



ELDORIAN CHARMS

(A New Type of Minor Magic Item)

BONUS Material on Eldorian Religions, Ruby Averaach and Shadowland

Also includes 27 Examples of Charms

by Keith Done

FOE





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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Credits

Author – Keith Done

Editor – Angela Caffery

Artwork– Keith Done, Nigel Bell

Layout Artists – Angela Caffery, Keith Done

About the Author

Keith Done is the founding member of ‘Friends of Eldoria’ (FOE). FOE people write modules for the rich world of Eldoria created by Keith himself. Keith Done worked for Auran for many years and has had a number of modules previously published including Encyclopedia Eldoria, Shades of Grey, Guardian and Mindbane. He has just released an updated **Encyclopedia Eldoria** and the new **Reliquarium Eldoria**, a book totally devoted to the religions of Eldoria. He has also just completed “The Muddy Boots Inn”, a module for the Eldorian ‘Interesting Inns’ series and he is busily doing a makeover on his old modules from the 1980’s – “The Rats’ Nest” and the classic, “Mindbane”.

FoE Publishing (Friends of Eldoria)



FoE is 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 by Keith Done and this has been developed over the past 35 years. The goal of FOE publishing is to share our ideas with the world, further build the Eldorian gaming community and provide gamers with quality material.

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About this Publication

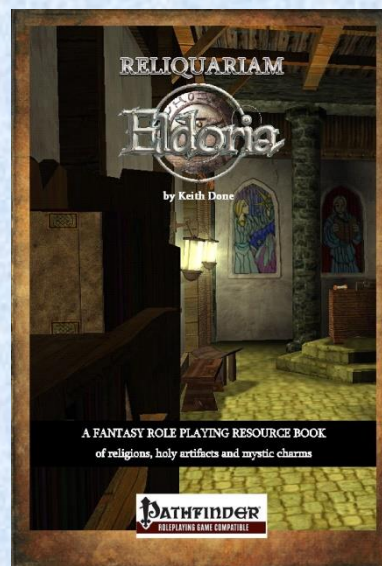
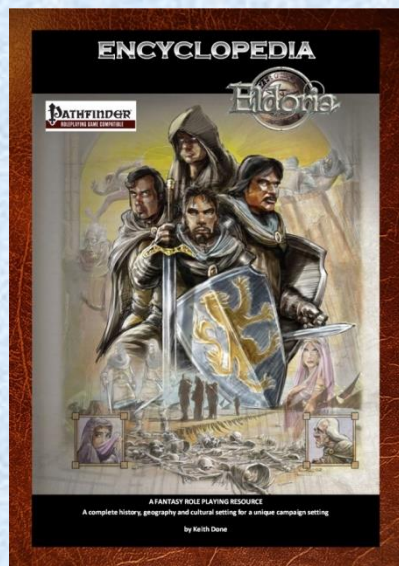
"I always make sure that I wear a Garter of Gurthor when we set sail; if I'm goin' overboard I wants the sea-god to know that I'm a true-believer!"

Able seaman P'tar Sarringar of the merchant vessel, "Gray Gull"

"Eldorian Charms" introduces a new kind of minor magic item to your Pathfinder campaign – Charms, blessed by priests of different faiths which produce triggered pre-defined effects for those devoted to the Gods. Inside this compendium you will find rules for how Charms work and how to make them. Also included are 27 Charms that exist in the Eldorian fantasy role-playing setting - one for each religion. All Charms included can be easily converted to your own campaign and it is simple to use the rules presented here to design Charms made by other religions.

The Setting

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





SEERVATI

A Cleric Who Casts Spells

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



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

CHARMS (an Overview)

What Are Charms?

Charms are minor magic items prepared by priesthoods according to rituals passed down over generations. They are used by members of the clergy and often bestowed as gifts to those individual who are patrons of the Church or, in certain cases; Charms are even sold to the general populace as a source of revenue. Although the magic of a Charm is not as powerful as a spell effect, their creation is a closely guarded secret of their religion and usually involves the crafting of mundane materials that are then blessed by a Seervati. Many Charms of different kinds exist within each religion. In this compendium the best known Charms of each Eldorian Church are described. GMs may wish to develop their own versions of these items. More information on creating Charms can be found on page 8.

How Charms Function

Charms are imbued with a small amount of Tas energy that reacts to specific circumstances. The Tas is the term for the magical matrix which surrounds and permeates all things in Eldoria. These are usually triggered by fluctuations in a person’s aura or in the immediate Tas Web which surrounds them. The strength of a person’s belief in the Gods and the belief in the Charm itself determines if the magic is activated according to its divine purpose. Note that some Charms are rendered useless once their power is triggered; others continue to be usable until the item is broken or otherwise worn out. When the specific circumstance that activates a Charm occurs their particular effect may take place, depending upon the belief the person has in their deity. The chance of this is determined by the GM making a DC roll (referred to as a *Belief Check*). Each Charm detailed in this compendium has its own base DC listed in its entry.

The following modifiers are applied to all Belief Checks:

+2	If the person using the Charm is a cleric of the religion that made the Charm
+1	If the person using the Charm is Recognized to the religion that made the Charm*
+1	If the person using the Charm had demonstrated regular religious convictions to the GM (e.g. they pay tithes to Churches, they visit temples whenever they can to pray etc.)
+1	for each point of CHA modifier
-2	If the Charm being used by the person was made by a Church with an alignment opposed to their religion (e.g. their patron God is of Good Alignment and the Charm is made by an Evil Church or vice-versa.

* In Eldoria, people believe in all the Gods in the pantheon but are sworn to one of those Gods in a service that takes place before their first birthday. This ritual is called Recognition. In terms of other game settings, this simply means that they receive a +1 bonus to the Belief Roll if they use a Charm made by the religion of the God they worship.

The above adjustments are cumulative (e.g. you would expect a cleric to have at least +3 as they would also be Recognized to their deity). The cumulative figure is their ‘Belief Bonus’ which is added to their roll. A DC roll of 1 is always a failure.

If the Belief Roll equals or exceeds the DC, the Charm's power manifests and takes effect. If the Charm's power is listed as single-use, the Charm will no longer function.

The wearing of multiple Charms displays a lack of faith in their Patron God. If a person has more than one Charm (of any kind) on their person, then the Belief Bonus for every Charm worn incurs a -4 penalty.

Terminology

The following references are used throughout the descriptions of Charms in this compendium:

Religion (the religion that knows how to make the Charm)

Description (a brief description of what the Charm looks like and is made of)

Trigger (the circumstances that trigger the effects of the Charm)

DC (the unmodified difficulty check for the Belief Roll that activates the Charm's effects)

Effect (a description of the effects that the Charm provides if its Belief Roll is triggered)

Cost (the amount in trades that the Charm usually costs on the open market). Trades are the Eldorian term for coins.

Permanency (how many times the Charm can be triggered; usually only known by the GM)

Frequency (a measure of how rare the Charm is. Charms are rated as being common, uncommon, rare and unique (see below):

Common: this Charm is made by novice Seervati of the temple as part of their daily routine using Craft Charm (see page 8). They are sold both by the temple and by merchants who purchase them from the temples to sell in cities and in regional areas. These can be obtained easily by anyone, regardless if that God is their Patron deity.

Uncommon: This Charm is made by novice Seervati using Craft Charm (see page 8) and sold by the temple to persons Recognized to the temple or those religions who share Recognition agreements. Persons buying this Charm may be subject to a Read Aura spell (see the Encyclopedia Eldoria) by the clergy of the Church they wish to purchase it from.

Rare: This Charm is only made by senior clergy using Craft Wondrous Item and sold to Recognized Church members or given as gifts to allies of the Church.

Unique: This Charm is only made by senior clergy of the Church using Craft Wondrous Item and given to Church officials or allies of the Church as a special reward for services provided.

Usage (How long the Charm remains potent and will still manifest its effect).

Creating Charms

The knowledge of making Charms is a well-guarded secret kept by organised groups devoted to a specific deity for generations. Because of this Charms can only be created by a **cleric** or **druid** (and character classes capable of casting clerical spells who are associated with a clerical Order (e.g. paladins). They require a new Item Creation Feat, **Craft Charm** or **Craft Wondrous Item**. Craft Charm takes up a Feat slot at first level however, once a player reaches 3rd level, Craft Charm automatically changes into **Craft Wondrous Item**, without requiring a new Feat slot.

Common and Uncommon Charms are made by Level 1 Seervati novices of the Church and are more numerous. Rare and Unique Charms are made by higher level Seervati, requiring the Craft Wondrous Item Feat.



The Craft Charm Feat operates the same as other Item Creation Feats according to the following requirements:

Level: Craft Charm can be used by any cleric or druid 1st Level or above.

Cost: Charms are usually made using mundane items and their base cost may vary, but should never exceed 250gp.

