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Ten MORE Market Stalls

A FANTASY ROLE PLAYING RESOURCE

Featuring Ten Market Stalls, NPCs and Ten Plot Hooks

Companion Book to "Ten Market Stalls"

FOE



by

Angela Caffery and Keith Done







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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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 our ideas with the world, further build the Eldorian gaming community and provide gamers with quality material.

About this Publication

“Never mind the quality of the fabric good sir, feel the width!”

Have you ever felt the pressure and frustration when faced with designing an impromptu market stall or vendor? Then “Ten MORE Market Stalls” is the answer to your prayers. Not only are there a variety of detailed stalls, with exterior and interior descriptions, goods and prices and profiles on the stallholders - there are also numerous plot hooks to weave into your own game and kick start an adventure.

“Ten MORE Market Stalls” is a companion resource book to the original “Ten Market Stalls” and describes all you need concerning a selection of market stalls that you can use locate in a village or as part of a larger market in a town or city. You can even use a single stall as a travelling trader that your players meet on the open road. Simply use and adapt the material as you see fit!

The Setting

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

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

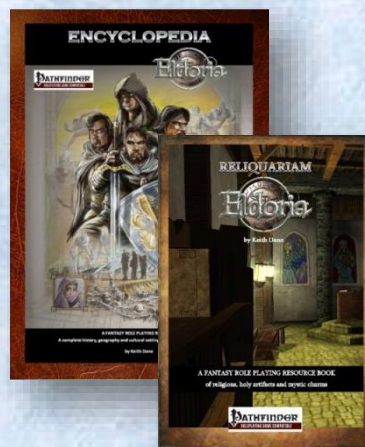


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Ten MORE Market Stalls

(1) Granny Whistrim's Woolly Wonders

Stall Description

This stall consists simply of a large throne-like chair made of woven reeds and set with large cushions. It is sheltered by an oversized colourful parasol, on which is emblazoned "Granny Whistrim's Woolly Wonders". There are baskets containing balls of coloured wool surrounding the chair and a small table on which are arrayed scarves, bobble hats, socks, pullovers and shawls. The chair is occupied by Granny Whistrim, an elderly woman, who is always busily knitting. She is accompanied by her twin grand-daughters, Sharvis and Triss, who negotiate all of Granny's business arrangement and sales.

GM NOTE:

Besides what is available on the table, Granny Whistrim takes individual orders, which take longer to complete. Roll (1d6 Basic design), 1d20 (complex design) for the numbers of days the women would take to complete the desired design. Takings for the day are hidden under the wool in a basket near Granny Whistrim. Granny only uses quality sheep wool.

Stock and Prices

Prices vary greatly based on the work that has gone into individual pieces. Basic versions of items cost:

PRICES	
Object	Price
Scarf	2sp
Hat or bonnet	1sp
Socks	2cp
Pullover	8 sp
Shawl	1gp
Specialty Items	+5sp (average)



Stallholders

Emeressa (Granny) Whistrim Female Human Witch 6 NG.

Granny is a thin, silver haired elderly woman with a beak like nose and lined features. She knits furiously and mutters to herself constantly, occasionally cackling or laughing out loud. When not knitting she falls silent and just stares into space, occasionally snarling and muttering.

Sharvis Whistrim Female Human Commoner 1 CG.

Sharvis is a pretty 15 year old girl who wears her long black hair in braids. She is very forthright and witty likes to play practical jokes on the owners of stalls in the market.

Triss Whistrim Female Human Expert 1 NG.

Triss is the mirror image of her twin sister but she tends to wear her hair in a tight bun. She is more reserved than Sharvis and is always apologising for her sister's behaviour.

GM NOTE:

If a player listens attentively to Granny's mutterings, make a Perception Check at DC20. A success will reveal she is repeating a mantra that seems to contain magical phrases. An additional successful Spellcraft Check at DC15 will reveal she is chanting some kind of spell that charges magic items.

Plathook

17 years ago

Emeressa Whistrim is the last surviving witch of the Coven of the Ivory Sisterhood, an Order that was based on Ghardon, in the Sea of Souls. The Order was decimated seventeen years ago by a powerful incubus that the sisters had summoned and sought to control, so that they could learn to master its powers. The witches had contained the incubus, called Magnaar, but they were undone when Emeressa's daughter, Meridess, was dominated (sp) by the creature. She released the incubus from the wards that bound it and made love to Magnaar. Meridess woke the next morning to find the Coven destroyed, Magnaar had killed everyone (or so he thought). Emeressa had been badly injured in the battle with Magnaar but survived, having been rendered unconscious. She sought out a magical device that the Coven possessed; the Demonsbane Stone. They had used this to summon Magnaar and it could also be used to send him back to the Great Shadow.

Emeressa sought out Magnaar who was with with Meridees and she confronted him with the Demonsbane Stone. But Magnaar threatened to kill Meridess unless Emeressa stood down and gave up the relic. Meridess, seeing the destruction that her actions had caused, was able to break out from under Magnaar's spell and she struck at the Incubus. Magnaar smote her back with a mighty blow and Emeressa used the opportunity to send Magnaar back to the Great Shadow.





16 years ago (give or take a few months)

The Whistrims were taken in by friends on the island of Dormos. Soon it was discovered that Meridess was pregnant to Magnaar. She was despondent during the pregnancy and tried to use Childbane root to kill the unborn child. But the compulsion of Magnaar still remained, though it was weak, and she could not go through with it. Eventually, she gave birth to twin girls, Sharvis and Triss. The children drew Meridess out of her grief and she became a devoted mother. Granny Whistrim doted over her grandchildren and began a career of knitting (as well as providing locals with the odd potion or herbal remedy). Sharvis and Triss never wanted for woollen hats, robes or scarves!

12 years ago

Magnaar eventually returned to the mortal realm, although it was not easy. He had found a 'crack' between the worlds; a small portal through which he could squeeze. It was not stable and came and went from time to time, being part of a network of similar 'cracks' between the worlds called 'Sirrith's Veil, near the city of Darringmoor. He appeared in the woods about ten miles west of Darringmoor and his purpose was to claim his children (whom he had learned he had fathered 12 years ago). He sensed their presence in the world but they were far away. At the same time Magnaar entered the world, Sharvis and Triss began to suffer from nightmares. Granny Whistrim was worried and began to investigate the lore concerning incubi.

