



Eldorian Location - Sard

The Surell Valley



by
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FoE Publishing (Friends of Eldoria)

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



About this Publication

"We live in a land surely blessed by the gods, but in the Surell Valley, myths become reality and reality becomes myth."

Klomer Nommope

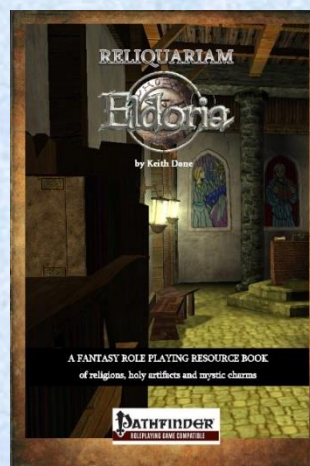
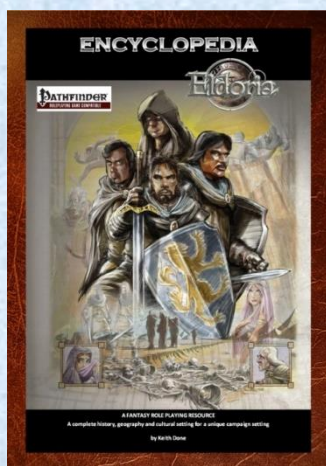
Vendish Merchant

Leave Vendish or Gablehead behind and the rolling hills and green pastures of the Surreal Valley appear before you. You're heading towards the busy market town of Vendish or the capital of Gablehead, but before you get there, a short detour will bring you to a place whose very name evokes myth and legend of Sard... the Dragon's Gottoes, the Sighing Stones, Windbreak Ridge or the Springs of Surell.

Have you ever felt pressure and frustration when faced with designing an impromptu description of the surrounding area for travelling players? *The Surell Valley* is the answer to your dilemma. It is a detailed area description of a picturesque valley that you can drop into your own campaign, complete with plot hooks. Weave this resource to weave in your own game, or use in the world of Eldoria.

The Setting

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



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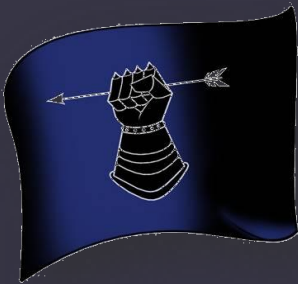


SARD

The country of Sard lies west of its rival, Elkia, the two protagonists facing each other across the waters of the Lesser Inner Sea. The realms share a common border in the north but this is a virtual no-man's land, created by the territories of the Imperial State and the inhospitable terrain of the Porgruu Bogs. The long east-west running chain of the Stonebrow Mountains effectively divides Sard from the forested highlands of Llan; control of the passes through the Stonebrow has always been a source of conflict in the region.

Along with Elkia, Sard was once part of the Sardellan Imperial Homelands and is a mountainous land, rich in mineral wealth.

It retains a strict feudal-like system of government, with lands divided between powerful lords, most of whom give patronage to the Church of Trezkillian (God of War).



For more details see [Encyclopedia Eldoria 2nd Edition](#)

Eldorian Location – Surell Valley, Sard

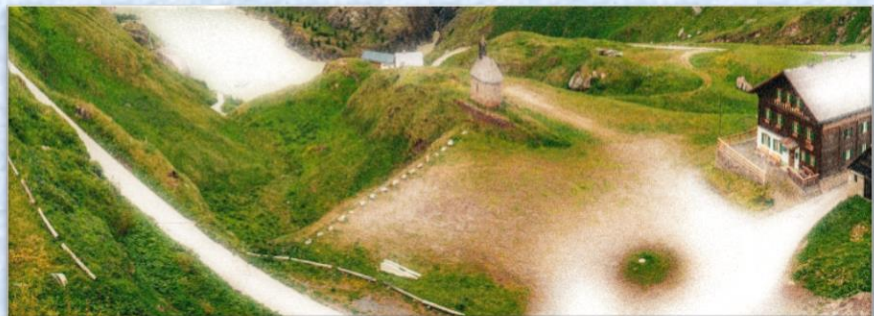
Surell Valley (Region)