Spell: The only spell required to make all Charms is the 1st level spell *Bless* or *Bane*. The spell does

not create its usual effect when crafting a Charm; instead the magic used is directed into the object to create the effect and circumstances that trigger the Charm.

Charm Effects: Unlike standard magic items, Charms do not simply duplicate the effects of spells as required; they are triggered by specific circumstances and produce all kinds of desired outcomes, designed to protect or aid the owner of the Charm in some way. When designing a new Charm the GM or player should be guided by the Pathfinder rules for Item creation and they should work to make something that is 'low-powered', which fits the concept of the religion that the Charm belongs to. The Charm should not just be a tool to assist in combat but something that reflects the theology of the parent Church and their interaction with their secular followers. A well-designed Charm should add flavor to your game without being overpowering. Be creative and have fun when coming up with ideas for them. For example, in this book the Church of Ormocea is opposed to Undead. The Charm "Deathwatch Beetle" is a tool used at funerals to ensure the spirit is at rest; however it is also useful in detecting the presence of Undead.



ORMOCEA God of Law

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

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



SAMPLE CHARMS

This section contains examples of twenty-seven Charms that can be included in your campaign. They are designed for the Eldorian campaign setting (one Charm for each religion of that pantheon) but can easily be adapted to any other game. If you like the information about the Gods of Eldoria, presented in the following side-bars, you may be interested in reading about their full details in "The Reliquarium Eldoria".

Deathwatch Beetle

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

Trigger: if negative energy (such as that which is manifested by the Undead) comes within 1' of the Charm, the effect may be triggered.

DC: 12.

Effect: the beetle emits a high-pitched shriek for 2+2d6 minutes.

Cost: 10 silver pieces (this includes the cost of the miniature silver cage).

Frequency: Common.

Usage: Permanent (however the beetle dies at the end of the effect and a new beetle must be found for the cost of 2 silver pieces. The cage can be reused).

Religion: this Charm is made by the Church of Ormocea (Lawful Good/Domains: Law/Protection/Nobility/Glory/Good/Knowledge). Their main goals are the maintenance of law and order and vigilance against the incursion of Undead and Demons.



Esmian Posy

Description: a small silk pouch containing a mixture of fragrant dried herbs and flowers. The opening is bound with a silver ribbon or cord.

Trigger: opening the bag within 5' of someone who is suffering injury or mundane sickness.

DC: 15 (note this check is made by any sick person within range when the bag is opened).

Effect: persons within 5' of the open posy receive a +1 to any save that is required to effect a cure for a disease. The posy also reduces any hit point loss by disease or injury to 1 point only in a 24 hour period. The posy does not affect damage or conditions resulting from poison.

Cost: 1 silver piece.

Frequency: Common.

Usage: the potency of the Esmian Posy reduces the longer the pouch remains open. Every 4 hours the posy is in use the DC permanently increases by 1.

Religion: this Charm is made by the Church of Esmia (Lawful Good/Domains: Healing/Restoration/Resurrection/Community/Good). Their main goals are the provision of sanctuary and care to all those who seek the compassion of Esmia.



ESMIA

Goddess of Healing

The Esmian faith found its rebirth in the eastern regions of Elkia some twenty years prior to the discovery of the Books of Law by the Prophet Samroth. The religion first emerged amongst the Nelandai people dwelling in the east Elkan region called Vhellithron, a land bounded by the Passage of Thungar in the east and the Eaglesroost Mountains in the west.

The Esmian faith believes that only by cleansing the body and the mind can one truly be at peace. They promote ceremonial washing and grooming as part of the ritual to honor Esmia and clerics are expected to bathe twice per day, after rising and at noon. Senior clergy of both sexes often shave all their hair off as a further gesture to the Goddess of their personal cleanliness.

The purification of the mind involves the casting out of all ill thoughts. An Esmian will spend an hour each day in silent meditation within the temple Salandrum (a special chamber that has been ritually purged of all evil). Contained within the Salandrum is the temple font. The Holy Water of the Esmian faith is an especially important medium, symbolizing the healing tears of the Goddess.



SIRITAR God of Paladins

Through the long ages of the Darktime and prior to the discovery of the Books of Law by Samroth the Prophet, a few Gods of the Twilight Years were still actively worshipped. These were mainly deities that were revered by powerful warlords who gave offerings to the Gods to lend them strength in battle. Trezkillian, God of War, was deified by lords of the ancient kingdoms of Akalastia for many centuries before the coming of Samroth. In the eastern province of Vhellithron, there was a strong following of Siritar, the God of the Righteous Warrior.

The Books of Law and other scattered references portray Siritar as a kind of 'policeman' of the Gods, called upon to bring others to the justice of a heavenly court when those numbered amongst the Gods went against the dictates of the divine concordance. He appears to be the strongest of deities in sheer physical might and it is told that he even defeated Trezkillian the Mighty in single combat. It was Siritar who captured Sirrith and brought her to judgment before Ormocea.



Brindlethorn Sword

Description: a sprig from the brindlethorn bush that grows throughout Elkia, Sard and Llan. Certain off-shoots of this resemble a miniature sword (about 1" in length). The 'sword' is usually kept wrapped in a piece of cloth and kept upon a person.

Trigger: a successful natural 20 hit against the bearer of a brindlethorn sword.

DC: 15

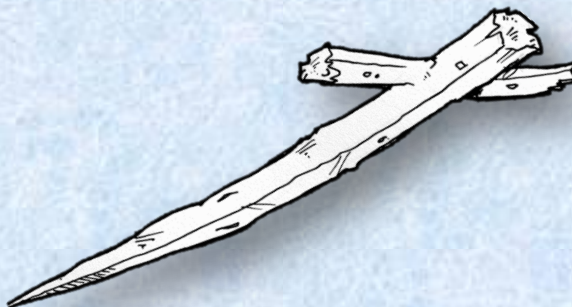
Effect: The critical roll confirmation automatically fails, although the blow hits normally.

Cost: 3 silver pieces.

Frequency: Uncommon.

Usage: once only. A person who survives what looked like a deadly blow always gives thanks to Siritar and then casts away the brindlethorn sword.

Religion: this Charm is made by the Church of Siritar. (Lawful Good/Domains: Strength/ Good/Protection/Nobility/Leadership). Their main goals are the protection of the weak from those who would seek to enslave them and the destruction of evil and those who are allied to evil forces.



Puzzle Beads

Description: a string containing fifty beads, with each bead being engraved with different letters, numbers and runes.

Trigger: the owner of the puzzle beads is trying to solve a problem or gain an insight into some cryptic information. Spending time twisting the beads and looking at its complex string of symbols often triggers insightful revelations.

DC: 18.

Effect: the GM will provide information to assist with solving the problem (GM's discretion).

Cost: 5 gold trades

Frequency: Rare.

Usage: Permanent. However a failed Belief Check negates the use of the beads for a number of days equal to the amount that the DC check was failed by.

Religion: this Charm is made by the Church of Theydori (Lawful Neutral/Domains: Knowledge/Memory/Construct/Artifice/Rune). Their main goals are the gathering and archive of ancient knowledge and the protection of arcane secrets that the Church considers people unready for.



THEYDORI God of Knowledge

Images of Theydori are not usually represented in the post-Redemption paintings or in tapestries of the Church, but in some rare early works the God appears as a wizened old man, carrying a small casket beneath one arm.

More commonly seen in contemporary religious ornamentation are the artistic depictions of the Daughters of Theydori; three women who were born from mortals to teach the races the mysteries of the world. They are named Gywnfarrah, Soorael and Chezral.

Theydori Priests go to great lengths to travel the world and acquire ancient records and objects. They do not usually share this information with the general populace; rather they create private repositories of knowledge secreted away and viewed only by senior members of the clergy.

The priests of Theydori believe that they are the custodians of forbidden knowledge. It is their role to decide what those outside of the Church should be allowed to learn about the mysteries of the world.



Nurien's Oil

Description: clear oil that smells of cinnamon and is kept in a miniature vial, worn on a cord or filigree chain.

Trigger: If the oil is rubbed into the skin by a woman capable on conceiving children, the trigger is the instant of conception. The oil must be applied within one hour before conception. It wears off in 1+1d4 hours after it's applied.

DC: 15.

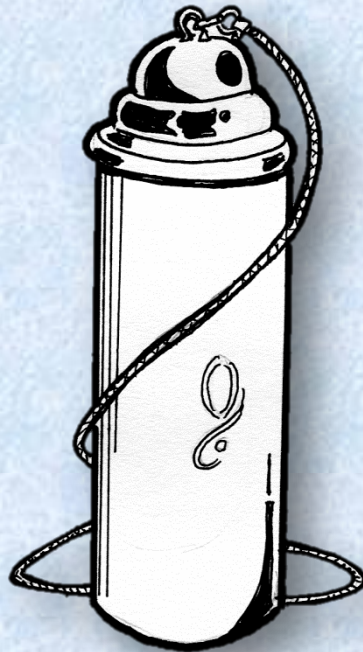
Effect: The conceived child will be female.

