern the Fey who dwelled still in Prime Material Plane. They maintained a distant contact with the Malanth that they were connected with and sometimes were given magical items from the Autumn World to aid them in their role within the mortal realm.

A Greenkeeper's role required them to interact with Humans on rare occasions, when the need arose. This was usually to stop any problems developing between the two peoples. Fey creatures were naturally curious about the mortal world and especially coveted the manufactured items that Humans found it easy to make. On the other hand Humans often unwittingly intruded into sacred places of the Fey or were attracted to their otherworldly grace and beauty without understanding their alien nature or way of doing things.

The very first Greenkeeper was the Arch-Druid Izrach who was given charge of the forests surrounding Mount Sark after the withdrawal of its Malanth in 510R. Izrach came into conflict with the soldiers of the Kingdom of Sardell and, after a protracted guerrilla war, he was captured and exiled to distant Rhenfara. Here he renewed his contact with the Autumn World, through the Malanth of the Jungles of Po-Ka.

Druvaana's Backhistory

Overview

Druvaana D'Surell is the 112th Greenkeeper of the Surell Valley, located in Sard. She commenced her stewardship of the region in 2138R at the age of sixteen. The previous Greenkeeper was her father Morynn who conceived Druvaana with Mareeya Kedrach, a woman who owns Homehill Farm in the Surell Valley. Mareeya knew the nature of who Morynn was and that it would be the role of their child to replace him as the Greenkeeper in time, but she was a worshipper of the God Ulliah and wise in the way of the Fey world, so agreed to this future for her daughter.

A Brief History of the Surell Valley

The Surell Valley is a fertile region located on the eastern side of the Grand Escarpment in Sard. It is about 100 miles NW of the Sardian capital of Gablehead. At the time of the Redemption it was heavily forested and was the domain of a Malanth spirit called Surell. The area was the site of a nexus of the Tas Web, with multiple lines that converge about 100 yards west of the location of the Tispy Tinker Inn today. This convergence causes a powerful enhancement of Divination magic in the area (for more details see the Arcana Section). Many Fey fled to the Surell Valley during the Darktime to seek protection from the wars between the Serpent Kings that were plaguing the east. The valley was high in the mountains and hidden away in a remote area, so for many centuries it was untouched by Humans.

The Peordi

Approximately 100 years before the Books of Law were discovered Humans arrived in the Surell, crossing from the west across the Grand Escarpment, from beyond the Sea of Five Winds. They established an encampment in the hills to the north of the valley. For many years the Malanth remained hidden from their presence but eventually Surell sent a messenger to them in the form of a Dryad called Hollicara. The Humans treated Hollicara with honour and she learned that they had originated from the arid lands of Vheridane. They did not follow any of the Gods of Enshar but paid homage to an elemental spirit that they called Kavast. The Humans were governed by Rannish, a Shaman who was much like a High Druid of the Orders that were devoted to Ulliah and Hirath.

They lived a peaceful existence and had fled persecution from powerful Sorcerers in Vheridane, who were possibly descended from the Serpent Kings. Their tribe was called the Peordi and Surell continued a dialogue with their Shaman (always via the Dryad) for many decades. The Peordi's original encampment became a large village and they began to think of Hollicar as an avatar sent to them by their God, Kavast. They built a circle of stones as a monument to honour the Dryad.



Druvaana D'Surell: Greenkeeper

However, everything changed after Rannish passed away. The new Shaman, a woman called Isidor, was devoted to the old ways of her tribe and believed that Hollicar was a false prophet for an equally false God. She had her people take Hollicar captive and they sacrificed the Dryad to Kavast then set fire to the forest to cleanse it from the spirit of Surell. The wrath of the Malanth was such that had never been seen before. Surell used her power to shape a creature of flame from the burning forest and sent it forth to consume the Peordi. Even the Fey fled in terror from the fire-beast which destroyed all before it, burning living things to the finest ash. Most of the Peordi were eradicated from existence and the creature then turned on the forest and the birds and beasts that dwelled there. It took all of the Malanth's power to quell her rage and to dismiss the fire-creature. Surell had expended a vast amount of her power in her blind fury and a third of the forest was destroyed by fire before she quelled the creature. Fire and destruction do not come easily to a Malanth and Surell was never the same again; the burned trees never grew back and she became a shadow of her former glory. Rumours of the disappearance of the Surell colony reached the Human tribes of Akalastia in the east, spread by the few Peordi who had survived. As a consequence, the mountains of Grand Escarpment were avoided for many centuries to come.



The Malanth Surell summoned a creature of fire to destroy the Humman community of the Peordi and in doing so, weakened her power over the natural world forever after

A Greenkeeper is Appointed

In the early years of the 7th century R, the old Kingdom of Malonia was torn apart by civil war and its territories were eventually absorbed by the expanding Sardellan Empire. Some Malonians fled the conflict and took refuge in the Grand Escarpment and beyond. One tribe settled in the Fenneck Valley, SE of the Surell. Once they had made a permanent village they explored westward into the Surell but were scared off by the Fey. However some Malonians persisted and a young shepherd named Ghallian Tarrus began grazing his flock on the higher ground above the Surell forest floor. The Fey continually played tricks upon him and tried to drive him away but Ghallian was not deterred; he found the Fey fascinating and their attention only made him determined to learn more about him.