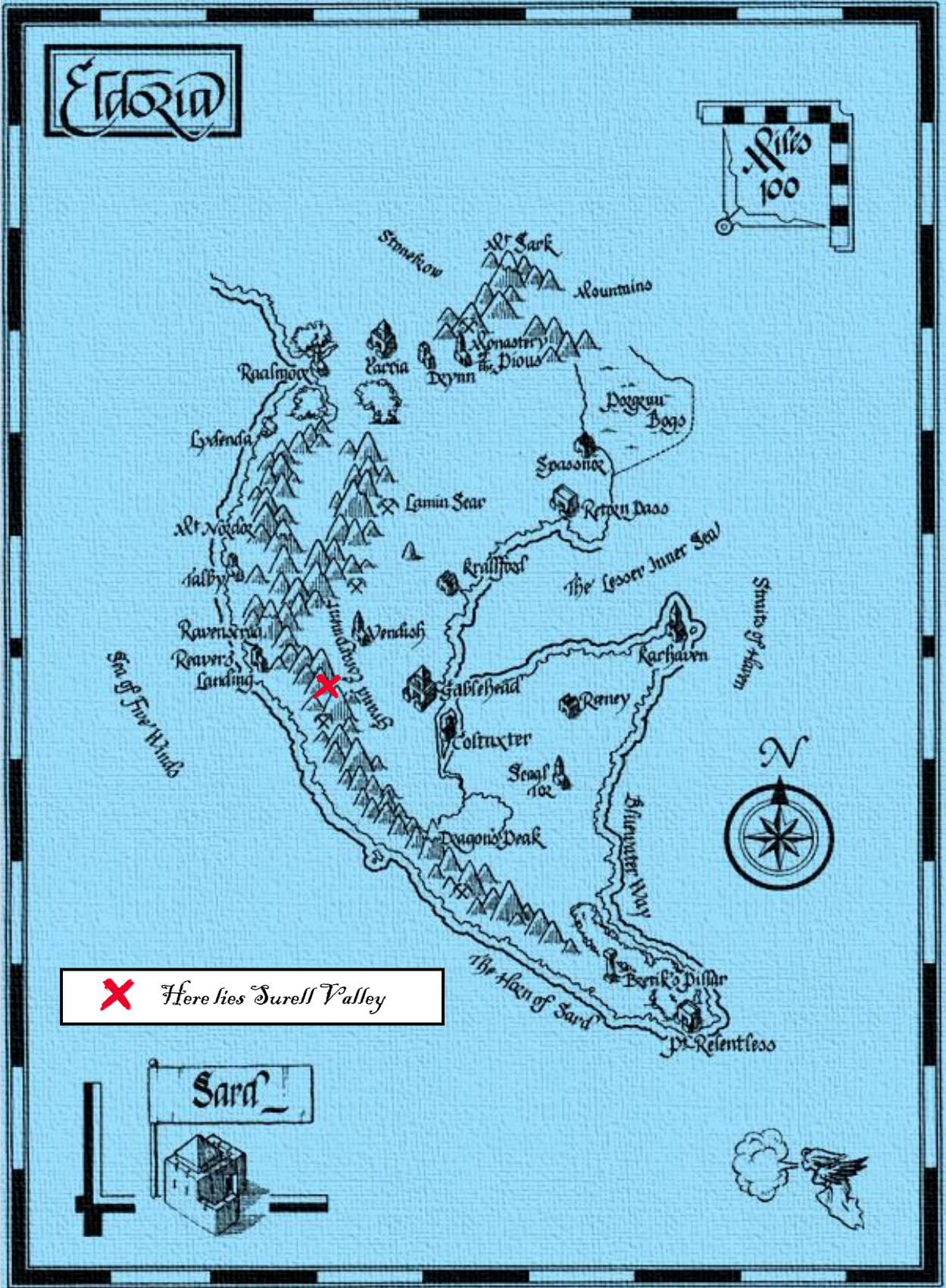
Location: Sard, Eldoria

The Surell Valley is a picturesque valley on the eastern side of the *Grand Escarpment*, located a short distance from the main coastal route that connects the town of **Vendish** to the capital of **Gablehead**. The valley is a popular area with rolling hillsides occupied by many farm holdings and the odd traveller's inn. The most famous of which is The Topsy Tinker Inn, run by the extended Tinker family. It is a regular haunt for weary travellers, tinkers, minstrels and the local farm community. Accommodation at the inn suits a variety of budgets and it is a favoured stopover for travellers heading for the west coast of Sard, as well as being a meeting place for merchants to exchange goods. The inn is also known for exceptional cleanliness and friendly staff.

Tinkers' Way

The main road of this area is called *Travellers' Way*, which runs between Vendish and Gablehead, in Sard. The tributary road, which leads up into the mountain valley of Surell, is called *Tinkers' Way* and leads directly to The Topsy Tinker Inn. Tinkers Way is quite a well-established and unusual little track. It is a pathway that seems to be made of a continuous flow of hard stone; with no evidence of flagstones being laid. In fact, people in the region remember that Tinker's Way was just an unpaved trail, often subject to closure during the heavy rains of the March of Water. The stone pathway appeared around twenty years ago but nobody has any recollection of any authority laying it; it simply seemed to have appeared overnight! This is an excellent thoroughfare for wagons transporting goods to Western Sard, as the track eventually connects up to the *Eaglesway*, the major highway that traverses the Grand Escarpment from east to west. The trek along Tinker's Way is full of scenic rural land devoted to animal grazing.







MARCH OF WATER

The Eldorian year is divided into Marches. Each March consists of three Spans of thirteen days with a festival day at the start of the March. The March of Water is in winter. Generally, as winter ends, heavy rains begin to fall throughout the north and central regions of Eldoria, with lighter rains along the coastlines of Y'sira and Rhenfara. These conditions continue for most of the March of Water, making travel very difficult in many areas.

GABLEHEAD

Gablehead is not only the capitol but one of great northern cities of Sard, with a long, turbulent history. It was founded in 95 ASR by the Malonia people. However, in 620R, when Sardell invaded its original people were absorbed into the Sardell Empire and most became part of the commerce and activity that subsequently grew around this port city. After the Sardell Empire fell, Gablehead became part of the country **Sard**.

It is a picturesque city, designed by the great architect, Emaras Falland. Built on steeply rising land, around the shoulders of Mount Pyrred, Gablehead's densely terraced streets, multitude of canals and magnificent Kazilin Council Hall are some of Eldoria's greatest feats of engineering.

For more details see
Encyclopedia Eldoria 2nd Edition

Eldorian Location – Surell Valley, Sard

The story of the Tinkers' Way road origin is a curious one. Twenty years ago a Wizard was travelling to the west coast of Sard with a merchant caravan. The rains of the March of Water arrived early that year and were particularly heavy. The caravan was marooned at the inn, when the (then) earthen pathway turned to a muddy river.

The caravan was forced to shelter at the Topsy Tinker for two weeks and the Wizard found himself short of funds. However, Nolledge the innkeeper (being a kindly soul) allowed the Wizard board at the inn, free of charge. So, when the rains stopped and the pathway was drying out, the Wizard decided to reward Nolledge for his generosity by paving the grounds and paths immediately surrounding the inn with stone, using magic to permanently transmute mud to rock. However, the result of the spell was far greater than the Wizard expected due to the presence of an enhanced Tas field that surround the Topsy Tinker (see Tas Web).

By a quirk of fate, the spell was hugely amplified and the magic flowed out from the vicinity of the Topsy Tinker, following a line of the Tas Web, which the original Tinkers' Way was laid along. In a matter of moments, 20 miles of the trail east and west of the inn was surfaced with stone! The Wizard was totally unaware of the proximity or the nature of the Tas Well and its Web and remarked, "By the Gods! That is the best work I have ever performed!"

Farmers of the Surell Valley tell a tale that it was all the work of the Fey folk!



The Tinker's' Way curves its path through the Valley of Surell. Up until 10 years ago this was a dirt track that was often impassable during the rainy season; then mysteriously it was surfaced with stone – literally overnight. Farmers in the region say it was the work of the Fey folk!

The Springs of Surell

The Springs of Surell are an open air terraced, group of hot springs located only a short distance from The Topsy Tinker. These springs are among the most beautiful in Eldoria, cascading into multiple pools down the side of a hill, close to the inn. The water is slightly sulfurous and the temperature is warm and relaxing.

These falls are very popular and some people visit yearly, as the spring-water is said to have therapeutic properties. A constant flow of water spills down the hill, ensuring that the patrons enjoy clean crystal clear water containing little sediment. There are six small wattle and daub huts near the springs, which are provided so that patrons can change clothes and dry off.

According to legend, the Springs of Surell were created by the God Sé, during a violent storm in the March of Air. A local Sé worshiper, Alron Belldon, was killed in this storm, being 'kissed' by their God. On festival days of the March of Air, some locals say they have seen his glowing ghostly figure, looking down on the springs from the peak of the surrounding hill. Those lucky enough to glimpse this specter are reputed to have good luck for one year.



The terraced hot Springs of Surell Valley. During the cooler months this is a popular destination for locals and travellers alike, due to the warmth of the waters and their healing properties. Enterprising locals take advantage of the abundant travellers and set up small stalls to sell, local produce, healing potions and an assortment of warm, woollen items. All made by locals using local produce.

Lake Greyshroud

This is a deep water lake that is located to the north of the Topsy Tinker and bounded by the Windbreak Ridge in the east and Yersal's Mound in the south, where there is a small pebbled beach. The inn maintains a wooden boathouse at the beach, which shelters two skiffs and associated gear. The skiffs are for boating the lake by paying guests of the Topsy Tinker.