Cost: 10 gold trades.

Frequency: Rare.

Usage: once only. The oil contained within the vial can be sourced from the Gaien sisterhood at 5 gold pieces (the vial, purchased the first time at 10gp, is reusable).

Religion: this Charm is made by the Cult of Gaien (Lawful Neutral/Domains: Knowledge/Charm/Trickery/Thought/Nobility). Their goal is the gradual consolidation of power into the hands of females.



GAIEN

Goddess of Fertility

The cult of Gaien has existed since 1R; the first influential cleric of the religion being Halanda Nurien. She was one of the many women who were part of the Spinner's Circle, the group that were active in the formative years of the Esmian Church, when it was principally an association of midwives.

The sect remained as a small group within the Esmian Church for a number of centuries and finally broke away to form its own temple in 1006R, a few years after the Esmians signed the Treaty of Odressi and made the decision to allow men to become priests and healers. Those who followed the original teachings of Halanda Nurien believed childbirth to be a sacred and secret rite that should only be known to women. They were dissatisfied with the Esmians over their change in policy, in accepting male priests into the Church. They made the decision to separate.

Gaien priestesses preach that the female is the only true form and that the male aspect of the race is, in fact, Nender-Saahn (the equivalent of an animal). It is up to the followers of Gaien to guide the affairs of the world in the name of the Goddess, using a gentle and secretive hand. The cult inducts, educates and grooms women and encourages their marriage to powerful and influential people.



Awakening Stone

Description: a semi-precious polished stone.

Trigger: an Awakening Stone is keyed to the time of day that it was blessed by a Seervati of Priath. Thus, there can be many types of this Charm, set for different times. It is triggered if the owner puts it within 1' of their head and falls asleep.

DC: 12.

Effect: the owner will achieve rest as though sleeping in a comfortable bed. They automatically awaken at the pre-designated time that the Stone was keyed for when it was created. Note; many Priath worshippers will collect Awakening Stones keyed to different hours of the day.

Cost: 1 gold trade.

Frequency: Unique.

Usage: Permanent.

Religion: this Charm is made by the Cult of Priath (Neutral Good/Domains: Knowledge/Memory/Repose/Ancestors/Magic). Their main goal is the protection of the fundamental laws of time.



PRIATH

God Dreams and Time

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

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

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



AHRIDAAR God of the Arts

Tharpyn Jann founded the modern religion of Ahridaar on the island of Eriana around 1100R. He was a wanderer, a poet and a storyteller, who had travelled most of known Eldoria in his lifetime and claimed to have been visited by the Kyseera. The religion teaches that, when Humankind were created, their life was empty and without purpose – they had no voice to sing praises to the Gods and no skills to carve divine images to set within their temples. So Ahridaar created the Kyseera, five spirits from his own powerful aura, and sent them into the world of Enshar to live as immortal beings and teach the Humans something of the culture of the Gods. The Kyseera are as follows:

Lorne is the teacher of art rendered by the hand, whose domain is painting, illumination, calligraphy, architecture and sculpting.

Damasia governs all aspects of music; her domain is song, the playing of instruments and the composition of music.

Xarish is the mistress of the spoken and written word; she inspires playwrights, poets, chroniclers and skalds.

Challidara is responsible for physical art; she teaches dancers, thespians, jugglers and acrobats.

Orsk is a lover of good food and drink and passes on his knowledge of the culinary arts and wine and ale making.

Harper's Biscuit

Description: a small honey-flavored pastry, often shaped like a harp, but they can be shaped in many other forms according to the region in which they are baked. They are normally provided in a small wooden box containing five biscuits. The box is painted with the symbols of the Kyseera (the muses)

Trigger: Eating the biscuit.

DC: 10.

Effect: the owner will gain a +4 bonus to their next Perform DC Check (provided this is made 1d3 hours after consuming the biscuit). The effect does not stack if more than one biscuit is consumed.

Cost: 20 gold trades for five biscuits (usually only purchased by wealthier artists and performers).

Frequency: Rare.

Usage: the biscuits will totally lose their potency 10+1d10 days after being created.

Religion: this Charm is made by the Church of Ahridaar (Chaotic Good/Domains: Travel/Exploration/Trade/Luck/Knowledge. Their main goal is the perfection of the arts as inspired by Ahridaar's divine messengers, the Kyseera (the muses).



Shepherd's Warning

Description: a scarf, worn about the neck, with protective sigils stitched into the fabric.

Trigger: the presence of a medium sized (or larger) predatory (non-domesticated) normal land based animal within 500 ft. of the wearer of the scarf.

DC: 15.

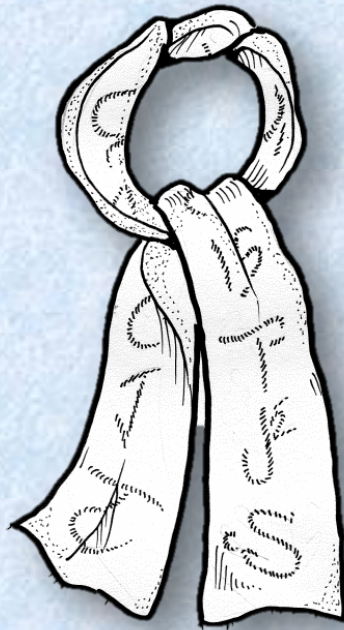
Effect: the scarf causes a 'prickling' sensation about the neck of the wearer.

Cost: 5 copper pieces.

Frequency: Common.

Usage: the power of scarf is expended if the wearer has any damage inflicted on them by the predator it detects.

Religion: this Charm is made by the Church of Faar (Chaotic Good/Domains: Weather/Seasons/Plant/Good/Community). Their main goal is the preservation of the harvest.



FAAR

Goddess of Agriculture

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

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





RHORIA Goddess of Love and Beauty

Rhioria gained a following on several islands in the Sea of Souls in the 12th century R. It is not really known who originally renewed interest in the Goddess during the Post-Redemption era, but the first major cleric who is mentioned in the Church records is the priestess, Paleen Haradin, who established a large temple on the Holy Isle, prior to the drafting of the Agreement of Odressi.

Rhiorian theology has always taught that the younger a person is, the less susceptible they are to being turned away from the path of devotion to the Goddess. As we age we become cynical and are more easily led down darker paths. Rhiorians believe that true enlightenment comes from living a simple, uncomplicated life-style free of contaminants to the body and mind.

At the heart of Rhiorian religious belief is the concept of the perfect being, which Rhioria represents (in any of her twenty-seven beautiful incarnations). To cross the void and reach the Ivory Dome (Rhioria's palatial residence in the afterlife) true followers must aspire to achieve their physical peak and be judged by the Goddess on their thirty-sixth birthday, a day on which they make an offering to Rhioria and achieve a place in the Ivory Dome. This judgment ceremony is called Unification.



Ascendancy Rings

Description: a pair of matched gold rings. Ascendancy Rings are blessed and their magic created as part of a marriage ceremony officiated by a Rhiorian cleric. Both partners wear a ring and both receive the benefits of doing so.

Trigger: extremes of emotion by either wearer of one of the matched rings.

DC: 10.

Effect: each partner can sense any extreme emotions of the other, anywhere in the same plane of existence.

Cost: 10 gold pieces per matched set.

Frequency: Uncommon.

Usage: permanent, unless a Ring from a set is ever removed from the wearer's finger; then both become permanently mundane items.

Religion: this Charm is made by the Cult of Rhioria (Chaotic Good/Domains: Charm/Love/Good/Liberation/Freedom). Their main goals are the perfection of the Human form and the shifting of power from established conservative control to a younger, more dynamic base.



Keepsake

Description: a small coin with a device of a winged star pressed into the metal. This is usually kept in a money purse but may be placed or fixed into other possessions.

Trigger: if the object the Keepsake is attached to is stolen or lost.

DC: 18.

Effect: five seconds prior to the potential loss of the protected item, the owner is instantly aware that the item is about to be stolen or lost.

Cost: 5 silver pieces.

Frequency: Uncommon.

Usage: Permanent until the DC roll is failed; then the Keepsake cracks and the trigger item is lost or stolen.

Religion: this Charm is made by the Church of Tarimth (Lawful Neutral/Domains: Law/Darkness/Night/Luck/Fate). Their main goal is to guide Tarimth back to the world through prayer and faith.