10 years ago

Magnaar searched long for his children and eventually found them in their abode on Dormos. He came to the house of the Whistrims and drew Meridess to him with his powers, taking her by force and telling her that he had come to claim his children. He coerced her to tell him about Emeressa, where she slept and if she still possessed the Demonsbane Stone. Then he brutally killed Meridess and hung her body from a tree in the Whistrim's garden. Magnaar then moved quietly to kill Granny Whistrim but things didn't go as he planned. The twins had awoken crying (at the same time that Magnaar was defiling their mother). Granny Whistrim had gotten up to see to them and the twins kept saying, "Daddy's come home...he's hurting mum".

Emeressa was immediately vigilant after listening to what Sharvis and Triss were saying and when Magnaar made his move she used the Demonsbane Stone again. This time, as the powers forced him back to the Great Shadow, he smiled, saying, "I will return. I will never stop until I claim that which is mine..."

After the incubus was gone, Granny noticed the Demonsbane Stone was cracked.

DARRINGMOOR

Darringmoor is an Elkian sea port located on the shores Greater Inner Sea with a history of swapping hands between Llan and Sardell during the time of the Empire. The city has a well-established ship building industry and has access to important trade routes with Tempest and Northland.

SIRRITH'S VEIL

Darringmoor has always had a troubled 'supernatural' history, since 'the Time of Shadows, in 400R, when the Ormocean Church drove out many Undead creatures that lingered in the region. Since that time the Ormoceans have always maintained a strong presence in Darringmoor, after they identified why there was such a high incidence of Undead in the area.

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

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

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



THE GUILD OF THE MAGI

A wizard trained at the College of Arcane Science can become a Lore-Keeper of the Guild of the Magi. The Guild maintain 'Mage-Houses' across the length and breadth of Eldoria. A Magi Guild House is recognized by a small brazier positioned outside the main entrance. The brazier burns eternally with a magical blue flame.

A Lore-Keeper's primary responsibility is to seek out local youths who demonstrate latent magical aptitude and train them in the use of cantrips. As the Lore-Keepers have limited ability themselves and are forbidden to teach spells greater than 1st Level.

In addition to recruiting wizards, Lore-Keepers are also tasked to investigate strange occurrences in their region and document their findings to the College.

Lastly, they provide accommodation for travelling Wizards and maintain resources for them, including selections of commonly used material components, used to cast spells.

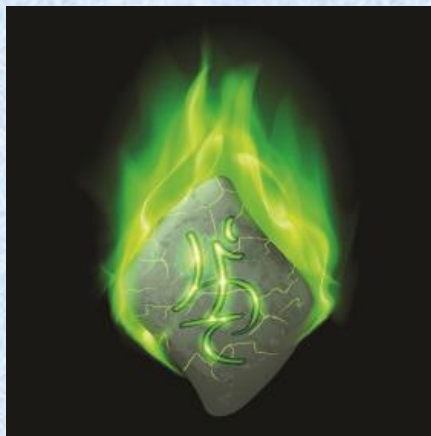
More detail can be found in
ENCYCLOPEDIA ELDORIA and
Mundane Arcane Items.

5 years ago till the present

Granny researched charms and wards to keep the children hidden, in case the incubus returned. She was worried because of the flaw that had appeared in the Demonsbane Stone and was concerned that it would not work on Magnaar again. Her research led her to Darringmoor after she read the works of Abbott Rallid and discovered that the Demonsbane Stone had its origins there. She tried to seek the advice of the Holy Trinity of Darringmoor but they refused to deal with a witch. Instead, Granny settled in the city, and used her savings and her knitting skills to earn a living for the upkeep of Sharvis and Triss. She is worried about the twins as they are showing some low-level demonic traits. Granny has been consulting old records and has become friends with Ewin Harder, the local caretaker of the Guild of the Magi. Like the Churches of the Holy Trinity, the Guild do not usually tolerate witches either, but Ewin is an exception and enjoys Granny Whistrim's company and their conversations about arcane subjects.

Granny has confided her tale with Ewin and the pair has been learning all they can about demons and ways to defend against them. Recently they learned that the crack in the Demonsbane Stone causes the magic item to drain away and the Stone to lose its potency. Ewin taught Granny Whistrim a chant that temporarily recharges the stone. Granny can often be seen knitting furiously while repeating strange phrases over and over again, as she ensures that the power of the Demonsbane Stone is maintained at all times. See the **Arcana Section** in this book for more information on the Demonsbane Stone.

Granny Whistrim will seek the aid of skilled adventurers to help her against the incubus Magnaar, if the adventurers seem up to the task. She has no money to offer but can knit them a scarf each. Ewin Harder will offer to provide each adventurer with a potion as payment (any potion which duplicates wizard spell of Levels 1-2).



(2) The Tinker's Table

Stall Description

This is a wooden shed with one side open. The open side is hinged to create an awning and can be lowered and locked at night.

Inside are benches littered with all kinds of tools, components, moulds, pots of glue, vials of chemicals, dies and dollies. Baskets are overflowing with pots, pans, hinges, cogs and all manner of items. A small wooden shelf is against one wall with beautifully painted clockwork toys.

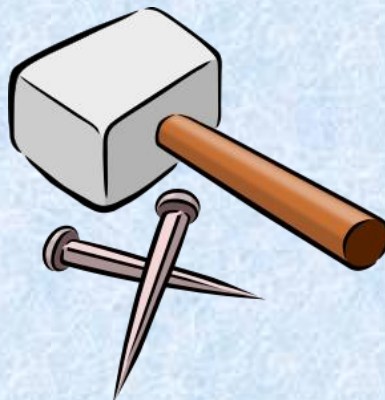
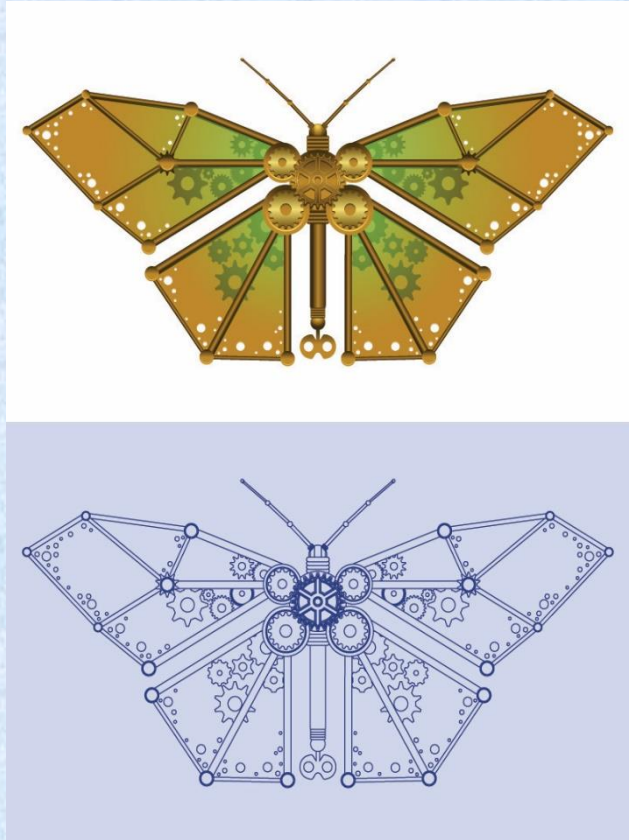
A windmill device is on the roof of the shed, turning slowly in the breeze. Inside are two men and a gnome, all with leather aprons engrossed in their work.