The thermal waters that feed the Springs of Surell also have an outlet in the lake and cause a thick fog to rise every morning that dissipates by noon. Locals spin a tale that the fog is the work of water sprites who go about their business each morning unseen by prying eyes of Humans.

Lake Greyshroud attracts many forms of waterfowl, including the rare *Varridian Duck*, which migrates between distant Vheridane and Sard each year. The lake is also known for its fine catches of *Mithril Trout* and *Red Gauntlet Crayfish*, which are served up by the kitchens of inns and locals alike.



Lake Greyshroud – a popular subject for local artists who strive to catch the atmospheric mist that surrounds the lake in early mornings. This is an artist's impression – called 'Mists of the Grey' by an up and coming painter from Gablehead, Deloric Shane.

Windbreak Ridge

This is a ridgeline of steeply inclined rock that rises from the east of Yersal's Mound and runs for thirty miles to the north-west into the foothills of the Irondeep Mountain. It is a difficult and dangerous ridge to ascend and most hikers wishing to use the trail that runs along the top of Windbreak, ascend by an established sheepherders' path from the Fenneck Valley (located east of Yersal's Mound).



THE DWARVES (aka the Stonekin)

The Dwarves (or Stonekin) of Eldoria once lived in the west, far beyond the settled lands of Vheridane. Here they are said to have built legendary underground cities during the Darktime, the most famous of which was Dwarvenhold. Whatever happened to those great ancient cities is not known, however the Dwarves arrived in central Eldoria around the 3rd century R, in a large fleet of ships that sailed across the Sea of Five Winds.

They established a new Kingdom on the island of Karashar-Zahl, off the west coast of Sard. This flourished for many centuries and satellite colonies arose throughout the Grand Escarpment of Sard. But in 1605R a number of unknown disasters destroyed Karashar-Zahl and forced the majority of Dwarves to leave their traditional way of life and integrate themselves into the Human world, where they found work as masons and smiths.

The Dwarves are very conscious of the creeping loss of their cultural identity and many a young Stonekin, spurred on by tales told around the hearth, has gone questing for the ancient mines of old.

They are a hardy folk with an average lifespan of 500 years and, like the Elves, they have a low birth rate; most Dwarven women conceiving only two or three children in their lifetime. Females have somewhat finer features than their male counterparts and possess a lion-like mane of hair.

For more details see
Encyclopedia Eldoria 2nd Edition

Yersal's Overlook and Walkway

This is rise of land that rises to a high bluff that overlooks the south beach of Lake Greyshroud. A single trail winds up to the top of Yersal's Mound, which has a covered wooden walkway, built along its higher reaches. At the summit of Yersal's Overlook is a wide flat area where a cairn of stones was raised by Dwarves many centuries ago. It marks the eastern boundary of the Dwarven Kingdom of Karashar-Zahl, which was destroyed in a cataclysm in 1605R. The Dwarves that survived the wreck of Karashar-Zahl continued to dwell throughout the Grand Escarpment of Western Sard and began a ritual of visiting the cairn at (what was originally called) Westwatch.

The Dwarves continue the same tradition to this day, journeying from all over the Grand Escarpment to meet up for a ceremony which is held on the last day of the year. The Dwarves call this *Remembrance Eve* and they have observed this for over four hundred years, except for one occasion, thirty-two years ago, when the winter snows were so fierce that they made the trail up to the monument impassable. Following that winter, Lord Yersal, a leader of the Dwarven clans, had the walkway built with wooden sleepers, sheltered by a peaked roof. This was to ensure that their ceremony would not be stopped by the weather again. The Dwarves carry out maintenance of the walkway each summer and the site of their monument is now known by locals as 'Yersal's Overlook'.



A cairn of stones at the summit of Yersal's Overlook is a sacred place visited by Dwarves on the last day of each year. The cairn marked the western boundary of their old Kingdom of Karashar-Zahl. Shown above is the magnificent view toward the east and the Sardian lowlands.



THE AGES OF ELDORIA

In 1205R, the Chroniclers of Jasper divided the known history of the world into three distinct periods - the Darktime; and the ages before and after the Darktime. The Darktime was an extensive period of unrest and barbarism in which most records of the ancient world were destroyed. Because the loss of knowledge was so immense, it is not even known how long the Darktime lasted. Modern scholars, of the College of Arcane Science, who have examined all the records that do exist, estimate that it must have been a duration of somewhere between 3,000 and 5,000 years.

The Darktime officially begins with the ascendancy of the Gods to Tarrisada after the Last Battle and ends with the Redemption, the discovery of the Books of Law by the Prophet Samroth. Because recorded events during the Darktime are scarce, historical references are usually only made to the period after the Redemption and to the small amount of documented history discovered that encompasses the time prior to the Last Battle (mainly the age of the Saahn following the Twilight of the Gods).

Dates after the Redemption incorporate the use of the letter 'R' with the number. For example, 2050R means two thousand and fifty years following the discovery of the Books of Law (the Redemption). Dates before the Darktime use the letter 'D' with the number; 390D would mean three hundred and ninety years before the Darktime.

For more details see
Encyclopedia Eldoria 2nd Edition

When the walkway was being constructed, the Dwarves sheltered in the nearby Topsy Tinker Inn. A strong friendship has grown between the Tinker family and the Dwarves since then and, each year, they Stonekin began to gather around the last span of the March of Shadows for their ascent to the Overlook. Following that, they spend ten days celebrating their history and culture in song and stories, feasting in the comfort of the Topsy Tinker. From the 36th of Shadows to the 10th day of the Holy March, the Topsy Tinker is booked exclusively for the Dwarves of the Grand Escarpment, which is an arrangement that suits the Tinker family, as the winter snow usually keeps travellers away from the Surell Valley at that time anyway.

At the last count, there were fifty-six Dwarves who attended Remembrance Eve.

The Dragon's Grottoes

This is a series of caverns located beneath Yersal's Overlook. The entrance to the caves is located on the southern lower slope of the Overlook, near to its base, about ten minutes' walk from the inn. There are three major galleries that locals and visitors have explored; the Lair of the Wyrn, the Temple of Yhancia, and the Hall of Lights. The Lair of the Wyrn is the cave that is closest to the entrance and features a series of active boiling thermal ponds. These erupt in geysers of steam every few hours and the resulting cloud billows out of the cave mouth (giving the Dragon's Grottoes their name).



The Twinkleflitter beetles live and breed in the cave called the Hall of Lights, so named because the larvae of the beetles glow with an internal bioluminescence. Many people travel to the Topsy Tinker in the March of Gold when the Twinkleflitters are most numerous.

The largest and most impressive of these is the Temple of Yhancia accessed by a winding passage, this enormous cave features huge speleothemic pillars, over 80' in height. Finally, there is the Hall of Lights, a smaller cave that is the breeding place of Twinkleflitters, the larvae of small flying insects that have bioluminescence.