In the end he was visited by the Dryad Maeria, who had succeeded Hollicar as the Malanth's counsel. Although it took almost ten years, a friendship grew between the two and one day Maeria took Ghallian to meet with Surell. Despite her experience with the Peordi, the Malanth was moved by the friendship that had developed between the Dryad and the Human and, perhaps in a bid to make amends for her loss of control over the death of Hollicar, she granted Ghallian the freedom of the valley. Realising she needed a voice to talk to the Malonians who had settled in the Fenneck Valley, the Malanth took Ghallian to the Autumn World and showed him its splendour and there she passed into him some of her power and made him the Greenkeeper of the Surell, charged with the duty of protecting the surviving Surell forest and its Fey from harm. However, unlike the Malanth of Mount Sark, Surell still remained in the world for a while, after establishing the line of Greenkeepers in her valley.

Ghallian went before his people in the Fenneck Valley and told them of his sacred duty and that the Surell Valley was forbidden to them. At first he was laughed at but after Ghallian gave them a demonstration of the abilities that had been granted to him and introduced them to some of the Fey, the Malonians came to have a great respect for him and were persuaded to stay away from the forest to the west.

The Culling of the Surell

Peace reigned in the region for 800 years after Ghallian became the first Greenkeeper of the Surell. Each Greenkeeper kept in close contact with the Malonian community and had a child with one of the villagers during their lifetime. This was considered a great honour by the people of Fenneck Valley, the child was raised by the people of that community until they were of an age to join the Greenkeeper and learn the ways of the natural world. They replaced their parent upon their death or 'retirement' as many Greenkeepers chose to make the journey to the Autumn World once their offspring had taken over their duties.

In 1233R the Malanth Surell chose to withdraw from the world herself. The line of Greenkeepers had been unbroken for ten generations and she considered that the forest was safe in their hands. The Greenkeeper at that time was Kaelinn D'Surell (it became a past-time for the Greenkeepers to name themselves as the 'child of the Malanth'). So it was that Kaelinn became the first of the Surell Greenkeepers to govern the Fey and guard the portals to the Autumn World without the assistance and advice of the Malanth.



The dense forested lands of the Surell Valley circa 1524R

Following Kaellin there were three other Greenkeepers who continued to look after the Surell forest without incident. Then in the 16th century R disaster struck during the custodianship of Aerynn D'Surell. The Kingdom of Sardell was coming to its height and a great many citizens had moved into the Grand Escarpment between the 13th and 15th centuries R. The majority of these had gone to seek work in the iron mines in the central and western parts of the Escarpment so, at first, the Surell Valley was relatively unaffected by this shift in population, although the villages and farmlands of the Fenneck Valley saw a dramatic increase in settlement.

In 1524R King Draelingus IV ordered the construction of a great fleet, following the Battle of Fardamon Straits, which saw the loss of more than half the Sardellan navy in an engagement against the Y'siran Empire. There had been a real threat that the Y'sirans could launch an invasion of the western coast of Sardell and Draelingus put all his efforts into rapidly deploying a new force to match their southern rivals. He did not live to see his armada completed as he succumbed to the Rose Plague but his daughter, the famed Empress Taranae, continued his work. Previously wood for building the fleet of Sardell had come from the forests on the eastern coast, principally from the region of Ghalastia, surrounding Gablehead. Draelingus ordered the culling of timber from further afield and the forests of Wylachia, which encompassed most of the Grand Escarpment, were commanded to provide the resources. In the spring of 1524R a crew of loggers arrived in the Fenneck Valley to begin cutting wood and soon began to turn their eyes on the nearby Surell Valley.



Led by Aerynn, the Fey of the Surell Valley, became fearsome opponents in the conflict of 1529R

The Guildmaster who was in charge of the logging was told tales of a great spirit that watched over the Surell and that it would be folly to go there. But the warnings were ignored and men were directed into the Surell to begin taking lumber. The Fey played their usual tricks on the logging crew to scare them away and this initially succeeded, but after a few Marches had passed, word was sent to the Imperial capital of Jasper for assistance and a force of Sardellan militia was dispatched, under the command of a young Captain, Kazzith Vaarn. The loggers returned to the Surell under the protection of Captain Vaarn and the Fey renewed their secret attacks. This led to bloodshed on both sides and finally the Greenkeeper Aerynn D'Surell, stepped in to mediate, meeting with Captain Vaarn. Between them they came to an agreement that the loggers could cull part of the forest to the south of the valley, as far north as Lake Greyshroud and they would no longer be troubled by the Fey.

The arrangement worked for several years; the Captain was respected by Aerynn and the loggers became used to the presence of the Fey (who were curious about the Humans and their strange tools and devices). But in 1526R the peace was broken again when the region was visited by a military governor who had been appointed by the authorities in Jasper to oversee the logging work across the entire region of Wylachia. The governor visited the Fenneck and Surell Valleys and was displeased with the progress of the logging. He ordered Captain Vaarn to increase the culling of wood, particularly in the Surell.

The captain tried to explain the problem concerning the local Fey but the governor ignored this and with great reluctance Vaarn met with the Greenkeeper and advised him of the situation. Aerynn was furious and said that any attempt by Humans to move deeper into the Surell would be met with resistance. Communication broke down and the Greenkeeper retreated into the northern part of the Surell to muster the Fey.