GM NOTE:

Ganther Trillow and his crafters, Hallis, Orlon and Nixabraxix (a gnome) fix things that are broken and make all manner of small items (e.g. pins, fasteners, hooks, thimbles, corkscrews, caltrops, ball-bearings and even small clockwork devices such as wind up mice and mechanical butterflies.

Roll 1D20 (each) for how many silver pieces are in spare change, in money pouches attached to the belts around Ganther and Hallis) waists. However, larger amounts of coin are regularly transferred to a small magical chest. When items are placed inside it and the lid is closed, the contents are teleported to a copy of the chest. This copy is secured in Ganther Trillow's workshop, located elsewhere. (See Arcana section in this book for more details).

Windmill – This generates power for some of their equipment, such as a grinding stone.



Stock and Prices

Prices are 10% above Pathfinder equivalents. Availability = percentage chance any item players are after is in stock at that time. The GM may determine if the Tinker's Table has any items that player's ask for that are not covered on the table below but they should be from basic mechanical or chemical categories.

PRICES		
Object	Price	Availability
Chemical Items		
Sulphur ½ lb	8 cp	75%
Mercury 1 ounce	1gp	40%
Potassium 1 ounce	5gp	30%
Miscellaneous Items		
Hinges (small)	1sp	60%
Hinges (medium)	5gp	40%
Cog (small)	1sp	60%
Cog (medium)	5sp	50%
Cog (large)	5gp	10%
Metal Wire (per yard)	1sp	50%
1 caltrop	1gp	50%
Household Items		
Pins per dozen	2cp/12	95%
Metal Thimble	8cp	90%
Hook small metal	7cp	90%
Hook medium metal	2sp	80%
Nails (bag)	1sp	60%
Pot small metal	7cp	60%
Pot medium metal	2sp	60%
Pot large metal	2gp	25%
Specialty Toys		
Jack in the box	10sp	60%
Clockwork mouse	10gp	50%
Wind up butterfly	20gp	10%
Repair Services		
Simple repair pots/pans etc.	2cp/repair	
Complex repair	1sp/hour worked on	
Miscellaneous Items		
GM Determination	10% above Pathfinder	



AVERAACH

Averaach is a crystal that occurs throughout Eldoria. It is formed by periodic tiny meteorite strikes that manifest themselves for approximately two weeks during the year. At that time, the world passes through a belt of tiny asteroids and gasses and the skies flare with colorful displays and detonations. Occasionally these aerial pyrotechnics result in firestorms, whereby burning ashes are scattered over a wide area or, a rarer occurrence, a meteorite shower, is created. Called "Daugron's Fire" by the followers of the Goddess of Fire, most meteors burn up in the atmosphere but those few that do manage to crash to earth explode and can create Averaach crystals in the surrounding rock, as a result of the thermal dynamics involved during the impact.

The crystals are exceedingly rare and most are no bigger than a pinhead in size, although larger specimens have been found, ranging from stones the size of pea to shards as big as a plum. Red Averaach is the most common type and crystals are often mistaken for rubies. This color reacts explosively in the presence of magic. In addition to the destructive Ruby form of Averaach, other varieties of the crystal exist, such as Emerald Averaach, and these have only recently coming to the attention of the College of Arcane Science.

For more detail see
Encyclopedia Eldoria.

Ten MORE Market Stalls

Stallholders

Ganther Trillow Male Human Expert 2 NG.

Ganther is a young man with curly brown hair and a prominent jaw. He talks in a meandering manner and loves to chat about the technical details of what went into making the items he sells. Ganther often gets lost in his own conversations..."Now where was I?"

Hallis Mordon Male Human Alchemist 1 LG.

Hallis is a craftsman specialising in alchemy. He is of medium build with thinning brown hair. Hallis sings to himself when he works, however all the songs sound the same as he has no ear for music. Hallis enjoys adding a bit of music or sounds to his designs.

Orlon Tulwyn Male Human Expert (master smith) 2 LN.

Orlon is a wiry man with a tanned complexion and a thick mop of curly black hair over which he wears a distinctive red leather cap. Orlon specialises in filigree metalwork.

Nixabraxix (Nix): Male Gnome Sorcerer 2 CG.

Nix is a Gnome and an inventor and 'sometimes sorcerer'. He wears a blue coat and blue peaked cap. He has a passion for tinkering and loves nothing more than to create small devices, even if they have no apparent purpose... just that they work.

Clockwork mice and mechanical butterflies, fashioned by Nix, are very popular with children of richer clients. He has a small pet dog called Nipper, which has a strapped on mechanical legs (he replaced the legs after Nipper was in an accident).

Nix has a good understanding of the crystal Averaach and possesses a collection of small pieces of averaach (gem-sized) – 2x Ruby, Emerald, 3x Sapphire and 1x Amber. They are all secured in a small locked gold coffer (Lock DC 40). Nix is currently writing a book documenting the properties of averaach and its potential uses in mechanisms.





Plot Hook

Many years ago Nix was given a map by his grandfather, when he was on his death bed. Worried about the loss of this map, after a spate of thefts in Darringmoor, he gave the map to his favourite cousin Dashow for safe keeping.

This map showed the layout of the upper galleries of the notorious dungeon known as Lich Hall. The interesting fact about this map was that it included details on the location of several deadly traps that protected its key chambers. Some of the traps had notes on how to disarm them. Nix himself, has no interest in the map, or the required adventuring, being more occupied with tinkering.

Recently he has heard some news that has concerned him greatly. Dashow has sent word that some of their family have been enslaved in a local Dwarven mine. She is extremely worried and is trying to enlist help to go and rescue them. Nix has promised to send a group of adventures to her aide. As a reward he will give them the map. Additionally Dashow will reward them with a gnomish marble each and 100gp. Nix is will to chip in a further 700gp on proof of the safe return of his family.