Besides the main grottoes, there are other caves and tunnels honeycombed into the Overlook but these are more difficult to navigate and have remained largely unexplored by the local population, although it is said that the Dwarves who visit the Surell Valley each year have delved into their depths.

The Sighing Stones

Six miles south-west of the Topsy Tinker there is a series of rolling hills called the Greenshadow Downs. At their highest point is an old circle of weathered, rune-carved standing stones which scholars say were made before the Redemption and possibly before the Darktime. Farmers who live near the Downs avoid the stone circle, which they call *the Sighing Stones*, due to a whispering sound that pervades the area when the wind blows. There are many strange stories told about the site; strange lights are sometimes seen there, animals stay away from it, and people who have visited the Sighing Stones have gone missing in the past.



It was thought that the stone circle was the work of Ulliahn Druids in ancient times, as several similar sites exist through Sard and Llan, to the north. But three years ago, a Druid travelling via the Tinkers' Way went to the site and returned to the Topsy Tinker to say that the runes marking the standing stones were not Druidic in origin.

GM NOTE:

Beneath the grassed area at the centre of the stone circle is an ancient Tas Stone, an artefact that can open portals to other locations across Eldoria. The runes on the stones are in Uushai, the language of the Gods and are names of the places that the stone circle is linked to (refer the Arcana Section on page 101).

Farm holdings

There are twelve major farm holdings spread out across the Surell Valley, not including small subsistence households. Below is a list of the farms and the family members/hired hands that they support:

Name of Farm	Family	Head of Farm	Hands	Major Produce
Ferrow Farm	Ferrow	Dale Ferrow; Male Human Commoner LG1	12	Lamb and mutton, potatoes
Rockmill	Tarnley	Kanther Tarnley; Male Human Commoner NG 2	10	Lamb and pork, strawberries
Asterkinn Farm	Asterkinn	Jonn Asterkinn; Male Human Commoner LN 2	22	Dairy cattle, barley, potatoes
Homehill	Kedrach	Mareeya Kedrach; Female Human Expert (Agriculture) LN 3	14	Strawberries, honeyberries, corshelle berries
Trillip Farm	Trillip	Dale Trillip; Male Human Ranger NG 2	7	Lamb and mutton
Surell Retreat	Narriden	P'tar Narriden; Male Commoner LG 3	12	Sweetgourd, eggs, chicken
Coldharvest	Stallin	Lennis Stallin; Male Commoner N 4	8	Barley, goats, cheese
Borronyst Farm	Borronyst	Holmar Borronyst; Male Commoner LG 3	21	Barley, corn, lettuce, horses
Goodharvest	Prax	Jillard Prax; Female Expert (Wool) CG 5	9	Lamb, mutton, wool
Zharrad Farm	Zharrad	Krann Zharrad; Male Human Fighter LN 5	15	Wheat, mixed vegetables
Fey Hollow	Shander	Mordon Shander; Male Human Commoner N 1	9	Carrots, turnips, squash, marrow
Whalford Farm	Whalford	Wilton Whalford; Male Human Commoner 2	14	Apples, pears, chickens





The KINSTRIFE and the TREATY of FOUR SWORDS

Between 1555R and 1677R, there was a period of ongoing civil war between factions of the Sardellan Empire, following the death of Empress Taranae, who had left no clear indication of who would succeed her to the throne. This was known as the Kinstrife and was fought principally between the Churches of Ormocea and Trezkillian, as well as powerful noble houses.

In 1677R, an Ormocean Abbot, named Ormond Mordling was instrumental in bringing the warring parties together in Karhaven and the Treaty of Four Swords was negotiated, which recreated the old territorial boundaries of Sard and Elkia; those allied to the Church of Trezkillian would control Sard and those who supported the Holy Trinity would rule Elkia. This treaty did not please everyone, especially those Trezkillian families who owned estates in Zaramoor. But none could deny that it was the best of all the solutions put forward.

The four main signatories to the treaty were;

- The Pontiff of Church of Ormocea
- The Pontiff of the Church of Trezkillian
- The noble house of Xarick
- The noble house of Heridanus

Although there were many other stakeholders who attended the meeting that resulted in the Treaty, these were the main factions who still controlled significant resources at this time and all other interested parties were allied to them. The House of Xarick was unaligned to the religious powers and controlled key centres of power in the West of the Imperial Homelands. The House of Heridanus was also unaligned and maintained a hold in the East and had retained control of several territories outside of the Homelands (principally in the Sea of Souls).

For more details see
Encyclopedia Eldoria 2nd Edition

The Blackstar Line

The Blackstar Company are a haulage line that has a long history in Sard, establishing regular passenger and freight routes throughout along the east coast in 1701R, linking the city of Gablehead with the towns of Vendish, Krallford, Spassnor and Coltaxter. It was founded by Xarinn Blackstar, a retired cavalry officer from the Sardian army, who combined his love of horses and knowledge of logistics to take advantage of the changing demographics of Sard that followed when the country was restructured according to the Treaty of Four Swords, following the Kinstrife.

Smaller transport companies formed soon after and entered into contracts with Blackstar to service the more regional areas, linking their routes and schedules to those of Blackstar and creating a greater network.

In 2141R, with more people moving to the west coast of Sard and the mining communities of the Grand Escarpment, Blackstar created a new route to Irondeep, via the Tinkers' Way. The Tinker family were over the moon, with the additional business they received, especially when the TopsyTinker Inn was scheduled as a stopover on the way to and from the Irondeep mine.

The inn incorporated special deals for travellers using the Blackstar Line and employed a wheelwright to inspect and repair their coaches when they stopped over at the inn.

The Blackstar coaches are very comfortable and are suitable for up to six persons. They are pulled by four heavy horses and have a crew of three; a driver and two guards (as highway robbery has been on the rise).

The Gablehead to Irondeep journey takes a total of 30 days at a cost of 25gp (not including accommodation at the inn). Coaches arrive at the Topsy Tinker every ten days and rest their horses overnight. Passengers are provided with 'free' meals and accommodation and the inn is recompensed by the Blackstar Line. As well as passengers, the coaches carry light freight and correspondence.



The easily recognisable shield of the Blackstar Line is emblazoned on their coaches in brass

The Tas Web

The Surell Valley has always been associated with the spiritual and mystical. Strange things often happen (the creation of the Tinkers' Way being an example!) Most of the residents of the Surell Valley have no idea why this is and spend many nights in the common room of the Topsy Tinker, expounding on their theories which usually revolve around the Fey who frequent the region.

However, the Druidical Order of Ulliah is aware of the Web and their senior hierarchy know how to use its Tas energy to great effect. They believe 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 maintain communication and lend power to each other and with more powerful Fey beings, when threatened by the lesser races of the Saahn. Certain Sorcerers (especially Elven sorcerers) and scholars also have a more limited understanding of the Web.