TREZKILLIAN

God of War

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

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

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

The Saedian nation maintains a number of permanent Legions that have an affiliation with the Trezkillian Church.

The Fight for the Surell

Between 1527R and 1529R a terrible conflict raged in the Surell Valley. Aerynn struck at the camps of the loggers and the militia repeatedly, hampering their activities. Many men died or abandoned their work, secretly fleeing at night to find jobs elsewhere. The Fey became a fearsome force, but despite their woodland skills, many of their folk were slain; others forsook the Surell and crossed over to the Autumn World. The bloodshed reached a peak in late 1529R during the March of Shadows. Captain Vaarn sought a meeting with the Greenkeeper to try and resolve the situation. The pair met at the site of the old Sighing Stones but Vaarn was unaware that his aide, a man called Fyllan Sparrad had secretly followed him. Sparrad was actually a spy for the governor of Wylachia and had been assigned to Captain Vaarn to keep an eye on things; he was ambitious and wanted to usurp the captain's position in the Surell.

Watching from seclusion, Sparrad observed the meeting between Vaarn and Aerynn and he misinterpreted an action by the Greenkeeper as an attempt to strike down the captain. Sparrad fired an arrow which mortally wounded the Greenkeeper and, believing he was betrayed, Aerynn, in turn, slew Captain Vaarn.

After they discovered that Aerynn was dead, the angry Fey, under the leadership of the Dryad Maeria drove the Humans from the Surell and guarded the forest against any further intrusion. Fyllan Sparrad escaped and fled to Jasper, where he reported his version of events in the Surell to the governor of Wylachia. He spun a tale in which the heroic Captain Vaarn had been cruelly murdered by the Greenkeeper.

A few Marches later a major force of Trezkillian elite soldiers was sent from Jasper under the command of Sparrad and they effectively drove the woodland folk out of the valley during a brief campaign. Maeria made the journey to the Autumn World to seek the aid of the Malanth in retaking the forest. But Surell was weary of the continual struggle and the loss of life and was unmoved by the Dryad's pleas; the Malanth refused to become involved.

The Surell valley was lost. The Sardellans moved into the region in force and the greater part of the forest was destroyed. The great Sardellan fleet was finalised in 1532R and logging gradually came to an end in the Surell Valley. The area remained sparsely populated for over 100 years, as locals from the nearby settlements still told tales of the Fey and steered clear of the remaining areas of woodland. The truth was that the vast majority of the Fey had permanently left the valley, most removing to the Autumn World.

Druvaana D'Surell: Greenkeeper



Hysanda restored the broken line of the Greenkeepers and is the great great grandfather of Druvaana

Druvaana D'Surell: Greenkeeper

Others journeyed deeper into the Grand Escarpment to less accessible parts of the mountains. However some of the Fey did remain, Brownies, Faeries, Gnomes and the like. Amongst them there were also a few of the more powerful Fey creatures, such as the Dryads and Nymphs. But the line of the Greenkeepers was broken, as Aerynn D'Surell had died before fathering a child.

The Line Restored

For approximately 300 years the Surell was without a Greenkeeper to look after the interests of the few Fey who continued to dwell in the surrounding countryside. During those years Humans began to move into the Grand Escarpment and seek employment opportunities in the mines of Ludlin, Deepcleft and Xalakar. People from the Fenneck Valley and other nearby mountain valleys began to establish farm holdings in the Surell. The Fey remained hidden away, observing the new settlers from a distance, stealing milk from dairy farms and playing occasional jokes upon young children.

In 2001R, Narla, a water-nymph that lived in the grottoes beneath Yersal's Mound, discovered an unwanted Human baby that had been left abandoned on the shores of Lake Greyshroud. The nymph took the child to the Dryad Maeria and her sister Pryanith who raised the child for several years before taking him to the Autumn World to see the Malanth of Surell. Here the child, who they named Hysanda, was trained by past Greenkeepers who had retired to the Autumn World and had lived long lives there. In 2031R The Malanth Surell decided to send Hysanda back into the Surell Valley to restore the vigilance over the last remaining Fey and the portal to the Autumn World.

Hysanda took up a camp in the forests that still remained in the north of the valley and protected the woodland folk. He began limited contact with the Human farmers and eventually took a Human wife from Coldhaven Farm. The new line of the Greenkeepers was restored, with Hysanda eventually giving up stewardship of the Surell to his son, Jarrod. Following Jarrod there was Harlion, then Morynn who is the father of the current Greenkeeper, Druvaana.

Druvaana and the Surell

Druvaana D'Surell is a female Human who is 32 years old. She is 5' 9" in height and has a thin but solid frame. Druvaana has long brunette hair and pale grey eyes and a woman of few words. When she speaks she does so in a quick no-nonsense fashion, using a low whispered voice. Uncomfortable around people, she will only talk with Humans when it is necessary; preferring the isolation of the wild places and the company of animals and the Fey. Druvaana carries the burden of being a *Greenkeeper*, a guardian of the natural world, who has risen to the position through a lineage traced back to Hysanda D'Surell, Hysanda became Greenkeeper in 2031R after the line of Greenkeepers was re-established. Prior to this no Greenkeeper had dwelled in the Surell Valley since 1529R after the death of Aerynn D'Surell.