TARIMTH

God of the Moon and Stars

Tarimth is the main deity worshipped by the Elves of Leezeria, with the religion tracing its ancestry back to the earliest days of creation; when the Emperor of the Stars beheld the second born mortal race and claimed them as his very own. The Elvish Bards tell of a paradise in the world, where the Leezari Elves dwelled within the court of Tarimth, long years before they came to Mount Heliphera and beheld the full might of their deities in Godshome.

Eons ago, Tarimth wandered amongst the stars, seeking beauty in far distant places. Eventually he lost his way and has been trying to find the world of Enshar once again.

Tarimth is the *Lost God* and needs mortals to guide him back to the world. The rise in prayer and meditation will eventually become so powerful that his followers will be heard across the universe and this will help Tarimth return home.

Both Elven and Human worshippers of Tarimth maintain that Tarimth has made a new afterlife for his loyal followers, in a distant part of the universe. In dying, the soul remains in stasis, unsure of the path to that new realm. Only when the Lost God finds the world again will he summon the souls of the dead to him and lead them across the universe to their final place of rest.



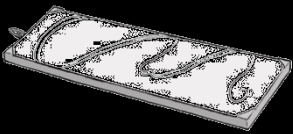


PHELLTAR God of Sentience

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

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

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



Toiler's Charm

Description: a piece of melted glass twisted into a spiral

Trigger: making any Craft or Profession Skill Check.

DC: 15.

Effect: gives the owner a +2 bonus to the Skill Check roll.

Cost: 5 copper pieces.

Frequency: Common.

Usage: Permanent, until any unmodified DC roll is a natural 20. In this case the magic is extinguished and the Charm is useless.

Religion: this Charm is made by the Church of Phelltar (Lawful Neutral/Domains: Community/Family/Knowledge/Protection/Liberation/Revolution. Their main goal is the creation of a classless society.



Snake Sigil

Description: a serpent painted on the forehead or arm with non-permanent inks and blessed by a cleric of the Pharidor Church (the sun encircled by a serpent is the holy symbol of Pharidor).

Trigger: any saving throw that is required to be made against a source that causes cold-based damage.

DC: 15.

Effect: gives the owner a +2 bonus to the saving throw.

Cost: 8 copper pieces.

Frequency: Uncommon.

Usage: the Sigil will fade away in 2+2d6 days after it was applied and it will then be rendered useless.

Religion: this Charm is made by the Church of Pharidor (Lawful Neutral/Domains: Sun/Light/Law/Strength/Knowledge). Their main goal is to bring daily praise upon Pharidor so that the sun (Pharys) continues to ride the sky each day.



PHARIDOR God of the Sun

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

Due to the longevity of the Elves, the religion was largely preserved intact from the Dawn of Time to present day, with little influence from the references contained within the Books of Law. Even the Human clergy devoted to Pharidor derive their doctrine from Elven traditions. Pharidor is the bringer of life to the world, for without Pharys (the sun) people would soon perish. Sunlight brings health and healing to Pharidor's faithful; the power of the God being felt as warmth upon the skin.

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

The priesthood believes that the closer you are to Pharys, the more at one you become with the God. Temples are constructed in high locations – many Elven places of worship are located on wide platforms in the tree-tops. The temple in Odressi and Pharidor's Watch are identical and their design is based around a great hall where the congregation can gather enmasse. A tall spire is located at the center of the hall with a spiral stair leading to its lofty heights.



ULLIAH

God of the Forest

Several druidical orders arose in the Darktime, as a result of contact with the Malantha, nature spirits that sought mortal aid to prevent the destruction of their domains during those cataclysmic times. The Malantha evolved indirectly from the magic used by certain Gods in shaping the world; they are a personification of a vast amount of Tas energy used to instill an area with living material. Most of the modern day druidical orders are servants of Malantha associated with the God Ulliah; other smaller groups worship Hirath, Gurthor, Liraan and Yhancia.

The Ulliahn orders, though different in their individual ways, are united in their code to protect designated areas from intrusion by outsiders, who would destroy the remaining forests and threaten the Malantha with extinction.

To an Ulliahn, the forest is a living entity, to be defended at all costs. There is no compromise and those who defile the trees in the region they protect must be dissuaded from their actions. If they persist, they must die.



Fey Bracelet

Description: A bracelet made of entwined strands of bark stripped from Balsian oak trees (a native species of Llan and Northern Sard).

Trigger: the presence of a Fey creature within 50' of the owner of the Charm.

DC: 12

Effect: +2 save against any spells or spell-like abilities of Fey-type creatures.

Cost: 5 copper pieces.

Frequency: Rare.

Usage: the bark strands have a life of 10+1d10 days.

Religion: this Charm is made by the druidical Order of Ulliah (Neutral/Domains: Plant/Growth/Decay/Strength/Protection). Their main goal is the protection of sacred forest sites said to be the homes of the *Malantha*, nature spirits made by the Gods as part of the Creation process.



Iron Eye

Description: a small token shaped like a stylized eye, made from iron. This is usually fixed to a personal item made of metal or stone that weighs no more than 50 lb.

Trigger: any Break Roll made against the item.

DC: 12.

Effect: temporarily increase the Break DC by +4 for the break roll.

Cost: 5 silver pieces.

Frequency: Uncommon.

Usage: if the Break Roll fails, the Iron Eye cracks and is useless.

Religion: this Charm is made by the Church of Yhancia (Neutral/Domains: Earth/Caves/Metal/Travel/Exploration). The Dwarves who worship Yhancia hope that by offering devotion to the Goddess, she will lead them back to their lost city of Dwarvenhold. Human worship tends to seek protection for those who work beneath the earth.



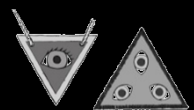
YHANCIA

Goddess of the Mountains, Caverns and the Land

The Goddess of the earth and mountains is a deity mainly worshipped by the Dwarves. They brought the religion with them out of the west, when they sailed across the Sea of Five Winds and settled on the island of Karashar-Zahl. From here, they sent out envoys that made initial contact with the lands of Humans, often including priests of Yhancia in their diplomatic missions.

As Dwarven contact with the Human world increased there was interest in the worship of Yhancia, especially amongst those who earned their living underground. In 2001R the Llanish Mining Guild financed the building of a chapel in Odressi and the establishment of a small Human clergy. In 2006R, the temple in Odressi was visited by Sharder Stonethrall, a wandering Dwarven priest. He provided the Human Order with a wealth of traditional Dwarven lore about the Goddess and he was invited to become their High Priest. Stonethrall continues to officiate at the temple which has attracted a further four Dwarven clerics into the mostly Human following.

The religion requires its followers to value the land and give thanks for the bounty that Yhancia provides in the form of stone, metal and precious gems. A true follower of Yhancia will work in harmony with the land just as a worshipper of Ulliah works in harmony with the forests.





HIRATH God of Animals

The religion of Hirath has both a Human and Elven following. The latter, like most Elven faiths, survived through the Darktime due to senior members of clans passing on the doctrine from one clan member to the next. So long as the clans survived, the lore of Hirath was passed on.

The Human following of Hirath is divided into two Druidical Orders who are bitter rivals; the Order of the Wyrn and the Order of the Lion. Common to both Orders of Hirath is the concept that Hirath made the Nender-Saahn (animals) of the land and that, given time, the Nender-Saahn would have evolved spiritually and come to achieve sentience in their own right. Phelltar, in creating the sentient beings, bypassed the vision of Hirath and populated the world with destructive races, gifted with reasoning minds but not mindful of the natural world.



The druids of Hirath act as guardians of wild beasts. This does not mean that they do not believe in hunting, for the predator is a natural part of the animal world. They do object to hunting for pure sport; what a mortal slays should be sufficient to feed the individual and their family. They also believe that animals slain for food should receive a ritual prayer of thanks for the provision of its sustenance, for the spirit of the dead animal may be a mortal soul, revisiting the world.

Dragon's Fang (aka Lion's Fang)

Description: a boar's tusk inscribed with mystical letters, attached to a leather cord.

Trigger: the owner of the Charm is attacked by a normal land animal subtype.

DC: 15.