The scholar and Wizard *Comilip Shiphand*, in his book "*Pathways of Eldoria*", described links between major monuments of Eldoria. He noticed that ancient sites seemed to be aligned with other nearby sites. Comilip explored the concept that ancient peoples of the past built and used prominent features in the landscape as navigation points and to power great works of Magic. The Guild of Magi loudly debunked the findings of Comilip as pure fantasy and conjecture and put out an official statement formally refuting the existence of the Tas Web. However Comilip was closer to the truth than he knew, as the legendary Sorcerers, the Serpent Kings, got their great power by accessing Tas Wells. Thousands of years ago the location and use of these Wells was common knowledge amongst the Sorcerers of the Darktime but most of their lore was lost when the common folk overthrew them and destroyed their writings.

Tas Wells

Where two or more lines of the Tas Web converge it creates a concentration of the Tas, referred to by the Druids as *Tas Wells*. The Topsy Tinker is located on one of these junctures. 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 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.

Although all types of energy collect in a Tas Well, the most dominant natural power is gathered and greatly enhanced to a greater degree. For example, the natural necromantic magic of swampy areas is drawn into a Tas Well and enriched. In the area of the Topsy Tinker, a region of natural beauty; Magic associated with conjuration gathers and stockpiles. All spell casters find that



THE TAS

Eldoria is often referred to as the Arcane Realm, a place where hidden super-physical powers exist, that common-folk refer to as 'magic.' This unseen energy source is known as the Tas by more learned people. It permeates all living and non-living material and there are those skilled individuals who have discovered ways of drawing upon the Tas; allowing them to use its forces to create desired effects.

All sages agree that every person has a connection to the Tas. This is what defines their soul and when the physical form is destroyed, their individuality is maintained in the weave of the Tas. Some people have a stronger connection to the Tas and are able to manipulate its energy to create forms that manifest as magic effects. Practitioners of magic draw upon this energy source, regardless of the way that they tap its source. Clerics have learned to use *faith* to use the Tas to perform magic, while Wizards and Sorcerers combine key words with specific elements and physical movements to create a similar effect.



For more details see
Encyclopedia Eldoria 2nd Edition



PRIATH

Priath governs 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.

The cultists exist in small groups averaging three to four persons. These groups are called Claves and they are extremely secretive and protective about revealing their existence due to the history of persecution by the Ormocean church. Claves do not maintain a temple but gather at the residences of their members or in the private rooms of an inn.

For more detail see **Encyclopedia Eldoria 2nd Edition**

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.

GM NOTE:

Rules for the effect of casting spells near Tas Web lines or Tas Wells are detailed in the Arcana Section.

Plot Hooks

These include a summary of plots that are represented simply as an idea and the GM will need to design the details of the adventure to ensure they are an appropriate CR level for the players.

Ghastly Grottos

The players encounter a bruised, bedraggled traveler on Tinker's Way begging for help. He appears once to be a man of means but now his clothes are ripped and stained with travel. He introduces himself as Lord Flyce Lanmick, the son of a minor noble of Talby to the north. Flyce goes on to explain how his wife was taken hostage two days ago from an Inn at Reaver's Landing. Her captors have demanded he bring 1000 gp to the Temple of Yhancia in the Dragon Grottoes, by midnight today. However, he was attacked by bandits and they have taken the ransom money, murdered his men at arms and left him for dead. Flyce has walked this far by himself and was plucking up courage to face his wife's captors on his own.

Lanmick begs for the player's aide to rescue his wife, he is afraid to go alone, without the money. In return, he will invite the party to estate for the night. After being wined and dined, they will get their pick of the armory and a monetary reward of 500gp each, from his extensive coffers. Perception Check DC30 will notice that the bruises on his face are makeup or Sense Motive DC 30 the players will notice that his accent is not quite noble.

Flyce is not all he seems, he is a magician experimenting with creating new life with a blend of mechanical and human. Flyce hopes to lure the players to the grotto where his small band of mercenaries will kill the players. He has made a deal that the mercenaries can take any items from the players but he keeps the bodies. Flyce just needs the internal organs of the bodies for some humanlike constructs he is making, in an experiment to fuse the mechanical and human to make new life.

Time Troubles

A Priath priest has come to the party in their individual dreams. Each player has a dream of a white room with white robed people sitting very still on blocks of various heights. One of these figures slowly steps forward and asks for the



One of the dreamscapes of Priath. These multitudes of cubes are slowly changing height. Thought to represent the endlessness of time, in an everchanging stream of possibilities and potential.

player's help as the time continuum is at stake. When they wake up there is a map with the location of a nearby Tas Stone.

Instructions are clear. The players are to use this map to transport to the Fens of Khroma, across the sea in Y'Sira. From here they travel to the *SilverGoat Inn*. Beneath this inn, in the cellar, an important prisoner is kept captive by slavers, ready to be transported overseas. The prisoner is a young lady called Soorinda Blessing, a young dancer. She has long blonde hair, blue eyes and a birth mark shaped like a bird, high on her left shoulder. Although a mere commoner, if this prisoner dies, the continuum of time will be destroyed. She is the cog on which the wheel is turning.

Soorinda is a popular dancer and unaware of her importance. However, ever since she was a child she has talked to the white people, as she calls them and felt they were her guardian angels.



THE FENS of KHROMA

(a Region of Eldoria)

The Fens of Khromah are an extensive marshland that surrounds the delta of the Niblfir River, which is the border dividing Rhenfara from Y'sira. The territory has been in dispute for centuries but since it has no real intrinsic value, skirmishes over the Fens have been few. However, these countries maintain garrisons on the edge of the Fens; at Kelen in Y'sira and Delinda's Canyon in Rhenfara. Both forts are considered poorly maintained and under-manned.