Druvaana's mother, Mareeya Kedrach is the owner of Homehill farm. She became the lover of the mysterious Morynn who had visited her regularly since she was seventeen years old. The Greenkeeper confided with Mareeya about his role as guardian of the Surell; he even brought her to visit the Autumn World. Mareeya's parents became aware of her relationship with Morynn and attempted to prevent her

Druvaana D'Surell: Greenkeeper

from associating with the Greenkeeper but young Mareeya persisted and ran away with him to live in the wild.

A year after that Mareeya conceived Druvaana and she eventually returned to Homehill after she was persuaded to by Morynn, who had learned that the parents sorely missed their daughter. Mareeya was reunited with her mother and father, who were overcome with the joy of her return and the grandchild she bore. They took her in again and, although they remained resentful toward Morynn, they were moved to learn he was instrumental in returning their daughter to them. Druvaana was raised at Homehill and lived happily with her mother and grandparents for many years, being visited by her father from time to time. One year later, Mareeya's parents succumbed to *damplung* during a severe winter and they both passed away; Mareeya became the owner of Homehill.

When Druvaana was sixteen Morynn came and spoke with his daughter and invited her to come with him and learn the ways of the Greenkeeper. Mareeya was saddened by this as she had come to enjoy the tranquil life on the farm, but she saw that Druvaana desperately wanted to go with her father and she gave her daughter her blessings. Morynn took her into his guardianship and they travelled the lands in and around the Surell for many years, where Druvaana quickly learned the skills and lore of her father. In time, Morynn opened the gate to the Autumn World, where he showed his daughter the wonders of that strange and ancient forest and here she swore fealty to the Malanth of Surell.

In 2142R Morynn gave up his title of Greenkeeper and joined Mareeya at Homehill for a few years. Druvaana took on the full-time role protector of the Surell and she continues to do so, basing herself in the traditional hidden encampment of the Greenkeepers called Leafhaven, located in the north woods. In 2147R, Druvaana's father bade a final farewell to his wife and daughter and retired to the Autumn World to serve the Malanth there. Mareeya was invited to go with Morynn but she still wished to dwell on at Homehill for a time and see her daughter,

Mareeya Kedrach continues to run her farm of Homehill while Druvaana patrols the valley, driving away dangerous rogue animals and Goblinskynd that intrude into the lowlands from the central mountains. She holds regular council with the Fey folk and sorts out petty disputes between them. She is sometimes seen on the high ridges that surround the Surell, watching over the land, or travelling the shores of Lake Greysroud in the early hours of the morning. She has been known to sometimes appear in the late evening at the Topsy Tinker Inn and take a meal with her mother and the matriarchs of the Tinker family, who are all good friends. At times she will even visit the local farms and has been known to return the animals that have wandered away and become lost.



Druvaana D'Surell: Greenkeeper



Arcana

Tas Wells

Overview

Many ancient scholars were aware of the Tas Web. These are strong lines of magical energy that connect specific sites to each other. It is thought that the Tas Web is a link forged between the *Malantha*, the spirits of the great ancient forests of Eldoria and it is via this network that they maintained communication and lent power to each other and with more powerful Fey beings, when they were threatened by the lesser races of the Saahn. Certain modern Sorcerers (especially Elven Sorcerers) and scholars have a limited understanding of the Web as it exists today.

Where two or more lines of the Tas Web converge it creates a concentration of the Tas, referred to by Druids (who first discovered its existence) as *Tas Wells*. Tas Wells manifest such a strong raw energy that they 'leak' into the very ground, water and air that surrounds them; water tastes better, plants grow stronger, the air is sweeter. They can act as a beacon to Fey creatures, which are more attuned to the Tas and feel invigorated by being in close proximity to a Well. The Well itself takes on no physical form but can be sensed as a powerful form of Tas energy when person or creature capable of casting spells makes the first effort to connect to the Tas to draw energy to form a spell. Detect Magic will identify the type of Magic that is enhanced by the Well in a specific region.



Although all types of energy collect in a Tas Well, the most dominant natural power of the area that the Well is situated in, is gathered and enhanced to a greater degree. For example, the natural necromantic magic of swampy areas is drawn into a Tas Well and enriched. All spell casters find that spells may work much more efficiently when they are near a Tas Web line or a Tas Well; however the enhanced Magic does not always work the same for everyone. Schooled Wizards and Clerics are far less likely to be able to source the enhanced Tas energy from these reservoirs, while Sorcerers, high-ranking Druids and Fey creatures are able to create improved spell forms because they are more 'in tune' with the Magic of the natural world.

Rules for Tas Wells

The GM determines the dominant terrain type in the region that the Tas Well is located and the table below shows the associated Magic School, the % chance of the spell of that School being enhanced and the effect upon the spell. The enhancement effect covers a radius of 500 yards from the centre of the Well and the % chance of enhancement is reduced cumulatively by 10%, every 100 yards beyond the

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500 yard point. If an enhancement fails to occur, that spell-caster will be unable to achieve any further spell enhancement from the same Tas Well for a period of 10+1d10 hours.

In the table below, character classes capable of casting spells have been allocated into one of three groups for the purposes of determining their ability to produce enhanced spells. The entry for each Group shows the % chance that the spell cast is enhanced and the multiplying factor for the range and effects of the spell (e.g. a Fireball spell cast by a 3rd Level Sorcerer would have a range of 1,560 feet; a 20ft radius spread; and would inflict 6d6 damage). Saving Throws are not affected by enhancements.