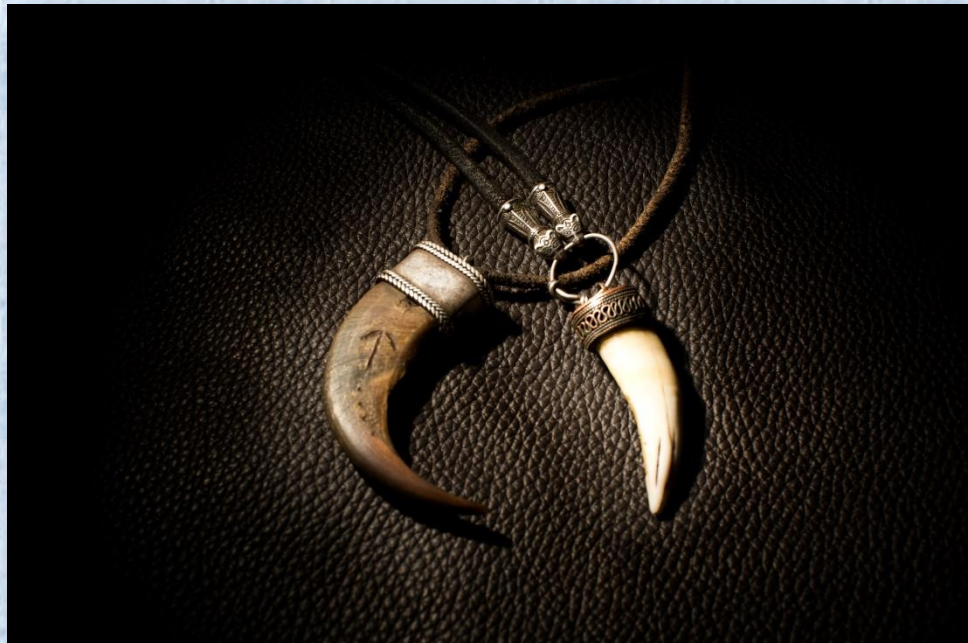
Effect: if the player is in a group, then the animal will target another character. If the owner of the Charm is the only viable target, the animal is automatically flat-footed on round 1 of combat and has a -4 adjustment to attack rolls against the owner of the Charm.

Cost: 1 gold piece.

Frequency: Uncommon.

Usage: if the owner is ever damaged by a normal animal (mammal) the Charm is rendered useless.

Religion: this Charm is made by the Cult of Imaar (Neutral/Domains: Animal/Fur/Strength/Ferocity/Travel). Their main goal is the protection of wildlife so that souls of mortals may pass on to the afterlife.



Gurthor's Garter

Description: a short length of cloth blue ribbon blessed by a Seervati of Gurthor.

Trigger: entering any seawater with a depth greater than 10'.

DC: 15.

Effect: the garter acts like a Sanctuary spell against normal sea-creatures, if there is no other viable target for the creature to attack. If the wearer of the garter is the only viable target, the attacking creature is flat-footed on round 1 of combat and all subsequent attacks are made at -4.

Cost: 5 copper pieces.

Frequency: Common.

Usage: if the owner sustains damage from a normal sea creature the Charm is rendered useless.

Religion: this Charm is made by the Church of Gurthor (Chaotic Neutral/Domains: Water/Oceans/Travel/Animal (aquatic. Their main goal is the appeasement of Gurthor who would otherwise flood the last remaining land masses of the world.

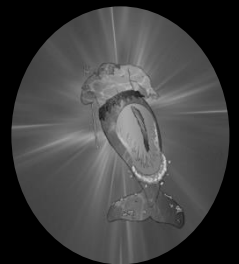


GURTHOR God of the Sea

The worship of Gurthor was carried on throughout the Darktime by mariners who feared, rather than revered the sea God and sought to appease him by making offerings before they set sail. This fear was fueled by the cataclysmic destruction of the continent of Kordass and subsequent tsunami that destroyed many islands of the equatorial oceans of Enshar at the end of the First Age.

The basic belief of the Church is that, in the ages before the Darktime, the many races lived in paradise with the Gods on the continent of Kordass. When mortals were deceived by Dhamikohn the Usurper, mortals stole from the powers reserved for the Gods alone, challenging their divinity. Gurthor was so angered that he drowned the land of Kordass with an enormous wave.

"The Lexicon of the Seafarer" states that Gurthor continues to harbor resentment toward mortals and his wrath is only assuaged by the dedication of the priesthood in performing daily ceremonies to honor him. In a sense, the clergy of Gurthor see themselves as protectors of Eldoria. Should they fail in their duties the seas will rise and swallow the known world.





LIRAAN

Goddess of Rivers Streams and Lakes

Liraan has a minor following amongst Humans, with some Elven clans of western Leezeria also holding the Goddess of the Waters in high esteem. The Human sect traces its origins back to the Llanish highlands where Pre-Redemption rituals and ceremonies were practiced in the latter years of the Darktime, well before the discovery of the Books of Law. The ancient temple at Lake Revelation is said to be the birthplace of the theology of the Liraanian movement and it remains a hallowed site for pilgrims to visit, although the temple based in Odressi has become the center of its theological dictates.

Both Human and Elven beliefs in Liraan acknowledge that the Goddess's lifeblood is the clean, fresh water that flows in the rivers, streams and lakes of the world and that to dam or pollute these waters is an affront to the Goddess. Water is essential to all life and every cup that is downed cleanses the soul and brings the true believer closer to Liraan. Thus many rituals of the Church revolve around water, requiring the ceremonial drinking of or bathing in water.

Followers of Liraan bury their dead in the ground but the body is placed in a water-filled container; in northern realms this usually consists of a wooden coffin sealed with pitch. Y'siran worshippers of Liraan prefer the use of large urns made of terracotta or brass to bury their dead.

Sweetwater Reeds

Description: a short length of plaited sweetwater reeds, worn around the waist.

Trigger: Drinking any liquid that is contaminated (including poisons and acids).

DC: 12.

Effect: Provides a +2 save vs poison/disease from contaminated water.

Cost: 5 gold pieces.

Frequency: Rare.

Usage: if the owner sustains hit point damage or ability reduction from a contaminated liquid, the Charm is rendered useless.

Religion: this Charm is made by the Church of Liraan (Chaotic Neutral/Domains: Water/Travel/Flotsam). Their main goal is the protection of the fresh water sources from the incursions of mortals.



Kezrinn's Feather

Description: an eagle's feather, blessed by a Seervati of Sé.

Trigger: any form of natural or spell-generated lightning that strikes the owner.

DC: 15

Effect: negates the first 6+1d6 points of damage

Cost: 5 copper pieces.

Frequency: Rare.

Usage: If the owner sustains 10+ points of damage from the source of lightning, the Feather is incinerated and rendered useless.

Religion: this Charm is made by the Church of Sé (Chaotic Neutral/Domains: Weather/Storms/Air/Cloud/Wind). Their main goals are to summon the power of the Goddess and draw it from the heavens and the protection of avian creatures.



SÉ

Goddess of the Sky and Storms

The religion of Sé totally vanished from all Eldorian realms during the Darktime and its revival as a formal institution for the worship of the Goddess took place in Jasper in 981R.

Sé is the mistress of the sky and bringer of storms. The religion preaches that the Goddess invests her clerics with spiritual energy by channeling it from her domain in Seeriss, a heavenly realm that exists within the clouds. This energy is what mortals call lightning and Sé temples often feature a number of elaborate lightning rods across their tall roofs. The electrical discharge is carried down into a special chamber beneath the temple where the power of Sé is harnessed.

Sé clerics are also devoted to the protection of bird-life, as birds are the sacred heralds of the Goddess. They do not eat any kind of domestic or game bird but their values do not extend as far as being offended by the caging of birds, so long as they are well treated.

Sé is served by two Avatars who take the form of the giant eagles, Kezrinn and Far-Eye. They are the king and queen of all birds and they hold court in Seeriss, granting the dead passage back to the mortal world in the form of birds, if they so desire.





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.



Mandannen

Description: a small cloth badge embroidered with the crest of the owner's temple and the owner's name. It is sewn onto the owner's clothing, usually their tabard or cloak.

Trigger: the death of the owner.

DC: 12

Effect: The owner's life-force becomes trapped within the Mandannen. The body cannot be possessed or raised as Undead in any form. If the Mandannen is returned to its temple of origin, a Seervati can perform a ritual to release the soul and allow it to travel to Tarrisada (Heaven).

Cost: 1 gold piece.

Frequency: Rare.

Usage: Permanent, unless the Mandannen is damaged or the owner is slain and is not wearing the clothing that the Mandannen is sewn onto. In these cases its power is expended.

Religion: this Charm is made by the Church of Trezkillian (Lawful Evil/Domains: War/Blood/Tactics/Destruction/Rage). Their goals are the domination of the weak by a strong ruling warrior faction and the perpetuation of war in the name of the God.



Burning Skull

Description: a miniature skull made of salamite*, carved or painted with stylized flames.

Trigger: any damage from a natural or magical source of fire.

DC: 12.

Effect: Provides a +2 save against fire-based damage.

Cost: 1 gold piece.

Frequency: Uncommon.

Usage: if the owner sustains damage from a fire-based source the Charm is rendered useless.

Religion: this Charm is made by the Church of Daugron (Lawful Evil/Domains: Fire/Ash/Smoke/Law/Destruction). Their main goal is the appeasement of the Goddess who would otherwise rain fire upon the world.

* Salamite is a rare stone found as 'scale-like' protrusions that grow on stalactites in deep caverns. The stone is resistant to heat.