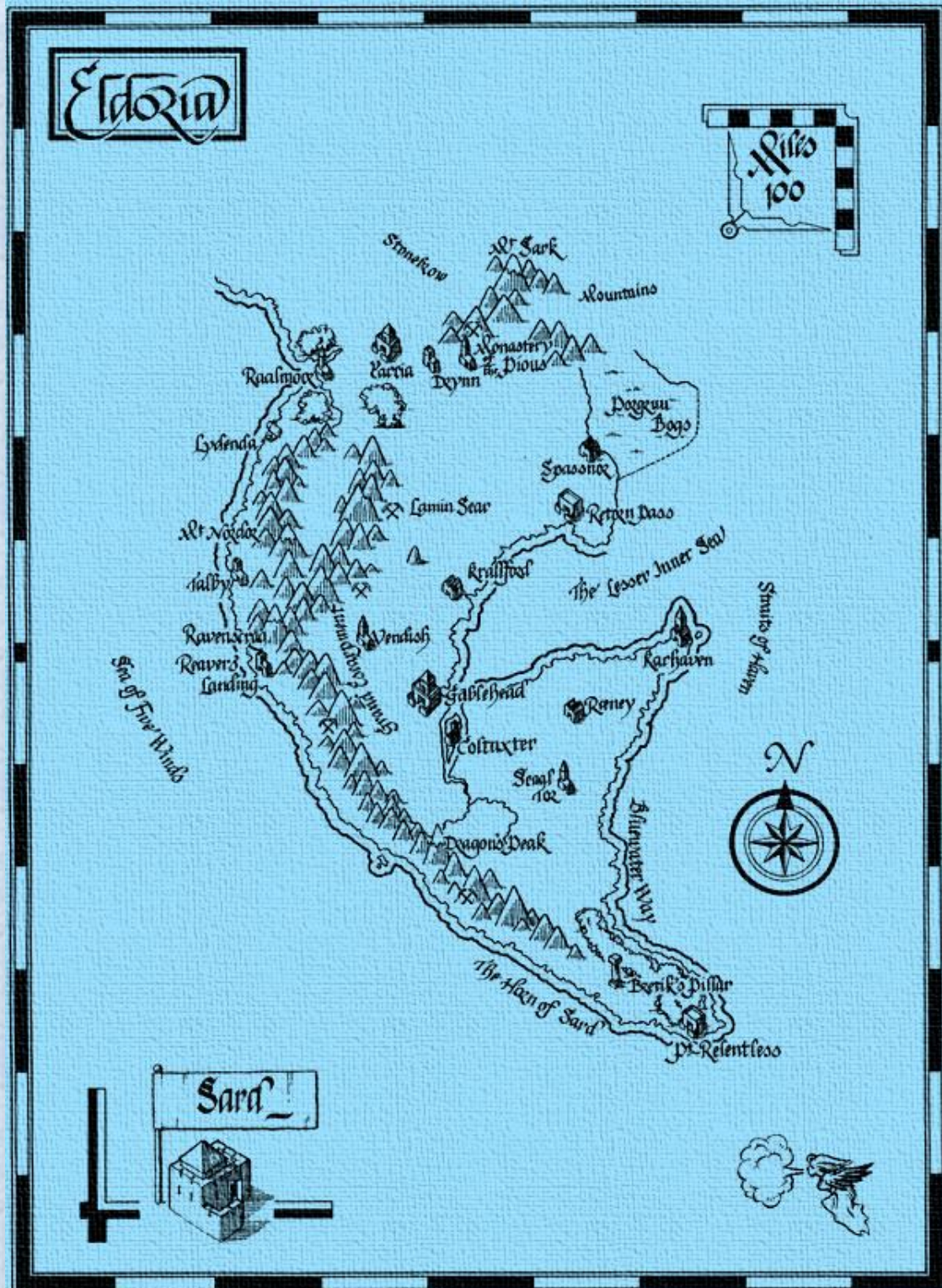
Over the past twenty years, The Fens have been occupied by a small colony of Gnomes originating from Rhenfara, devotees of Faar, the Goddess of Agriculture. Led by two clerics, Andel and Rhioric, they embarked on a unique venture to bring order and beauty to Khromah. Their vision was to create a natural botanic garden by dividing the Fens into specific areas, each of which would be sewn with a species of exotic plant. The Faarian experiment progressed well until a meteor strike during the March of Fire in 2068R devastated the colony and most survivors returned home to Rhenfara.

The clerics Andel and Rhioric were amongst the survivors and they alone stayed on, wanting to heal the damage done to Khromah as a result of the meteor strike. Little is known about their work since 2070R.

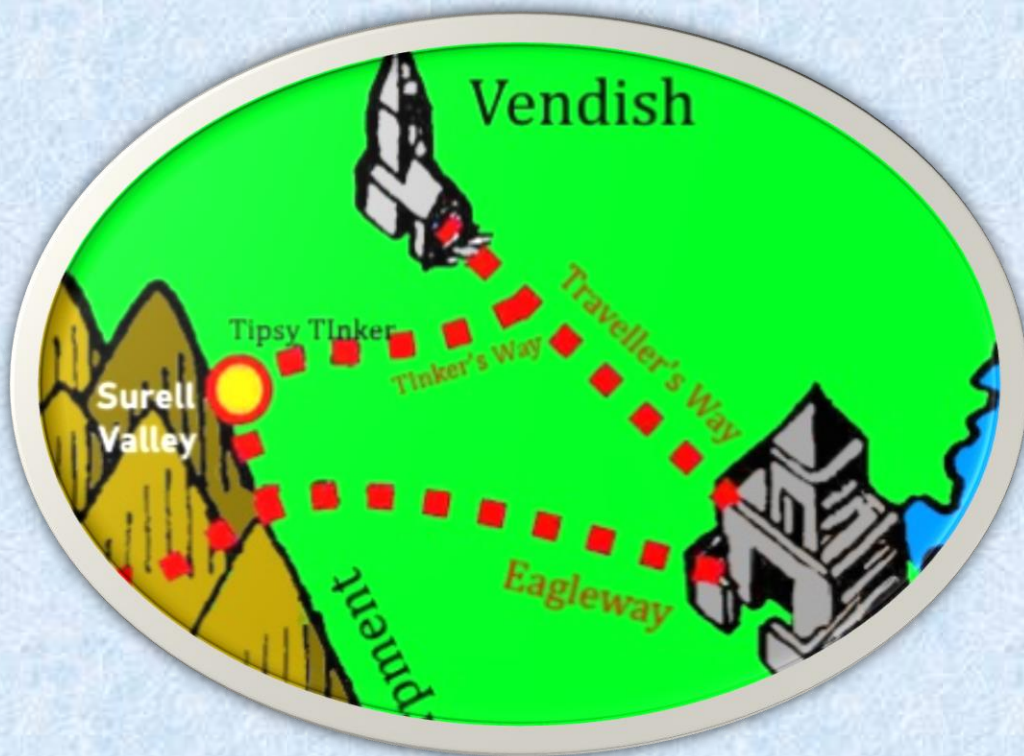
Appendix

Maps

Sard



Area Maps



Eldoria



Priath Letter

Greetings Friend,

Your help is needed. Time depends on it. Follows these directions and great rewards will be yours.

Travel swiftly by the Tas Stones. ✕



Find Silvergoat Inn. Its' cellars hold captive our greatest hope - Soorinda.

She is the cog.

She MUST be saved.



Arcana

Tas Stones

Overview



Tas Stones are ancient magical devices constructed during the First Age by the Uushai (and later by the Darvinor). They allow instant transportation between one point in space and another; including interplanar travel. A Tas Stone is a circle of black rock usually 5' in diameter, which is raised a few inches above the paving it is set in. Its center features a Uushai glyph carved into the surface, the glyph being the name of the location where the Stone resides. Between 1 and 10 other glyphs can be carved into the outer circumference of the Stone. Each is a destination point that the Stone is connected to. These Stones exist in modern Eldoria, usually in remote ancient ruins and the devices may often be damaged, having been mistaken by treasure seekers for stones sealing the way to hidden vaults.