To find more information and to collect the map the party will need to contact his cousin Dashow who is the cook at an inn called *The Topsy Tinker* (see companion product – *Interesting Inn Series #3 The Topsy Tinker.*) Nixabraxix will provide a letter of introduction and a favourite stone, as proof that they have been sent by him. Dashow will provide the map as well as directions and information on the abduction of their cousins.



THE TIPSY TINKER

Situated in a **Sardian** valley, *The Topsy Tinker* is a cheerful road side Inn, a short distance from the main route from Vendish to Gablehead. Nestled amongst farming hillsides, this establishment is run by the extended Tinker family and is a regular haunt for weary travellers, tinkers, minstrels and local farmers. Accommodation caters for a variety of budgets and it is a popular stopover for all classes due to exceptional cleanliness and friendly staff. Success of this Inn has led to the growth of a small community, most of which find employment at *The Topsy Tinker*.

Over time '*The Tinker*' has become a haven for the more bohemian elements of society – musicians, artists and a number of fey creatures. *The Topsy Tinker* is a refuge from the strict regime of the Sardian culture due in no small part to its' close proximity to the **Tas Web**. It's unique location and considerate owners has also made it attractive residence to a small community of fey creatures.

For more information see –

Interesting Inn Series #3 – The Topsy Tinker

(3) Sacred Art (Tattooist)

Stall Description

This stall takes the form of a tent covered with a montage of painted art-work of designs created by Maedise, a female tattooist. They are a collection of fantastic creatures, martial emblems, religious icons and erotica (which often gets her in trouble with the more puritan members of the local Holy Trinity). Her speciality is religious tattoos. Inside the tent is a chair for clients and table, on which Maedise's tools and inks are arranged. She is usually found sitting inside her tent waiting for clients. A big tattooed man with a shaven skull sits on a stool outside. He is bare-chested and has tattoos of many faces decorating a large part of his body and arms.

Stock and Prices

Time (in the table below) refers to the average time required for the tattoo. Some Tattoos require a number of sessions indicated by S and a number (e.g. 1+1d3 x3hour = up to 4 separate sessions of 3 hours each, usually with a day between sessions. The GM may determine the price and time required for more complex tattoos that do not fit the categories in the table below.

PRICES		
Tattoo	Price	Time
Simple b/w icon such as a holy symbol, word or device such as crossed swords	1sp	1 hour
Simple colored icon such as a red heart, with a yellow scroll featuring wording	4sp	1+1d2 x1 hour
Complex small colored tattoo such as a mermaid, unicorn, dragon or similar beast	2gp	1+1d3 x2 hour
Complex large colored tattoo with multiple figures (usually covering a whole limb)	10 gp	2+1d6 x3 hour
Unique tattoos (not from selected art work, requiring design work)	GM	GM



Stallholders

Maedise Vallandora Female Human Oracle 5 LE.

Maedise is originally from Llan and retains her Llanish accent. She has long blonde hair with a black stripe running down the rear. Her right hand has long nails, filed to a sharp point and Maedise uses these nails to tattoo her clients. She wears a long sleeveless open back, black dress, with crimson ornamentation. The ensemble is designed to show off the tattoos that cover her arms and back.

Kallak Male Human Fighter 5 LE

Kalak is a pale-skinned Human with a shaven skull and a toothy grin. He does all the bargaining work for Maedise and he is inked with faces all over his body. Kallak usually just wears britches in order to display Maedise's work and fights with a spiked club that rests beside the tent.



Plot Hook

Maedise was born 31 years ago in the rural hamlet of Bellman's Crossing in the Llanish Highlands. Bellman's Crossing was a very religious community devoted to Ormocea, God of Law.

From an early age Maedise loved to draw and spent all of her time sketching or painting local people and scenes. At the age of six she showed a talent far in advance of her years. Around eight, she began to have 'episodes' when drawing. She would 'zone out' and couldn't remember drawing the things she created. Many of these drawings were of people that Maedise had never met or places she had never been to. They could have been discounted as being from her imagination, except people who happened upon her work recognised distant cities they had once visited or famous people they had seen when on a pilgrimage to other lands. People began to think the girl was 'strange'.



Then Maedise began to draw incidents and accidents that happened in and around Bellman's Crossing before they happened. Her parents took away her drawing implements and forbade her to draw anymore. Stories were circulating of Maedise's 'unnatural' talents. But her passion for drawing was obsessive and she found other outlets for her art, sketching in the dirt with a stick or using charcoal on the side of a barn. One time she came out of a trance to find she had drawn a huge mural depicting the village church on fire, complete with five pictures of local people, each with a wreath of fire around their heads. Her mural was discovered before she could erase it and she was beaten by her father and locked in a shed for days. A week later the village church caught fire and the five people in Maedise's mural died. The local priest, a handsome young zealot named Ordass, visited Maedise and declared that she was possessed and was able to cause things to happen with her art. She was warned by Ordass that she was never to draw anything again. And for four years Maedise complied, living in fear and misery. She was shunned by the village and children treated her cruelly. Her parents were treated the same they and began to despise Maedise.

Then one day a travelling band of Nalarian gypsies came through Bellman's Crossing, providing trade goods and entertainment to the local people. One of the Nalarians, a man called Larras, was a talented artist and did sketches of people for a copper piece. He did a free sketch of Maedise and her desire to create art burned all over again. She did some small sketches for the Nalarian artist and, recognising her talent, he gave her some pastels and parchment to take home.

For a week, Maedise secretly worked on new drawings, most of the time spent in a dream state. Some of it was confronting – it showed the priest Ordass in bed with different women; wives of the men who dwelled in the region. Another showed Maedise with her face twisted in agony. Maedise went to burn the drawings but she was unable to do so – it was the best work she had ever done. Instead she hid the sketches in a portfolio that she kept with her at all times.



NALARANS

The Nalarian people have wandered the lands of Eldoria for generations and are the equivalent of our gypsies. They maintain a belief that nobody owns the land; it is there for all to use.

As regions of Eldoria became more urbanized and it was difficult to find food by traditional methods, the Nalarians began to barter their skills with established communities in return for money or supplies.

Adept at such crafts as woodcarving and tapestry work, they have found a market for their creations, wherever they travelled. Whereas gypsies in our culture are often treated with suspicion and hostility, Nalarians are always welcomed by the common-folk, for their craft, their knowledge of ancient medicines and their colorful entertainments. One of their few opponents are draconic officials who do not like their 'disrespect' for regional boundaries, taxes and bureaucracy.