DAUGRON Goddess of Fire

While the discovery of the Books of Law influenced a great many revivals of contemporary Eldorian religions, it is apparent that they had little to do with the emergence of the Daugron priesthood. The distinctive brand of fundamentalism that typifies the faith is not reflected in any of the passages dedicated to the Goddess within those Holy Books. The religion of modern times was revived in ancient Tariz, an early Y'siran kingdom that existed in the century prior to the Redemption. Migrations of Zurandi tribesmen from the Outlands at that time brought the faith to the region, where it prospered and became an influential political force in the west of Y'sira.

Fire is the gift of Daugron and is evidence of her power in the mortal world. Fire is a cleansing medium that can be used two-fold; to both destroy the enemies of the faith and to cleanse the souls of the true believers and so bring them to the divine realm of Scoria, the Inferno, which exists as part of Tarrisada (heaven).

Every Daugron temple is consecrated by the lighting of a brazier, using a holy torch lit from the sacred fires of Daugron's own realm. This torch has been kept burning over the millennia. It is said that this flame was brought from the Outlands by the earliest settlers of Tariz and that it traces its original source back to the first fire given by Daugron to mortals; a flame that has never died.





IMAAR

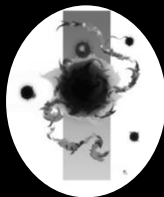
God of Pure Magic

Along with the worshippers of Priath, the Imaar Cult is one of the most secretive Orders in Eldoria. The modern day version of the cult traces its origins back to the Twilight Years, when the Gods still dwelled in the world and a secret Human Order (known as the Pedagogues of the Tas) worshipped Imaar, whom they called the God of True Magic.

Imaar cultists are proud and arrogant, having a strong belief that they are the chosen ones of the Gods. Although they acknowledge the existence of the other Gods they believe that those deities are weak and in decline.

Imaar cultists believe that it is their divine right to change the way that magic is used in Eldoria. They are grudgingly accepting of the Seervati of other Churches being able to perform spells (after all, Imaar grants his devotees power) but do not tolerate anyone else using magic. They consider that, unless you pay devotion to Imaar, you have no right to 'steal' energy from the Tas, which is Imaar incarnate.

Above all others, Imaar cultists have disdain for Sorcerers and Wizards who they consider to be uncouth miscreants who meddle with the Tas and have no true understanding of its power.



Averaach Circlet

Description: a small crystal of clear Averaach set in gold, fixed upon the brow by an adhesive or worn on a thin circlet.

Trigger: any spell cast by a non-Imaar magic user at the owner of the Charm (i.e. the owner of the Charm is the sole target of the spell).

DC: 10.

Effect: provides a +4 save against the spell.

Cost: 500 gold pieces.

Frequency: Unique.

Usage: if the Charm fails to prevent the spell affecting its owner, the crystal is converted to a Ruby Averaach Gem (see *Encyclopedia Eldoria*). It no longer functions as a Charm. There is the standard chance of immediate detonation of the Averaach according to the Averaach rules. Note that there is no Reflex save; treat damage as a coup de grace. Rules for Ruby Averaach appear in the rear of this book.

Religion: this Charm is made by the Cult of Imaar (Lawful Evil/Domains: Fire/Ash/Smoke/Law/Destruction). Their main goal The elimination or conversion of all non-Imaarite magic practitioners.

Note: In Eldoria, the character class of a priest of Imaar is that of a Magus. This does not prevent them from making Charms.



Bat-Wing Token

Description: a bone taken from a bat's wing, broken into three smaller pieces and bound together with cord.

Trigger: any fear-based spell or ability that targets the owner.

DC: 15.

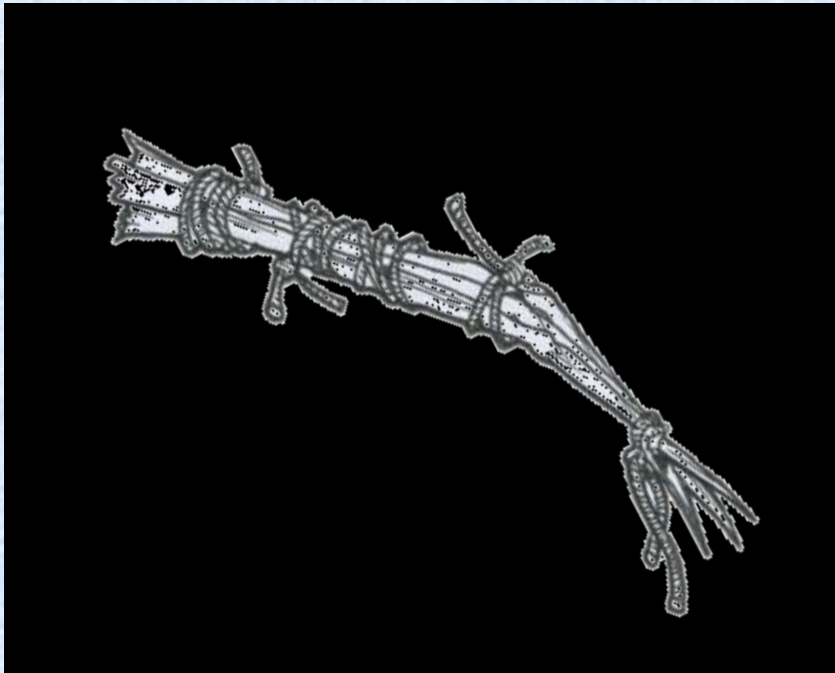
Effect: provides a +4 save against the fear-based spell or ability.

Cost: 50 silver gold pieces.

Frequency: Rare.

Usage: if the Charm fails to prevent a fear-based spell or effect, it is rendered useless.

Religion: this Charm is made by the Cult of Xullia (Neutral Evil/Domains: Evil/Darkness/Night/Fear). Their main goal is to confront mortals with their most dreaded fears and so bring their souls before Xullia.



XULLIA

God of Darkness and Fear

Xullia manifests as an area of intense shadow, within which gleam two baleful green eyes and swirling images of the very thing that each individual who gazes upon the God fears the most.

Followers of Xullia believe that their patron God dwells in the darkness where no masks are worn and all are equal. Only by blotting out the riot of confusion created by the other Gods can mortals hope to have tranquility of mind to perceive the presence of Xullia. In the shadows lies solace and beyond that is the realm of the Uhgaroth, a place ruled over by the bane of each person, an individual demon that clouds the mind and prevents mortals from passing from the Small Shadow to Talysaar, which is the universe that Enshar exists in.

Only by entering Uhgaroth and overcoming your greatest fear can you hope to transcend the world of Enshar and become at one with the Small Shadow in death. Those who fail the test of the Uhgaroth die or lose their minds; those sworn to Xullia, who never aspire to the test prior to death, are lost to the Great Shadow or consigned to the twilight world of Shadowland, Sirrith's domain.

Xullians believe that the radiance of Pharys (the Sun) is an unclean taint and avoid exposing themselves to daylight wherever possible.





SIRRTH

Goddess of Death

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

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

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

Vorgian Charm

Description: a small ram's head made of Vorgian Steel*. It is usually worn on a cord or chain beneath a tunic.

Trigger: an attempt to drain energy on the owner of the Charm.

DC: 14.

Effect: prevents the drainage of one energy level.

Cost: 100 gold pieces.

Frequency: Unique

Usage: the Charm is only useable once. The negative energy destroys the Charm instead of draining a level from the wearer. Also if the Charm is exposed to sunlight, it is rendered useless (and turns to metallic dust).

Religion: this Charm is made by the Cult of Sirrith (Neutral Evil/Domains: Death/Undead/Repose/Ancestors/Darkness). Their main goals are the destruction of Shadowland (the prison within which Sirrith is trapped) and the preparation of Sirrith's new realm in Enshar.

* Vorgian Steel is a rare metal only found in Shadowland. It is one of range of arcane materials that can permanently hold a spell signature and is used in the creation of magic items, particularly those based on Necromancy. Vorgian Steel is adversely affected by direct sunlight and will instantly rust and turn to powdered metal.

Note: there is information on Shadowland in the rear of this book.



Luck Coin

Description: a silver trade with the face of Tiea on one side and a curved dagger on the other.

Trigger: tossing the coin and invoking the name of Tiea for aid.

DC: 15.

Effect: if the coin comes up heads (Tiea) the bearer will receive a 20 on the next d20 die roll (excluding to-hit rolls). The bonus must occur in the round following the coin toss.

Cost: 5 gold pieces

Frequency: Uncommon

Usage: if the coin comes up tails, then the Charm is rendered useless and, by tradition, must be given to the first person the owner sees or meets.