A Tas Stone can usually hold up to six medium humanoids at any one time, who are all simultaneously transported to the desired destination, when the Stone is activated. Spell Energy must be used to activate a Tas Stone and enable persons standing on the stone to translate to another location. This is done by casting any spell (including cantrips and orisons) but not allowing it to take form, resulting in the spell effect not occurring but the energy summoned being cast into the glyph of the destination that the user wants to be transported to.

Tas Stones were designed to be used by powerful spell-casters and were usually activated by the use of high level spell energy. The use of low level magic can have unlooked for and sometimes disastrous effects for individuals standing on the stone when it is activated.

Rules for Tas Stones

Each Tas Stone has a functionality rating (FR) which reflects the effects of damage to each particular stone over the eons. This is evident by cracks, chips and similar signs of wear. The higher the FR of a Tas Stone the more likely it is to function without any adverse effects: These ratings are as follows:

(+10 FR) The Stone looks in pristine condition with little signs of wear

(+ 8 FR) The Stone has signs of minor wear and minute cracks

(+6 FR) The Stone has some significant cracks and other signs of damage

(+4 FR) The Stone is badly damaged with large cracks all over the surface

(+2 FR) The Stone is severely damaged and has huge, deep cracks running through it.

(+0FR) The Stone is widely split apart with traces of magical energy leaking from it

A player can determine the FR of a Tas Stone if they make a successful Knowledge Arcana roll at DC15.

To activate a Tas Stone a spell user casts any unformed spell into one of the glyphs carved into the outer circumference. They do not have to be standing on the Stone to do this however only persons standing on the Stone when it activates are transported to the destination of the targeted glyph.

The first step is to consult Table EE13 (below) to determine if the Tas Stone functions. The following modifiers are applied to each roll:

- Add the relevant FR score
- Add the level of the spell used to activate the Stone

Table EE13: Initial Roll (Type of Effect)

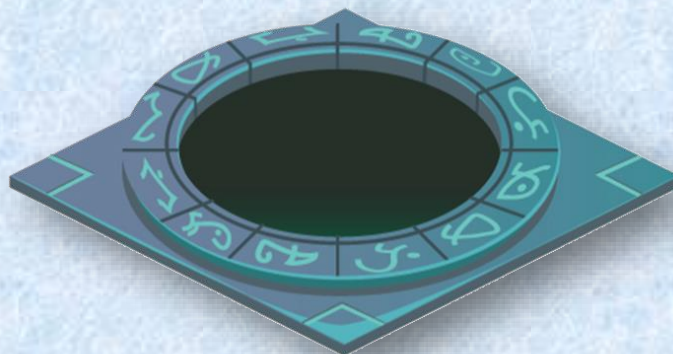
d20 Die roll	Effect	Description
1-3	Field Instability 1	Stone does not work. All <u>all</u> persons take 3d4x3d4 damage. Stone cease to function ^①
4-6	Field Instability 2	As above but the Stone ceases to function for 1d6 hours
7-9	Field Instability 3	All persons are sent to one of the other locations on the Stone
10-20	No Effect	All persons are transported to the desired location without any other effect

^① The Stone ceases functioning permanently

Once it has been determined if the Tas Stone functioned, all players make a roll individually to see if they have been affected in any way by the journey. Players make a DC10 FORT Save and consult Table EE13 (a) based on how much they failed their saving throw by:

Sub-Table EE13 (a): Degree of Failure

Failed by	Consult Table
1	EE13(b)
2-3	EE13(c)
4-5	EE13(d)
6+	EE13(e)



Sub-Table EE13 (b): Catastrophic Effect

d6 Roll	Effect	Description
1	Magic Drain Minor	All Magic items are drained for 3d6 hours
2	Magic Drain Major	All Magic items are drained for 3d6 days
3	Magic Erasure	All Magic Items are permanently drained
4	Relocation Error	The individual translates to a random location (one of the other destinations on the Stone).
5	Minor Cascade	Roll on sub-table EE13(e)
6	Major Cascade	Roll 2 times on sub-table EE13(e)



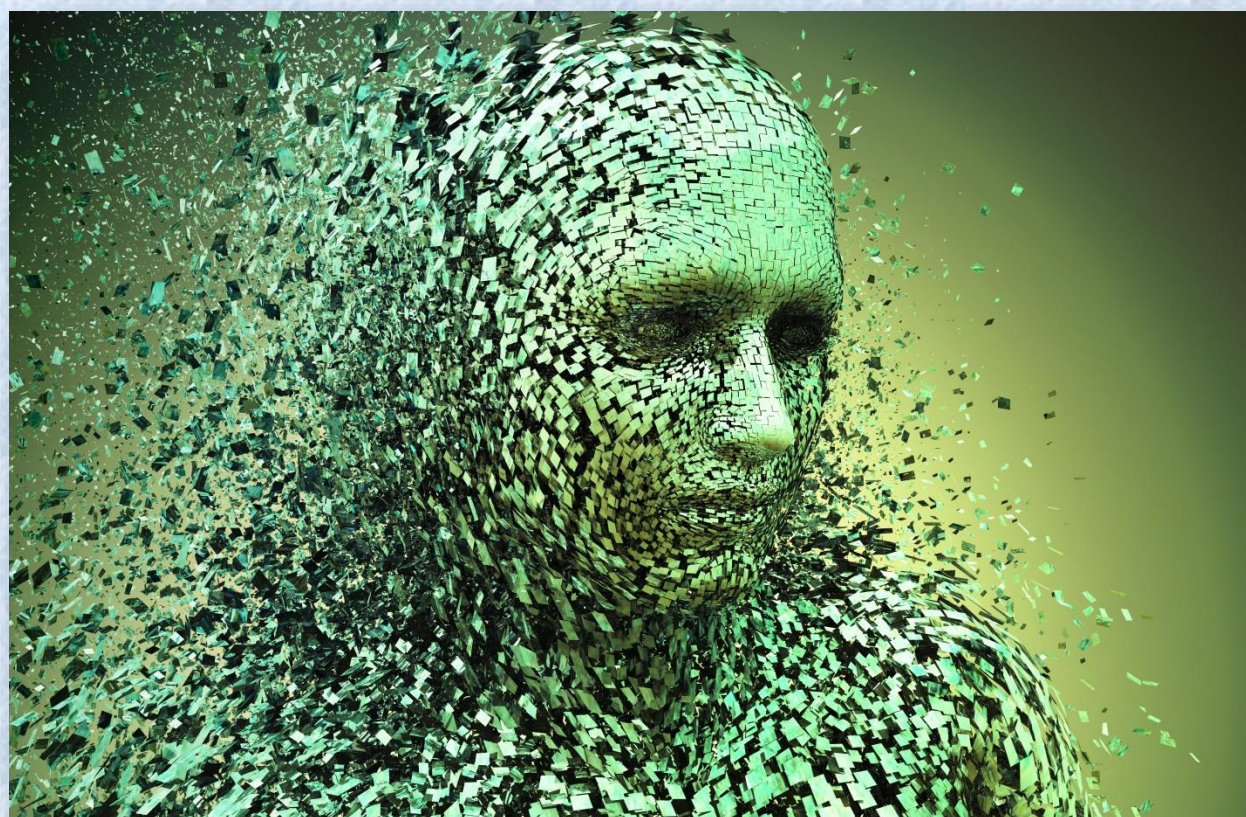
Sub-Table EE13(c) Mind Affecting (person receives indicated insanity)

d6Roll	Description
1	Amnesia
2	Mania/Phobia
3	Multiple Personality
4	Paranoia
5	Psychosis
6	Schizophrenia

Refer to the Pathfinder Gamemastery Guide for the effects of insanity.