Group 1 Spell Casters: Druid, Ranger, Spell-Capable Fey Creature

Group 2 Spell-Casters: Sorcerers, Witch

Group 3 Spell Casters: Wizard, Cleric, Magus, Paladin, Oracle

Table: Tas Wells

Dominant Terrain Type	Magic School	Effect Group 1	Effect Group 2	Effect Group 3
Wasteland (e.g. Desert and Tundra)	Abjuration	50%/x4	30%/x3	10%/x2
Open Temperate Plains	Conjuration	70%/x4	30%/x3	10%/x2
High Places (e.g. Mountains)	Divination	80%/x4	30%/x3	10%/x2
Forests	Enchantment	100%/x4	30%/x3	10%/x2
Unstable (e.g. Volcanos, Earthquake Regions)	Evocation	20%/x4	30%/x3	10%/x2
Water (e.g. Oceans, Lakes)	Illusion	90%/x4	30%/x3	10%/x2
Swamps	Necromancy	60%/x4	30%/x3	10%/x2
Underground (e.g. Caves and Dungeons)	Transmutation	40%/x4	30%/x3	10%/x2

The Autumn Staff

Aura strong conjuration; CL 13th; Slot none; Price 60,000 gp; Weight 5 lbs.

Description

The Staff of Autumn is made from Eldarwood and is decorated with feathers and beads that hang from its head. It is a device handed down from Greenkeeper to Greenkeeper and its primary function is to a portal to the Autumn World (in a similar way as the spell Planeshift). In addition to its properties in unlocking the portal to the Autumn World, the staff retains the natural properties of Eldarwood that allows it to store spells (see the "Encyclopedia Eldoria" available from DriveThruRPG).

Construction Requirements

Craft Staff, plane shift; summon nature's ally VI Cost 31,000 gp.



FEY NPCs

These are the major Fey characters that Druvaana associates with in the Surell Valley. They are her lieutenants who do her bidding when the Greenkeeper needs assistance. These NPCs also appear in the Eldorian "Interesting Inns" module, "The Topsy Tinker Inn".

THE DRYAD MAERIA (CHAOTIC GOOD MEDIUM FEY)

CR3 XP800

Init +4; Senses Perception +2

DEFENSE

Alignment: N **Resides:** The large oak behind the Topsy Tinker

AC 17, **Touch** 14, **flat footed** 13 (No Armour) (+4 Dex, +3 Natural)

hp 27 (6d6+6)

Fort +5, **Ref** +9, **Will** +7

OFFENSE

Speed 30ft

Base Melee +3 Single Attack Dagger +7 (1d4/19-20) Full Attack Dagger +7 (1d4/19-20)

Base Attack 3 CMB 3; CMD 17

SPECIAL ABILITIES/QUALITIES

Spell Like Abilities:

1st Charm Person DC (15) 3 x day

1st Entangle DC (15) at will

3rd Suggestion DC (17) 1 x day

3rd Deep slumber DC (17) 3 x day

3rd Speak with Plants DC (17) at will

5th Tree Stride DC (19) 3x day

Damage reduction 5/Cold iron

Other: tree dependent, wild empathy

STATISTICS

Str 10, **Dex** 19, **Con** 13, **Int** 14, **Wis** 15, **Cha** 18

Feats: Great Fortitude, Martial Weapon Proficiency, Simple Weapon Proficiency, Stealthy, Weapon Finesse;

Skills: Climb 9, Craft Sculpture 8, Disguise 7, Escape Artist 10, Handle Animal 10, Heal 4, Know Nature 11, Know the Planes 4, Perception 11, Stealth 15, Survival 8

Languages: Common, Elven, Sylvan

PERSONA

Maeria is a distant and reclusive soul who is more comfortable in the Autumn World than she is in the Prime Material Plane of existence. Her spirit is very much in tune with the natural Tas and she does not understand many Human concepts such as the consumption of food, the purpose of buildings, or the reason for clothing. Still, she



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does visit the Topsy Tinker Inn regularly, to ensure the sanctity and protection of the remaining woodlands of the area and of the lesser Fey creatures.

Humans cut down much of the forest that once grew throughout the Surell Valley and Maeria harbours a sense of ill-will toward all men. Through her relationship with the Human Greenkeepers has she gradually come to trust other Humans such as Veridy Tinker and Nelly Tinker, but only after Narla, the Nymph of the Surell Springs persuaded her to speak with the women of the Topsy Tinker. Even so, her conversations with them are often stilted and filled with subject matter that is foreign to both species. But none can deny that there is a strong sense of friendship and respect that Maeria has developed for a limited number of individuals despite the issues regarding communication.

In her physical form, Maeria appears as an otherworldly woman with dark leaf-like tresses, which bloom with flowers. She walks naked in the world, her body sometimes shifting between a green mortal flesh and a substance akin to a flexible wood. She has deep, fathomless eyes and her voice is a breathless whisper. When she appears at the Topsy Tinker, she never goes inside, but stays in the vicinity of the garden at the rear. In order to ensure a sense of 'propriety and decorum', Nelly convinced Maeria to wear clothing when she appears in the gardens and the Dryad dresses in the attire of a Nalarian gypsy (when she remembers to).

Maeria is good friends with Narla, the Water Nymph and they have met once per Span, for hundreds of years to play a ritualistic game of cards, while talking about changes in the natural world. Over the past six years, Veridy and Nelly have been invited to play cards with them.