Religion: This Charm is made by the Cult of Tiea (Neutral Evil/Domains: Trickery/Thievery/Luck/Curse/Fate). Tiea shapes the known universe through acts of randomness. Mortals try to shape their world in defiance of the Goddess. The cult attempts to correct this by subverting the goals of those who obtain too much power in the eyes of Tiea.



TIEA

Goddess of Thieves and Trickery

References in the Ormocean Books of Law clearly show that the Goddess Tiea was actively worshipped in the Pre-Redemption Age and she continued to be remembered through the centuries that followed, during the Darktime, long after the original Tien clergy had vanished from history. As the patron Goddess of Thieves and Mistress of the Six Fates, her name was still invoked every time a cutpurse needed the confidence to steal a money-pouch or a gambler drew a hand of cards. It was a superstitious ritual that many used to bring them luck, even though most who whispered a prayer to Tiea had no real idea of the exact theology that surrounded the Goddess.

The basis of Tien philosophy is as follows; if someone or something 'shines' sufficiently to draw the attention of the masses, then it turns away attention that should be devoted to the Goddess and should be undone or otherwise diminished. This can be as simple as an entertainer gaining a strong following at a local tavern where he or she performs or as grand as a King who unites several warring factions and averts a full-scale conflict.

In each case, Fate is affected by the machinations of mortals and power must be restored to Tiea, the Mistress of the Six Fates.





SADIR God of Destruction

The cult of Sadir of the modern age was born in 1350R in Karhaven, then part of the Sardellan Homeland. Its philosophies and dogma all originate from the deranged mind of a man called Sylander Khriss, the son of the famous Trezkillian captain, Kalasyre Khriss. At a young age, Sylander witnessed unspeakable atrocities when he accompanied his father on a bloody campaign into Llan and, as a result, his mind was unhinged. Sylander claimed to have communed with Sadir and became the prophet of the God of Destruction.

'The Tabernacle of Oblivion' contains the core beliefs of the cult and is written in an obscure and rambling style that makes it both difficult to understand, yet easy to interpret what you want from its esoteric passages.

One of its 'philosophies' that diverge from the writings of other prophets is the concept that there is no afterlife to share with Sadir. The souls of the dead dwell on in the world as spirits, condemned to an existence of watching the endless repetition of the folly of mortals. Only by working to bring about the Final Oblivion, the end of the mortal world, can the cycle be broken and these spirits finally eradicated from existence.



Oblivion Diamond

Description: a small diamond blessed by a Seervati of Sadir. This is inserted under the skin at the back of the neck, through an incision, so as to be kept hidden from prying eyes.

Trigger: any magic from a spell or device that would read the owner's mind or force them to divulge information. The Sadir cultists are very protective of their knowledge and this Charm prevents outsiders from learning anything about them.

DC: 12.

Effect: immediately links the owner's Aura to the Tas and causes immolation and death as a result of drawing in too much magical (unformed) energy.

Cost: 500 gold pieces.

Frequency: Unique.

Usage: permanent until the Charm successfully activates. It is consumed by the magical immolation.

Religion: This Charm is made by the Cult of Sadir (Chaotic Evil/Domains: Chaos/Destruction/Death/Madness/Evil). Their main goal is to bring about the end of existence.



Childbane Lily

Description: a small white lily that is blessed by a Yaarneyan Cleric. It is usually worn in the hair.

Trigger: Conception.

DC: 12.

Effect: the Charm prevents conception of a child by the wearer.

Cost: 1 silver piece.

Frequency: Common.

Usage: the Charm is only effective as long as the lily remains fresh (1+1d4 days).

Religion: this Charm is made by the Cult of Yaarneya (Chaotic Evil/Domains: Charm/Lust/Chaos/Liberation/Revolution). Their main goals are the pursuit of pleasure in all its forms and the abandonment of the mundane life.



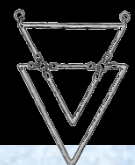
YAARNEYA

Goddess of Pleasure and Entropy

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

Historical records indicate the cult first rose to power in the ancient Maritaani city of Tai-Kayan, a city of vast wealth and corruption, which fell completely under the thrall of the Yaarneyans in 400R.

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





KHARIC-OHRM God of Pain and Disease

Fundamental to the religion of Kharic-Ohrm is the belief that Stavilor (the afterlife) is a paradise that exists in unison with the prime material plane and that the gifts and pleasures bestowed upon the world by the other Gods are a distraction, that prevent true followers of Kharic-Ohrm from seeing and entering the realm of Stavilor. Unless a devotee sees Stavilor during their lifetime, they will never be able to find their way to paradise and will be claimed by Sirrith as one of the Lost.

Only under great duress can a mortal being hope to glimpse Stavilor. When subjected to intense pain, there is a threshold that is reached whereby the subject will either lose consciousness or transcend their physical limitations and enter the blessed realm. There are key descriptions of Stavilor, as originally documented by Zharen Vharl.

These are a closely guarded secret of the Church hierarchy. When, under torture, a subject utters anything that remotely sounds like one of the required responses that describe Stavilor, it is deemed that the tortured initiate has truly seen that realm and can be admitted to an inner circle of senior clergy. Besides willing initiates, the priesthood of Kharic-Ohrm will also torture people who are not associated with the cult, in ceremonies designed to simply establish divine contact with the Avatars of Kharic-Ohrm. The victim is usually sacrificed at the conclusion of the service. in 400R.

Bone Bracelet

Description: a bracelet made from Human finger bones.

Trigger: any damage that would reduce the owner to negative hit points.

DC: 15.

Effect: the Charm maintains consciousness for the owner if they go into negatives. The owner can take normal actions while in negatives, however, every time they do so they incur an additional point of damage (i.e. in addition to standard hit point loss).

Usage: Permanent, however, once the wearer enters negative hit points, the Charm becomes useless when they are restored back to positive hit points. Also, the Charm is useless if any form of healing spell is cast upon the owner, while wearing the Charm.

Cost: 25 gold pieces.

Frequency: Rare.

Religion: This Charm is made by the Cult of Kharic-Ohrm (Chaotic Evil/Domains: Evil/Devil/Death/Magic/Chaos). Their main goal is to seek the word of Kharic-Ohrm by passing the boundaries of pain.



Bonus Material

Ruby Averaach

“As well as a substantial amount of gold, the fallen star has yielded a sizeable piece of red crystal that I will probe with my incantations to establish the presence of any magical properties”

Last entry in the recovered remnants of the journal of Tailan Averaach



A Rare and Dangerous Crystal

Averaach is a crystal that occurs throughout Eldoria as a result of periodic strikes by minute meteorites that manifest themselves during the Span of Daukas in the March of Fire. At that time, Enshar passes through a belt of tiny asteroids and gasses and the skies flare with colorful displays and detonations. Occasionally these aerial pyrotechnics result in firestorms, whereby burning ashes are scattered over a wide area or, a rarer occurrence, a meteorite shower, is created. Called “Daugron’s Fire” by the followers of the Goddess of Fire, most meteors burn up in the atmosphere but those few that do manage to crash to earth explode and can create Averaach crystals in the surrounding rock, as a result of the thermal dynamics involved during the impact. The crystals are exceedingly rare and most are no bigger than a pinhead in size, although larger specimens have been found, ranging from stones the size of pea to shards as big as a plum. The most common type of Averaach is claret red in color and crystals are often mistaken for rubies. A DC Check of 20 is required by a character possessing the Skill, Profession: Jeweler, in order to differentiate between the two. Similarly, the jeweler skill is required to identify the difference between other forms of Averaach and gem-stones they mimic. In addition to the destructive Ruby form of Averaach, the other varieties of the crystal exist and have only recently coming to the attention of the College of Arcane Science. These seem to have formed by their chance binding with certain dominant minerals present at the site of the meteor impacts. Although distinct properties have been identified, research continues into their powers and the applications that they can be put to.

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

+2 Averaach is in contact with gold (at least equal to its own size).

+4 Averaach is totally shielded by gold (e.g. a gold coffer).

Modify the die roll as follows:

-1 For each level of the spell cast.

-1 For every 1,000 GP worth of magical items present in excess of 5,000 GP (round up to the nearest 1,000).

Failure to make the DC of 12 causes the specified reaction. The effect is determined by the size of the crystal and the distance of the target from the epicenter of the effect (refer to the following tables). Larger pieces of Averaach may be included in a campaign at the GM's discretion and the appropriate damage assigned according to its size.

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

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

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

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

If you like the concept of Averaach, you can read about the other forms of the crystal, each with their own weird and wonderful effects, in the *Encyclopedia Eldoria*.

Shadowland

Afterlife

The Gods of Eldoria each maintain a separate domain of existence, located in a Plane known as Tarrisada, a sanctuary to which their essence returns if their link within the Prime Material Plane is compromised. Over 10,000 years ago the Gods retreated from the world to Tarrisada in order to rest from their labors.