A DC Check of 20 is required by a character possessing the Skill, Profession: Jeweller, in order to differentiate Averaach and gemstones they mimic.

For more detail see
[Encyclopedia Eldoria](#).

A week later she was bullied by a group of boys and girls in the village square and they snatched her portfolio from her and ran off with the pictures. Soon the village was in uproar, finding that the 'possessed' Vallandora girl was at it again, this time drawing lurid pictures of the local priest.

Ordass led a meeting in which he declared that Maedise's drawings were the images of an evil demonic mind and that he would not give in to her power. He said he had prayed to Ormocea to protect her from Maedise's spells and because of this, her pictures of the future would not come to pass; he would not be compelled to fornicate with the women depicted in the drawings by the spells of Maedise! But Maedise needed to be punished and prevented from ever drawing again. Ordass had the village blacksmith beat and break Maedise's hands so that she would never be able to hold a writing implement.

Maedise almost died from the injuries. A hatred for the village and the priest burned in her heart. When she was well again, she crept out at night to the house of Ordass where indeed she found him sleeping with one of the village women she had drawn. She attempted to stab him in the heart with a dagger but the blade slipped in her injured hand and missed its mark, only wounding him instead. Ordass awoke and struggled with Maedise but she was able to escape and flee.

One thing that Maedise never knew she achieved that night was the downfall of Ordass's lecherous activities and his expulsion from Bellman's Crossing. His shouts and struggles with Maedise brought help from nearby locals who discovered the priest's sleeping partner. This time, he failed to convince the villagers that this was all Maedise's doing and was eventually sent packing by an angry mob.

That night, Maedise fled Bellman's Crossing. She went in search of the Nalarian troupe and Larras, the artist who had been so kind to her. It took over two years to find the Nalarians and Maedise suffered greatly as she travelled across Llan; a teenage girl with crippled hands, unable to support herself other than by begging and prostitution.

Eventually she did find the Nalarians near Quorull. Larras remembered her and she was taken in by his family. She and Larras became lovers and he introduced her to Sannakai, an elderly Maritaani man who was a tattooist. Sannakai suffered from arthritis and had crafted a glove with long needles fixed to the fingers. This made it easy for him to do his work. He took on Maedise as an apprentice and made her a similar glove. It was not long before the student's work surpassed the master and Maedise was earning a trade with the Nalarians, tattooing paying customers.

Maedise was content and, over the years, as her hands recovered some of their former strength, instead of using the special glove, she grew her nails long on her right hand, hardening them in a mixture that the Nalarians used to toughen the hooves of the beasts that pulled their caravans. She became an entertainer with the troupe and dressed in costume, attired in black, often dying a black stripe through her hair. Soon she began inviting clients to be tattooed with her long nails.

The old dream-like trances came and went and she found herself tattooing her own arms with images. She talked about these with Larras, saying that the Ormocean Priest claimed she was possessed and 'made things happen'. Larras introduced her to Torva, their clan seer who set things straight, saying that Maedise was an Oracle and that her ability allowed her to see things that were far way and had not yet happened. Maedise predicted the future; she did not cause the future.

Six years ago the Nalarians were camped outside the town of Tokia, bringing entertainment to the locals. The camp was visited by an Ormocean priest and some city guards. The priest was intent of having the Nalarians removed from the region and was looking for some excuse to take action. The priest passed by the table Maedise used to ply her trade and she came face to face with Ordass of Bellman's Crossing!

Maedise became the excuse that Ordass needed to close the Nalarians down. He declared that she was evil and wanted for attempted murder. The guards were ordered to arrest her and Larras tried to intervene, only to be killed. The Nalarian men then joined the fray and there was a pitched battle in the camp grounds. All the Nalarians died. Maedise was grabbed by guards and dragged away. She was imprisoned in Tokia by Ordass, awaiting trial. The priest encouraged the guards holding Maedise to abuse her, saying Ormocea would look favourably on them for bringing to justice such an evil woman. Alone and in utter despair, Maedise sunk into a deep dream-like state and swore dark oaths to anyone who would listen...and something did.



A bargain was struck between Maedise and some dark unseen creature which whispered to her in the darkness of the dungeon. A chilling voice promised her freedom but, in return, she would serve the Darkness and make offerings to it. She would use her Oracular powers to render a tattoo of a person whom she would cross paths with at a later date and that she would then kill that person when she met them. The soul of the murdered person would belong to the Darkness. Then within 27 days she would repeat the process, identifying her next offering.

Maedise did not stand trial; she was freed from the dungeon by one of the guards; a man of morals named Kallak, who had not listened to the words of Ordass and decided he had to act to save her. They both fled from Tokia, becoming wanted by the authorities in Llan. The pair became unlikely travelling companions. Many weeks later, they were in Elkia and the darkness visited Maedise in her dreams, reminding her of her obligations. But she was resolute and did not wish to murder people at the whim of the voices she heard – she was free and what could the darkness do to her now.



The next day she became ill and a tattoo of her as a gaunt corpse appeared on the back of her right hand. She continued to get worse and after a week, she was on her deathbed, her appearance matching that of the image on her hand. She confided everything about her 'contract' with Kellak who was a very superstitious man. He said that she must complete the bargain she had made and he would help her. She would not have to kill these people – he would do that for her.

So Maedise drew an image of her first victim as a tattoo on Kallak's arm and, as fate had it, she met the man three days later; a local baker who had heard of her reputation as a tattooist and wanted Maedise to tattoo his arm. Kellak sent him away saying Maedise was ill but tracked the man to his place of business and killed him. Maedise got better and the corpse-like tattoo on her right hand faded away. Twenty-seven days after it had first appeared it, began to return. Maedise dreamed of the face of another man and tattooed the image onto Kallak's skin. Again, a person came to her seeking a tattoo. She declined his business and Kellak followed and killed him.

So it has continued over the years. Maedise dreams of her victims and tattoos them on Kellak every 27 days. The client is drawn to Maedise and Kellak kills them. Maedise and Kellak are searching for a way to end the curse and their path has led them to Darringmoor, where she hopes they can learn something of what she has bargained with from the Holy Trinity. In addition Maedise plans to find and kill Ordass and often tattoos her own body in order to consult that pathway in the future. To date she has found nothing.