Maeria is very different from Pryanith, her sister, who spend much more time in the prime material plane and is attracted to things that Maeria considers mundane and worthless. She particularly dislikes Pryanith's liaisons with Humans and warns her that relationships between Fey and mortals always come with a price. Fey cannot normally have children amongst their own kind but they can sometimes produce children with a Human.

Last year Pryanith was besotted with a young Human artist called Harland Taflass and stated her desire to have child with him. Maeria kidnapped Harland, spiriting him away to the Autumn World and stealing away his memories. He resides in a villa that Maeria secretly maintains at the fringes of that realm and has convinced Pryanith that Harland left the Topsy Tinker in the company of another Human woman. Her sister was broken-hearted for a while but recovered and now holds young Human males in contempt.



THE DRYAD PRYANITH (CHAOTIC GOOD MEDIUM FEY)

CR3 XP800

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

Alignment: CN **Resides:** the small oak behind the Topsy Tinker

DEFENSE

AC 18, **Touch** 15, **flat footed** 13 (No Armour) (+5 Dex, +3 Natural)

hp 33 (6d6+12)

Fort +6, **Ref** +10, **Will** +5

OFFENSE

Speed 30ft **BaseMelee** +3 **Single Attack** Dagger +8 (1d4/19-20) **Full Attack** Dagger +8 (1d4/19-20)

Ranged Longbow, Composite +8 (1d8+1 X3) **Range** 110'

Base Attack 3 **CMB** 4; **CMD** 19



SPECIAL ABILITIES/QUALITIES

Spell Like Abilities:

1st Charm Person DC (16) 3 x day

1st Entangle DC (16) at will

3rd Suggestion DC (18) 1 x day

3rd Deep slumber DC (18) 3 x day

3rd Speak with Plants DC (18) at will

5th Tree Stride DC (20) 3x day

Damage reduction 5/Cold iron

Other: tree dependent, wild empathy

STATISTICS

Str 12, **Dex** 20, **Con** 14, **Int** 12, **Wis** 10, **Cha** 21

Feats: Great Fortitude, Martial Weapon Proficiency, Simple Weapon Proficiency, Stealthy, Weapon Finesse

Skills: Acrobatics 8, Climb 8, Craft Sculpture 13, Escape Artist 11, Handle Animal 11, Know Nature 10, Perception 9, Perform Dance 9, Sense Motive 3, Stealth 16, Survival 6

Languages: Common, Elven, Sylvan

PERSONA

Pryanith is the more Human-appearing of the two Dryad sisters and appears in the prime material world as a beautiful young woman who turns the heads of most people who see her. She is more knowledgeable about the mortal world than Maeria and is confident and natural in her interactions with Humans, who often have no idea that she is anything but a stunning woman. For many ages she has dwelled in the Surell Valley and has watched farms built and families grow throughout the region. She visited many of the farm holdings over the years, going in the guise of a travelling Bard looking for seasonal work. She took handsome young farm lads as lovers and learned all she could of Human culture, returning to the Autumn World every few years and returning again after decades had past. She would adopt a new guise from time to time so that her immortality would not give her away.

When the Topsy Tinker was built she gravitated toward it, attracted by the hundreds of different people from countries from all over Eldoria, who stayed within its walls before passing on to faraway places. It was Pryanith

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who caused Maeria to take a greater interest in the Surell, telling her sister of the Human women who lived there and their association with the Fey in the region. Maeria hated Humanity after Sardians deforested the Surell Valley in the 1500s R to build a fleet and again in the 1900s R in order to commence a series of civil works across the Grand Escarpment. The best known of these is the Giant's Walkway, a huge bridge that spans the Sarrazan's Gorge, east of Irondeep. Only small copses of trees now exist across the Surell and many Dryads who once lived there are dead or diminished in power.

However, Pryanith's tales of the Topsy Tinker and its curious inhabitants piqued Maeria's interest and she began to make visits there, befriending the water nymph, Narla, and eventually coming to know Nelly and Veridy Tinker, as well as the Fey inhabitants of the inn. But, where Maeria always remained aloof and true to her Dryad roots, Pryanith easily blended into the Topsy Tinker and even performed as a dancer, under the name of "The Willow". One of the things that fascinated her about Humans Pryanith was their children. Fey folk could not normally produce children within their own species; they were immortals and not blessed with the Rune of Making. But there was sometimes the possibility of having children with a Human and Pryanith sought out men over the years to try and conceive. She was unsuccessful until she met Harland Taflass last year and formed a relationship with the young artist. He spent many hours sketching her and she loved the drawings and how he devoted so much of his attention to her. Then she discovered she was pregnant and told Harland, who was overjoyed and wanted to marry her there and then.

Pryanith brought Harlan into the Autumn World and told her sister of the child that had conceived with Harland and how they wanted to dwell in the Fey realm. But Maeria was angry and said that nothing good ever came from the union of a Fey and a Human and told her sister to take her Human lover back to the Topsy Tinker. Pryanith obeyed her sister but cursed her name and said she would live amongst Humans forever and would never see Maeria again.