Sub-table EE13 (d): Person Affecting (DC Fort Save 12. Failure = permanent otherwise effect is 1d4 days)

d6 Roll	Effect	Description
1	Blindness	As per Pathfinder Rules
2	Deafness	As per Pathfinder Rules
3	Haemophilia	Character loses 1-3 additional hps every round when cut unless a successful heal roll is made or magic healing is used
4	Loss of Balance	DEX is halved and all checks requiring DEX are at a minimum of DC20
5	Light Sensitivity	Direct Sunlight causes 1d3 points damage per round
6	Pain Sensitivity	Any damage can cause unconsciousness for 1d6 rounds. DC 15 Fort Save (-1 for each point of damage inflicted)



Sub-table EE13 (e): Weird and Wonderful (DC Fort Save 12) Failure = permanent otherwise effect is 1d6 days unless otherwise indicated

d100 Roll	Description of Effect
1	Hair colour changes to fire-engine red
2	Hair colour changes to lime green
3	Hair colour changes to canary yellow
4	Character loses all hair
5	Eyes take on reptilian appearance
6	Eyes become golden in colour
7	Eyes become silver in colour
9	Character gains blindsense
10	Character gains darkvision
11	Character loses voice
12	Characters voice amplified x 4
13	Character loses 1d4 points of STR
14	Character loses 1d4 points of INT
15	Character loses 1d4 points of WIS
16	Character loses 1d4 points of DEX
17	Character loses 1d4 points of CON
18	Character loses 1d4 points of CHA
19	Character gains 1d4 points of STR
20	Character gains 1d4 points of INT
21	Character gains 1d4 points of WIS
22	Character gains 1d4 points of DEX
23	Character gains 1d4 points of CON
24	Character gains 1d4 points of CHA
25	Character gains 4d10 lbs in weight
26	Character loses 4d10 lbs in weight
27	Character is covered in large red spots

Eldorian Location – Surell Valley, Sard

28	Character gains Stench monster trait
29	Opposite sex are attracted to character
30	Opposite sex are repulsed by character
31	Character immune to effects of alcohol
32	Character treats water as alcohol
33	Character can survive without food
34	Character can survive without water
35	Character can levitate 5 inches
36	Character is stuck to surface
37	Character loses a level
38	Character gains a level
39	Character ages 4d10 years
40	Character becomes 4d10 years younger
41	Character's alignment becomes opposite
42	Character is always first target of attack
43	Character is always last target of attack
44	Character gains +1 to FORT Saves
45	Character gains +1 to WIS Saves
46	Character gains +1 to CON Saves
47	Character gains -1 to FORT Saves
48	Character gains -1 to WIS Saves
49	Character gains -1 to DEX Saves
50	Gains Water Dependency monster trait
52	Gains Water Breathing monster trait
53	Character gains Pounce monster trait
54	Character gains +2 save vs fire damage
55	Character gains -2 save vs fire damage
56	Character gains +2 save vs cold damage
57	Character gains -2 save vs cold damage

Eldorian Location – Surell Valley, Sard

58	Character gains claws (+claw damage)
59	5 point damage reduction
60	+5 damage from all damage sustained
61	Character has x2 negative hit points
62	Negative hit points are halved
63	Character is Hasted (as per spell)
64	Character is Slowed (as per spell)
65	Gains Fast Healing (2) monster trait
66	Natural healing of HPs is halved
67	Healing by magic sources doubled
68	Healing by magic sources halved
69	Non blunt damage causes Bleed effect
70	Immunity to Bleed effects
71	Gains the Keen Scent monster trait
72	Gains the Light Sensitivity monster trait
73	Character gains claws (1d4 damage)
74	Character gains fangs (1d6 damage)
75	Character is immune to poisons
76	Character has -4 save against all poisons
77	Gains Spider Climb (as per spell)
78	Immune to Fear based attacks
79	-4 save against fear based attacks
80	Character gains 2 hero points
81	Character cannot use Hero Points
82	Touch changes gold to copper
83	Touch changes copper to gold
84	All dmg inflicted by magic is halved
85	All dmg inflicted by magic is doubled
86	All missiles are +4 to hit character

Eldorian Location – Surell Valley, Sard

87	All missiles are -4 to hit character
88	Emits Light (as per spell) in the dark
89	Mundane lights within 10' extinguished
90	Character paralyzed (waist down)
91	Character paralyzed (neck down)
92	Lycanthropy (GMs Choice)
93	Terminal illness (dead in 30+2d20 days)
94	Immune to disease
95	Character Gains Telepathic monster trait
96	Character has random insanity each day
97	Character can only be healed by rest
98	Character loses limb 50/50 leg or arm
99	Malformation of body (-8 DEX/-8 CHA)
100	Turned inside out (death in 1d6 rounds)

The location and destination glyphs on Tas Stones will always be written in ancient Uushai, although some intrepid adventurers may have translated the glyphs and marked the Stones with modern characters indicating where they will take them.

Using your GM's discretion, you may use Tas Stones to also link different places in time and even distant points in the universe. Tas Stones are also a great mechanism to shift a campaign in another setting to Eldoria and vice-versa.



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 threatened by the lesser races of the Saahn. Certain modern Sorcerers (especially Elven sorcerers) and scholars also 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 their 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 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 in 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

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Online Community Pages

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

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

There is a '**Friends of Eldoria**' Facebook group where players can chat and find additional information:

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

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Eldorian Location - Sard

The Surell Valley

"We live in a land surely blessed by the gods, but in the Surell Valley, myths become reality and reality becomes myth."

Klomer Nommope

Vendish Merchant

Leave Vendish or Gablehead behind and the rolling hills and green pastures of the Surreal Valley appear before you. You're heading towards the busy market town of Vendish or the capital of Gablehead, but before you get there, a short detour will bring you to a place whose very name evokes myth and legend of Sard... the Dragon's Gottoes, the Sighing Stones, Windbreak Ridge or the Springs of Surell.

Have you ever felt pressure and frustration when faced with designing an impromptu description of the land surrounding area for travelling players? *The Surell Valley* is the answer to your dilemma. It is a detailed area description of a picturesque valley that you can drop into your own campaign, complete with plot hooks. Weave this resource to weave in your own game, or use in the world of Eldoria.

Eldorian Locations 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 area and provides the GM with a wealth of information on the region.

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