Players may become involved in the Maedise plotline in a number of ways – they may be recruited to help her uncover the nature of the creature of Darkness that has cursed her; they may be hired to find and kill the Ormocean priest, Ordass; or they may even become the target of one of her Oracular dreams and be compelled to visit the Sacred Art stall.

(4) Nordy's Knots

Stall Description

This stall is a simple hand drawn cart. Inside the cart are reed baskets of varying sizes, loaded with scraps of repurposed rope. The cart itself has a linen awning for shade, with a crude coil of rope drawn on it. An old man, wearing dirty tattered garments, sits on a wooden stool and grimaces at passers-by.

GM NOTE:

The rope is of poor quality and varying lengths. The takings for the day are hidden kept in Nordy's belt and are usually under a gold piece.

Stock and Prices

PRICES	
Object	Price
Twine	1cp/50'
Quoits Basic	1 cp each
Quoits Fancy	3 cp each
String Bag Small	3 cp
String Bag Medium	5 cp
String Bag Large	7 cp
Rope Cut offs	1cp/foot



Stallholder

Valto Nordbarg Male Human Rogue 3 NE

Valto is a tall, thin man with callused hands and a weathered face. He is 37 years old but looks much older; his hair (what little is left) is grey and wispy. All his goods are recycled from the discarded scraps of rope his six daughters find along the wharf-front. Everything is of dubious quality and cheap, at half or less the price of new stock. Valto will haggle to get a sale and if this still doesn't sway the customer he is not shy of throwing a few insults. Valto has a bad temper and evil disposition. If a customer appears wealthy and gets under his skin, he deals with them. Usually he hands over the stall to his eldest daughter, Rose (who is usually begging for food nearby), then follows the person, murdering them for their money.

Valto knows a lot of what goes on about the harbour and is willing to part with this information for a price. He lives in a Dimside, hovel in the poor part of the city and neglects his daughters, often sending them off into the streets to steal or beg for food. Valto's wife died under mysterious circumstances three years ago.

The daughters of Valto Nordbarg are:

Rose (age 15) Female Human Rogue 1 NE.

Rose has blonde, wears black male clothing and is mean spirited like her father.

Daisy (age 14) Female Human Commoner 1 CN

Daisy is blonde and wears green short shift; she is always ill and has recently become pregnant but does not know this yet.

Ivy (age 13) Female Human Commoner 1 N

Ivy has brown hair and carries around a filthy teddy bear and wears a tattered flora dress.

Poppy and Pansy (twins aged 11) Female Human Commoner 1 N

Both Poppy and Pansy have matted red hair and are bare-foot all the time; they love climbing and spend a lot of time on rooftops. Pansy walks with a limp (Valto broke her leg when she was two years old).



Lily (age 10) Female Human wizard 1 LN

Lily is blonde with a fair complexion and wears a dark threadbare robe. She is a genius and taught herself to read, using the local paper the 'Darringmoor Dart' at the age of three

Lilly speaks as though she was much older than she looks. She looks at least two years younger for her ages, being undernourished as a baby.

One day as a tiny three year old girl, Lily was sitting near the Guild of Magi quarters, reading a 'Dart'. Such a surprising picture it created, it captured the attention of a guild member. Even at such

a young age she successfully tested for magical potential and has been given free tutelage at the Guild of the Magi ever since.

The Guild has given her some clothing, food and money. Because of this she able to maintain a better appearance then that of her sisters but is determined to 'rescue' them all from their situation. Lily is very clever and keeps her relationship with the Guild of the Magi secret from her father but Valto has his suspicions that she is earning money on the side and is keeping this from him.

The daughters spend most of the day scouring the wharves for discarded rope and are quite well known to the stevedores there. At times, Rose and Daisy help out on the stall if it's busy, especially if Valto is too drunk to work. The other sisters often cover for Lily when she is missing saying she is following a lead on a new source of ropes or is collecting bread that is being thrown out from a bakers.

Plot Hooks

If players display wealth and don't get on with Valto he will make an attempt to track them to where they live and later make an attempt at burglary. If a single player leaves the group, Valto will make that person a target them and follow them. If the opportunity arises he will try to kill them and take their purse.

Before Lilly attends the **College of Arcane Science** in three years' time, she wants to have the problem of her father dealt with. Firstly, she wants to remove herself from the 'care' of her father, so she can focus on her studies but knows if she simply leaves, he is vindictive and would find her and drag her back home (or worse). Lily will approach adventurers with a deal. She will show them a simple spell and tell the players she is studying to be a wizard. One day she will graduate from the **College of Arcane Science** and be very powerful. If the players rid the Nordbarg family of Valto, she will be eternally grateful and will remember them. One day they may have need of her and she will honour that debt. Lily would prefer it if her father was not killed, instead that he goes to prison for a very long time. If there is no other option, he is not to be harmed in front of any of her sisters and his death must appear accidental.

Secondly she needs to find her sisters a safer home and a more lucrative income. Her sisters could take over Nordy's Knots but this does not provide a very safe future for them. If the players can find the sisters a new home and better employment she will give them six months of magical aide, after graduating.



COLLEGE OF ARCANE SCIENCE

The College of Arcane Science is Eldoria's largest formal institution teaching the arts of wizardry and ancient lore.

Established for over 1,000 years, it has shaped the thinking of modern magic-users and helped restore the confidence of the general population in practitioners of the arcane arts.

Most people came to fear and hate magic during the Darktime, due to the tyrannical reign of the Serpent Kings.

The College and its associated order, the Guild of the Magi are dedicated to the peaceful and responsible pursuit of a better understanding of the power of the Tas (an Eldorian term for magic).

Housed in the spectacular 'Floating Citadel' are 100-150 Apprentices studying at any one time. There are currently thirty-two Masters teaching at the College, in addition to eight Grandmasters.

More detail can be found in
Mundane Arcane Items Table

(5) Our Hourglass

Stall Description

Although relocatable, this stall has the appearance of a permanent structure. It is a wooden structure that has a large wooden sandglass placed on the roof. Inside there are many shelves that display all manner of finely crafted hourglasses. At the back of the stall is a small table with a number of small decorative chests sit below. On the table is a ledger and an ink pot and quill. Striding around the stall is a short man, with a red beard, is joking and bargaining with his customers. He is assisted by an awkward looking youth.

GM NOTE:

The smallest of the chests holds the stall's takings. The others contain a number of very expensive hourglasses that Witon Garagan shows to special customers whom he believes can afford them. One particular chest has a secret compartment (Perception DC20). This conceals Wilton Gargan's Time-Bomb (see Plothooks). All the chests are locked; Wilton has the keys in his pocket.