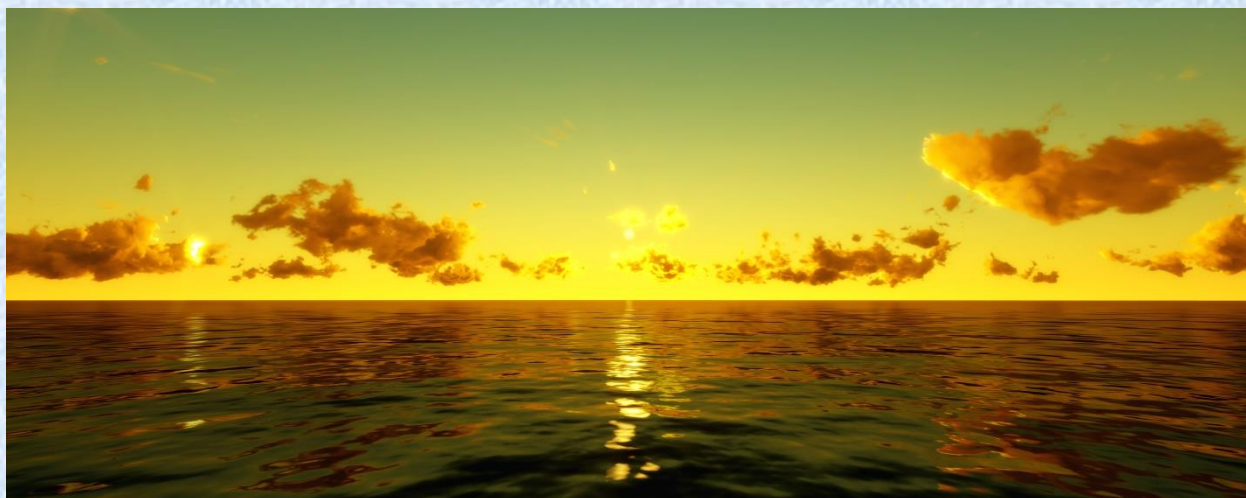
If a mortal being receives the Ritual of Recognition from their Church and remains sufficiently faithful to their God, after they die, their soul will be able to reach Tarrisada and they will serve the Uushai, the avatars of the Gods, the lesser divinities who maintain Tarrisada while the Gods sleep. The Uushai guard the resting form of their patron deity in the afterlife and await the time of the Awakening.

When a mortal dies, their soul is drawn into the Tween-world, the place that exists as a kind of 'neutral zone' between divergent planes of existence. The Tween-world that connects the Eldoria world of Enshar to the other Known Realities takes the form of a vast Unending Sea and the souls of mortals translate there after death. It is like a main road that has exits to all other Planes.

To reward the faithful, the Gods passed on the Ritual of Recognition to their ancient high priests who worshipped them at the Dawn of Time. After death, the Recognition Mark remains bound with the essence of the soul, extending the consciousness of a mortal, giving them greater capacity to continue the journey to the Tarrisada and so enter the afterlife.

In the Tween-World, the spirits of the dead are buoyed in the supernatural 'waters' of the Unending Sea. Those souls whose devotion is true, perceive a distant light shaped in the form of their Recognition symbol. By swimming toward this divine beacon, the faithful reach the domain of their Patron God.

However, many, whose devotion wavers, are unable to traverse the great distance required to reach the safety of the Tarrisada. Instead, they linger, floating atop the waters of the Tween-World, retaining their previous form, their memories slowly fading. As their consciousness departs, they sink beneath the surface of the Unending Sea and their form dissipates, until they succumb to a state of absolute nothingness and become non-corporeal spirits. Others are drawn away from the Light and befall other fates.



Shadowland

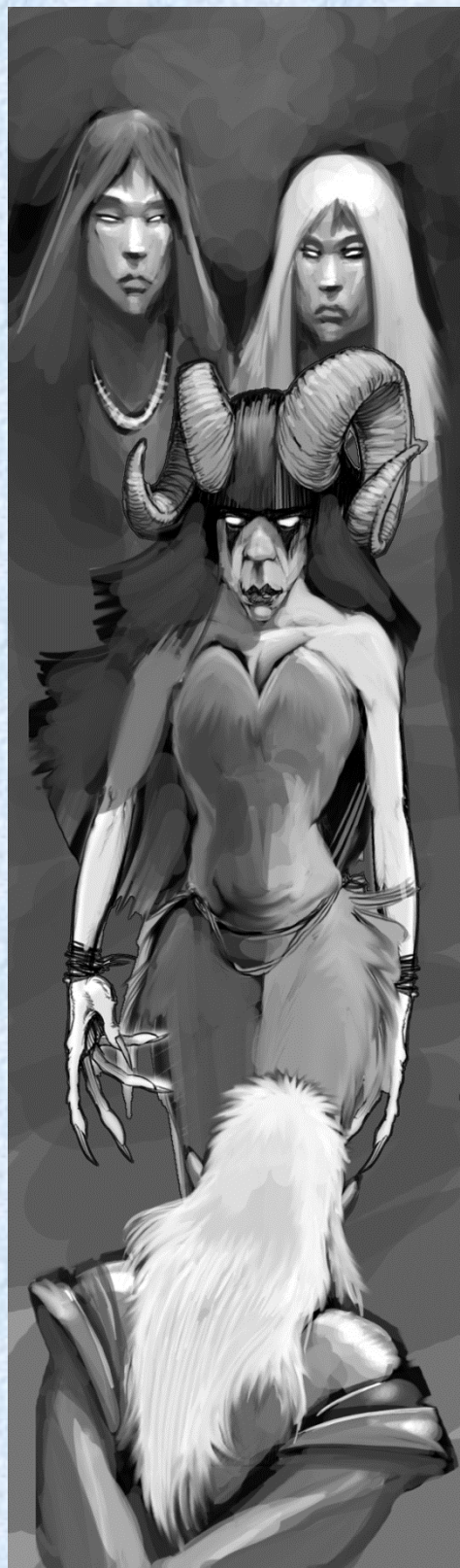
A danger that exists in the Unending Sea, that is a major obstacle to the Souls of mortals trying to reach Tarrisada, is the presence of Shadowland. This is a prison, in which the Goddess Sirrith was condemned. Resembling a vast island, with sheer, unassailable outer cliffs, it is similar in nature to one of the protective domains of the Tarrisada but wards were set about it by the other Gods to specifically prevent Sirrith translating between it and the Prime Material Plane.

Sirrith stole the Rune of Making from the Goddess Phelltar. This was an enchantment that could create sentient life. This angered Ormocea, the leader of the Gods who ordered Sirrith to be brought before her peers and judged for her actions. Sirrith hid herself for many ages and shared knowledge of the Rune of Making with those Gods who offered to shelter her. Eventually Sirrith was captured and brought before Ormocea. Because she had brought dissent amongst the Gods (a thing that had never happened before) she was condemned to be cast out of the world the prison of Shadowland.

Although confined to her domain by the wards that surround it, Sirrith is still able to exert her influence through her minions and is able to lure the souls of mortals traversing the Unending Sea and bring them to Shadowland, convincing the unwary that her domain is the Heaven that they truly seek. Those whom enter Shadowland become her servants, should they stray from the safety of the Grey Road, which winds through her land. However, if they are strong-willed and resolute, they can pass through Shadowland and so come to their Tarrisada, by means of a portal that was made at the heart of Sirrith's thralldom. In essence, there are two paths to Tarrisada, equally fraught with peril; mortals can seek Heaven be traversing the waters of the Unending Sea or by walking the Grey Road of Shadowland.

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

The FoE Pathfinder module, "Dark Awakenings", takes the player on a heroic quest which culminates in an adventure set in Shadowland.



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Online Community Pages

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

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

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

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

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

Sanctuary (d20 adventure) Auran Pty Ltd 2002

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





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"I ward the body of our devoted patron from the attention of the servants of the White Lady and place this Charm here to warn of their foul presence"

Litany taken from the funeral rites of the Ormocean Religion

"Eldorian Charms" introduces a new kind of minor magic item to your Pathfinder campaign – Charms, blessed by priests of different faiths which produce triggered pre-defined effects for those devoted to the Gods. Inside this compendium you will find rules for the how Charms work and how they are made. Presented in this book are 27 ready-to-go Charms that exist in the Eldorian fantasy role-playing setting; one for each religion. All Charms in this product can be converted to your own campaign and guide-rules are included for you to design new Charms for your own game world.

"Eldorian Charms" is a great addition to resources designed to enrich your gaming experience in the fantasy role-playing world of Eldoria but can also be used to enhance any fantasy setting.

If you are interested in Eldoria, read the core resource books, "The Encyclopedia Eldoria" and "The Reliquarium Eldoria".