Some days later, after her fury had passed, Maeria decided to take action to destroy her sister's love for Harland and be reconciled with Pryanith at the same time. It would be for her own good; the foolishness and infatuation with Humans had to end, for her own well-being. She chose a time when Pryanith was away from the inn and Charmed Harland into travelling to the Autumn World with her, under the ruse that all was forgiven and Pryanith was waiting for him there. Now despite her machinations, Maeria was not an evil creature and wished no harm upon Harland. Instead, once in the Autumn World Maeria placed him under an enchantment whereby he forgot who he was and believed that he was a child of the Fey. Maeria took him to a distant villa on the fringe of the forest realm and there Harland came to live and worked the gardens and vineyards. In the evenings, after supper, he sometimes spent his time drawing sketches of a woman he did not know, but looked very much like Pryanith.

Maeria fabricated a letter written by Harland, for Pryanith, declaring his love for the Dryad was over and he had left in the company of a Human female. At first, Pryanith could not believe this was true and searched the Surell Valley for as far as she was able, given that her spirit is bonded to a tree behind the Topsy Tinker. She wandered beyond her limits searching for news of the whereabouts of Harland and fell dangerously ill as a result. Tragically, she lost the child she was carrying and only survived because Maeria came to her sister's rescue and returned her to the Autumn World, where she nursed her back to health. After a long time convalescing, Pryanith has come to believe that Harland was indeed unfaithful and now she has developed a strong dislike for Human males. Recently has she begun to return to the Surell and entice young men into desiring her again.

But now she coaxes and cajoles her suitors, promising them her undying love but first they must complete a quest that will prove they are worthy of her. Of course, Pryanith ensures these tasks are unachievable and pits her ardent admirers against each other. As a result, there have been a number of fights occurring at the inn and Nelly is concerned over Pryanith's behaviour in causing many of these incidents. Nelly has asked Maeria to talk to her sister about the disruption she is causing but, though the elder Dryad promises action she has so far not disciplined Pryanith. She prefers that her sister remain angry at the Human world and that she gives up her obsession of conceiving a child.

NARLA THE WATER NYMPH (CHAOTIC GOOD MEDIUM FEY)

CR7 XP3200

Init +5; **Senses** Low Light Vision; Perception +13

Alignment: CG

DEFENSE

AC 24, **Touch** 24, **flat footed** 18 (No Armour) (+5 Dex, +1 Feats, +8 Deflection)
hp 70 (8d6+40)

Fort +7, **Ref** +11, **Will** +8

OFFENSE

Speed 30ft **Base Melee** +4 **Single Attack** Dagger +9 (1d4+1/19-20) **Full Attack** Dagger +9 (1d4+1/19-20)

Base Attack 4 **CMB** 9; **CMD** 24



SPECIAL ABILITIES/QUALITIES

Blinding Beauty (DC22) at will

Stunning Glance (DC22) at will

Damage reduction 10/Cold iron

Inspiration a token providing +4Will Save, +4 Craft and +4 Perform

Unearthly Grace Chr bonus (+8) to AC

Wild Empathy (as 6th Level Druid)

Spell Like Abilities (7th Level Druid): CL 7/Concentration 9

Level 0 (DC12): Create Water, Know Direction, Light, Purify Food and Drink

Level 1 (DC13): Air Bubble, Blend with Surroundings, Comprehend Languages, Faerie Fire, Wave Shield

Level 2 (DC 14): Aboleth's Lung, Animal Messenger, Frigid Touch, Lay of the Land

Level 3 (DC15): Hydrophobia, Water Breathing

Level 4 (DC16) Geyser

STATISTICS

Str 13, **Dex** 21, **Con** 20, **Int** 20, **Wis** 15, **Cha** 27

Feats: Agile Manoeuvres, Combat Casting, Dodge, Simple Weapon Proficiency, Weapon Finesse

Skills: Climb 3, Craft Herbalism 6, Diplomacy 13, Escape Artist 16, Handle Animal 13, Heal 10, Know Arcana 9, Know Nature 16, Perception 13, Sense Motive 13, Sleight of Hand 7, Stealth 16, Swim 20

Languages: Common, Elven, Sylvan, Fey

PERSONA

Narla is, by far, the most powerful Fey creature of the Surell Valley. She is a Nymph of the Water and is the personification of the natural springs that exist below the hills and mountains surrounding the Topsy Tinker; it is her vital essence which invigorates the water with its healing qualities.

In physical appearance, Narla is an exceedingly beautiful pale young girl, with short blue hair and dazzling crystal blue eyes. Her visage is such that she can strike a person down with a glance or even blind them permanently, but Narla is also a shy and reclusive creature and has rarely had to ever use her full powers to bring harm. She mainly inhabits the watercourses and grottoes that honeycomb the land beneath the Surell, where she goes unclothed,

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except for a translucent collar, which is very difficult to see upon her (Perception DC30). The collar is magical in nature and, when she chooses to visit the surface world, she invokes its power and it immediately clothes her in a translucent, diaphanous robe; each time being a different hue, ranging from white to blue to green (Refer the Topsy Tinker Inn available soon on DriveThruRPG).

Like Maeria, she has avoided contact with the Human world for many centuries but, since the establishment of the Topsy Tinker, she has been attracted by the music that came from the inn and was become curious enough to venture into its surrounding gardens, when the place was quiet and most patrons have gone to bed. She would emerge from her underground channels via the well at the back of the inn and furtively look in through the inn windows and listen to Bards entertaining those gathered in the main bar. Sometimes a customer of the inn would catch a glimpse of her and she would flee back down the well; she found that Humans would always be left speechless and dumbfounded when they looked at her and she felt uncomfortable in their presence. But, over several years she began to encounter Veridy Tinker, whose connection with nature caused her to sense the whereabouts of the Nymph when she emerged from the well and to resist her Charms sufficiently to attempt to communicate with her. Narla still fled but Veridy was persistent; she left small gifts for Narla, such as combs, pendants and cups of sweet wine.