Stock and Prices

Stock	Price
Sandglass 1 minute basic wooden	20gp
Sandglass 1 minute good wooden	35gp
Sandglass 1 minute excellent silver	50gp
Sandglass 1 hour basic wooden	25gp
Sandglass 1 hour good wooden	100gp
Sandglass 1 hour excellent silver	150gp
Sandglass 6 seconds basic wooden	10gp
Sandglass Steeping Timer basic wooden	30gp
Sandglass Marine basic wooden	40gp
Sandglass Marine good wooden	100gp
Sandglass Marine excellent iron wood	200gp
Sandglass Egg Basic Wooden	30gp
Sandglass Egg good Silver	50gp
Sandglass Egg excellent silver filigree	60gp
Special Items: Any of the above in platinum frames and mercury instead of sand	Base price x2
Special Items: Any of the above in gold frames and diamond dust instead of sand	Base price x 4





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](#).

Stallholders

Wilton Gargan Male Human Cleric (of Priath) 4 NG



A short, corpulent man with a gregarious nature and a lavish red beard, expertly trimmed waxed. Wilton is the epitome of a Llanish merchant, extremely well dressed and turned out and sells nothing but the finest quality wares. Although Wilton will not haggle about price, he is open and willing to trade unusual and exotic items for his wares. Wilton sees himself as a successful entrepreneur and is also open to money making ventures so long as the risk is not too great. Each winter, Wilton closes shop and goes back to Quorull. Wilton is a cleric of the secret Priath Cult (see Plothooks)

Anaar Rittal Male Human Expert 1 NG



Anaar is a tall, gangly, Llanish youth with a pimply face and short dark hair. He is Wilton's apprentice and a good one. His mother comes from Darringmoor and he has many relatives in the city, as well as a good local knowledge of the area. Quite a few of these visit the stall regularly and report back to his mother on how he is doing.

Plothook

Wilton Garagan is a trader of fine time-pieces but he is also secretly a cleric of the secret Cult of Priath, a Holy Order devoted to the investigation of temporal anomalies and preventing arcane researchers from discovering ways to manipulate and travel in time. He became a part of the Cult ten years ago after being indoctrinated by another of its members residing in Quorull. Wilton joined the Priath Clave in Darringmoor five years ago and is on good terms with Drivad Calthorne, another Priath cultist in that city who masquerades as an Ormocean priest.

It is known to the Priath Cultists that the Elkian city of Darringmoor sits in the center of 'Sirrith's Veil', which is a region of dimensional instability; small tears in the fabric of reality come and go at random, sometimes allowing beings to pass between planes of existence, most notably Undead from Shadowland. These portals, known locally as *the Keenings* were only ever found to connect different planes to one another and, for centuries, they have been observed and managed by the Ormocean Church, who are dedicated to waging an ongoing war against incursions of the Undead. The Priath Cult maintains an operative in the Darringmoor Church of Ormocea; Wilton's good friend Drivad Calthorne. Calthorne was an Ormocean priest who became a member of the Priath Cult at the same time as Wilton.

Recently Calthorne learned that the Ormoceans in Darringmoor had identified a relatively stable Keening on Dimorven Estate, the land of a nobleman, some ten

miles outside of Darringmoor. A watch was set up on the Dimorven Keening by small group of priests. The portal fluctuated, coming in and out of existence but no Undead creatures were observed emerging from it. Calthorne, in his role as an Ormocean priest, came to relieve the watch and detected temporal energy issuing from the Keening whenever it opened.

After a few weeks, the Keening appeared to have sealed itself but Calthorne kept returning to the Estate once a week, to check up on it, sometimes accompanied by Wilton. Lord Dimroven's men discovered both of them on one occasion and threw the pair off the land, saying that their liege lord did not want any more troublesome priests or fortune seekers on his property. Dimroven was out of bounds! However, Calthorne and Wilton were not deterred and kept up their visits to the Estate, but they were more cautious in doing so. Their persistence paid off. A few weeks later, Calthorne was visiting Dimroven on his own, when he discovered the temporal doorway was reactivated and to his astonishment, a young man step out of the Keening. The man was dressed in the robes of an Ormocean priest but the garb was archaic and his speech was classical Sardellan.

Calthorne convinced the man to come back to Darringmoor and sought out Wilton in order to provide the stranger with accommodation at Wilton's home. The new-comer appeared confused but very interested in everything around him; his name was Orlon Rallid. After many conversations with Rallid, Calthorne and Wilton realised that they had a major problem on their hands. Orlon Rallid was Abbott Orlon Rallid, a very important Ormocean priest who, 1,500 years ago, had spent a great deal of time in Sirrith's Veil enthusiastically observing the phenomenon and making observations of the Undead that invaded the region. His life's passion was devoted to experimenting, studying and designing magical devices to deal with Sirrith's minions.

This version of Rallid was the young priest before he rose through the ranks of the Ormocean Church. He had been inspecting anomalies in the region of Darringmoor in his own time in 500R when he stumbled on the Keening and passed through it to the year 2150R. It was imperative that Rallid be returned to his own time before his disappearance in the past began to interfere with the prime timeline. To achieve this Calthorne and Wilton revealed their background as Priath Cultists and told him the legacy of Abbot Rallid. They explained that Rallid must return to 500R and Rallid, being a scholarly individual, agreed.

The pair returned Rallid to Dimorven Estate but were intercepted by the Lord's men-at-arms before they could access the Keening. Calthorne and Rallid were taken prisoner, while Rallid managed to escape. A week has gone by and Calthorne and Rallid have not been seen. Wilton is at a loss of what he can do. He has visited his fellow Cultists in Quorull in the Dreamscape and they have agreed to send help. He has been waiting for their arrival but believes the situation is desperate. Two nights ago, when Wilton was Dreamwalking, the



DREAMWALKERS

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

When we dream, the Par takes over and we enter Noktaurus, another world that co-exists with ours. Most people can only explore a limited part of Noktaurus, called the Par-Teth; a personal region governed directly by our experiences and memories. Dreamwalkers can unlock portals in the Par-Teth and enter the wider world of Noktaurus that draws upon the consciousness of millions of sentient beings and continually changes and rearranges its existence.