At the same time that Veridy was wooing Narla, she was also having her first encounters with the Dryad sisters and Pryanith was instrumental in convincing the Nymph to meet with Veridy and experience more of what it was like to be Human. The barriers were broken down and eventually Veridy showed the Fey all manner of mundane Human objects and customs. Narla became accustomed to the presence of Humans and was delighted with many of the things Veridy showed her. She was not as alien in nature as Maeria and she was certainly not as confident and passionate about Humankind as Pryanith. What she did love was to listen to the singers and musicians who played at the Topsy Tinker and, surprisingly she also developed an almost obsessional interest in card games. Narla was first introduced to the concept of recreational games when she began to interact with the children of the inn, especially when Veridy introduced her to a young Nelly, who loved to play a card game called 'Dragons'.

Narla watched the game being played, then learned the rules and then gradually began to play, usually late in the evenings with Veridy, Nelly and the Dryads. Narla was hopeless at understanding Dragons at first but a Nymph is immortal and continued to play the game and master its strategies. As age caught up with her, Veridy played less but Nelly continued to always be available to play a game of cards with Narla. When the others simply wanted to chat about various aspects of life in the Surell Valley, Narla would ask Nelly to bring out her cards and begin a game...then another...and perhaps one more.

Four years ago, Nelly presented Narla with a gift that she treasures above all other material objects. It is a set of Dragon cards etched onto wafers of mithril by one of the artisans who frequent the Topsy Tinker. The cards should have cost a small fortune but Pryanith had the man who made them twisted around her little finger, so they ended up being given to Nelly for free. Narla was indebted to Nelly for the cards and keeps them hidden in a hidey-hole inside the garden well.



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Online Community Pages

There is a Facebook page '**Eldoria**' with information on this world here:

<https://www.facebook.com/pages/Eldoria/443402119036225>

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

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Previously Print 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

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

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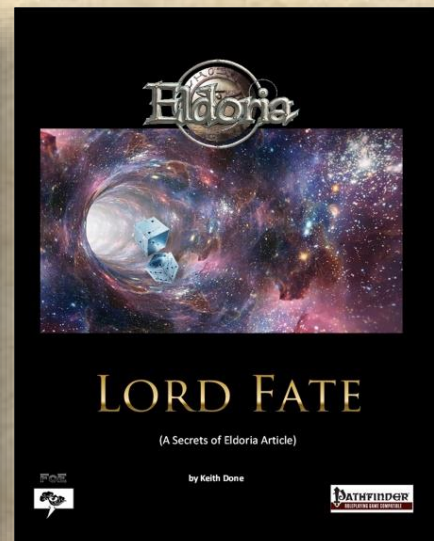
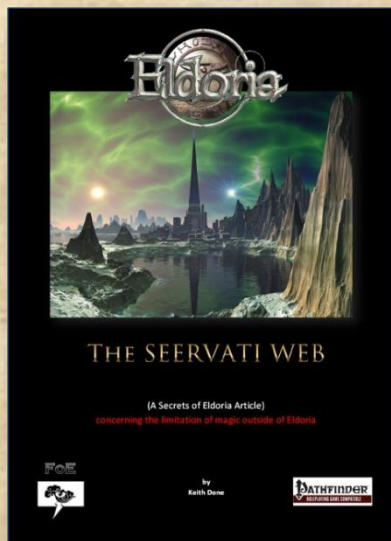
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Denizens of Eldoria

Druvaana D'Surell

"I saw Druvaana one morning on Windbreak Ridge; a wild thing she was, like a child born of nature. She was gazing westward over the Greyshroud Lake and the downs beyond, like those lands belonged to her".

Mareeya Kedrach of Homehill Farm,
Surell Valley 2150R

This resource describes a fascinating NPC who is a resident of the Surell Valley in Northern Sard. She is the mysterious woman, Druvaana D'Surell, who takes her name from the region. The character Druvaana has been designed as a major NPC to be used with the FoE Interesting Inns publication, the "Topsy Tinker" (available from DriveThruRPG). She is a *Greenkeeper* (a new Pathfinder Character Class) that has been designed exclusively by Beth Jones, who has had a life-long association with role-playing games.

Druvaana is attuned to the powerful magical forces of nature that permeate the lands of the Surell. She is of a long bloodline of guardians who have watched over the Surell Valley, protecting the remaining Fey folk who continue to dwell in the world. She and maintains the gateways between the Prime Material Plane and the Autumn World, the ancient retreat where the fading spirits of nature exist.

Full Pathfinder statistics have been supplied for Druvaana in this publication, as well as a number of NPCs she associates with. Also included are:

- Full details of a new Pathfinder Character Class, the Greenkeeper
- A comprehensive backstory on Druvaana, the Surell Valley and the Autumn World
- New magic items

Note that Druvaana could easily be converted to any system or game where she has the potential to be a major encounter for your players. The GM could include her in their own plotline and weave her into a much larger campaign.

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