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

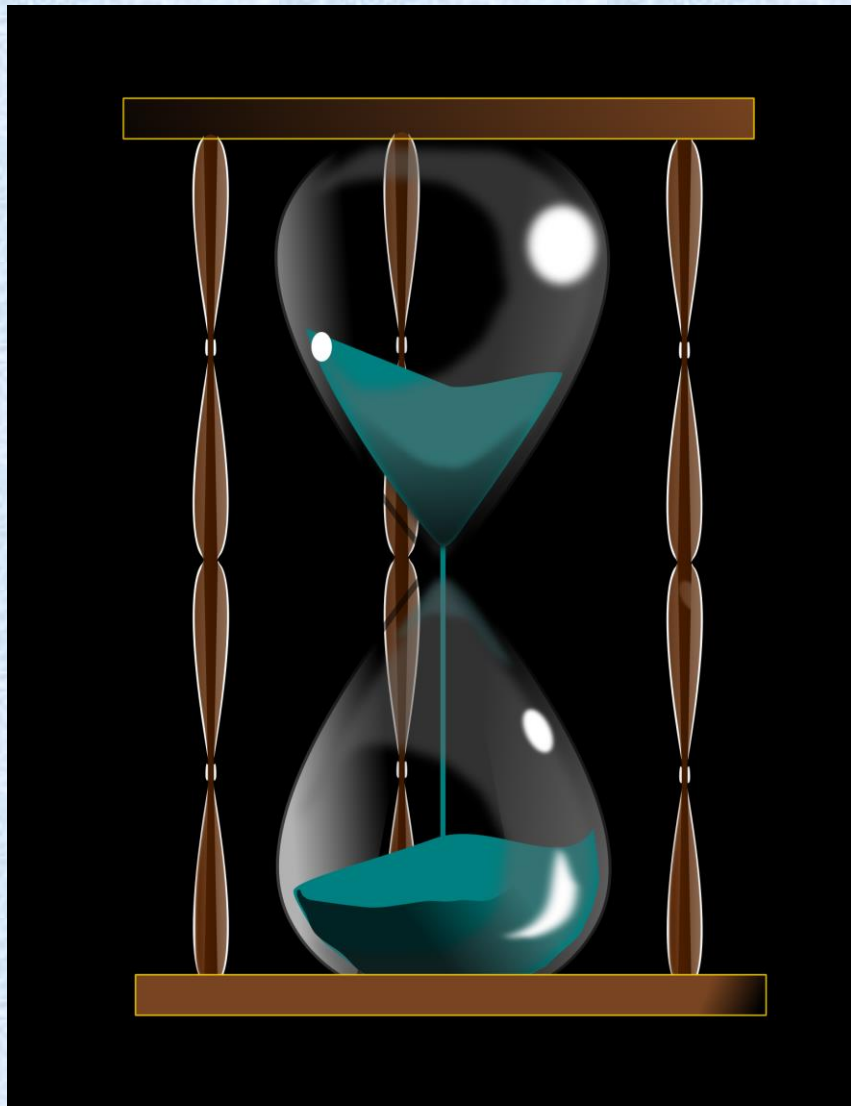
For more detail see **Encyclopedia Eldoria**.

realm of Noktaurus was rocked by a series Timequakes. This is a sign that the prime timeline is under threat and may incur major alterations if past events are not corrected.

Wilton is now considering a raid upon the Dimroven Estate to rescue his good friend Calthorne and Abbott Rallid (if they are still alive). He will then need to send Rallid, through the Keening and seal it for good with a Pryarean Ward (aka a Time-Bomb) which is in his possession. He is looking for a band of adventurers to assist him in the rescue plan and he has 1,000gp to pay them. He cannot tell them the real background of why they are being hired; instead he will say that the men they are going to rescue are friends of his were guilty of poaching on Dimroven Estate.

GM NOTE:

*Wilton Gargan's Time-Bomb is detailed in the **Arcana Section** of this book.*



(6) Swords of the Sun

Stall Description

This is a well-constructed wooden relocatable shelter. It is painted a bright blue and decorated with colourful bunting. Hanging from the entrance of the shelter is a wooden sign depicting a sword set against a stylised sun symbol. Inside there are various swords and daggers standing in racks inside the shelter. A friendly man sits on a stool polishing a sword.

GM NOTE: The day's takings are kept in a small locked chest behind one of the display racks. Roll percentiles for that day's income. The key is attached to the belt around Paillen's waist.



Stock and Prices

Stock	Price
Dagger (10% chance of breaking on a natural 20)	1gp
Shortsword (20% chance of breaking on a natural 20)	20gp
Longsword (30% chance of breaking on a natural 20)	40gp

The swords on this stall look very attractive but

are all of inferior workmanship. Appraise DC 20 to check the quality of the goods.

Stallholders

Paillen Swordmaster Male Human Fighter 2 LE

Paillen is of medium height with a full head of curling brown hair. He wears a brown leather robe and seems friendly and affable. A large bruise covers one side of his face but he appears honest. However he is a shonky dealer. His swords are made cheaply in Llanish workhouses using poor quality iron but are polished with a special wax to increase the sheen.

They are quite good copies of Caldathan swords; masterwork weapons made in Denhaven. But the quality is superficial – they just look good. The swords are likely to receive the Broken Condition if they score a natural 20 in combat.

DM NOTE:

Caldathan swords bear an identifying emblem of a crab holding a sword in each claw. Paillen's swords bear a similar device; a crab holding a single sword in one claw (Perception DC 20 + Knowledge: Heraldry at DC15 to know this mark is a fake).

Plot Hook

Paillen's deals are catching up with him. Two mercenaries Dayril and Turch (bought his weapons and in an important operation they shattered on impact. When Dayril and Turch are in town they threaten Paillen, wanting 300gp each in compensation and as a silence fee. Afraid for his life (and his business), Paillen has replaced their swords but the mercenaries are still demanding 300gp. Paillen is looking for someone who will take a total fee of 200gp to take out the mercenaries.



QUEEN MAMA

Queen Mama is head of the only Darringmoor thieves' guild, having seized control after a power vacuum following the elimination of the previous thieves' guild by the city authorities. Previous guilds had been hardline and violent and attracted the retribution of the local paladin Orders. After the paladins virtually destroyed the power of the thieves overnight, the surviving factions were looking for a new leader and Queen Mama stepped in.

Queen Mama loves her city of Darringmoor. She has a driving passion to 'do the right thing by it'. Self-preservation for herself, her son and then the city flows strongly in her veins. While she loves profit and the guild she loves life above all else.

As the city is crawling with Sirtar paladins and Ormocean clerics, Queen Mama was quick to make an arrangement with the local law keepers to keep a low profile. They are more than happy with this situation, in fact there are certain contacts within the Holy Trinity which deal exclusively with her missives.

Queen Mama is a very large woman, weighing 600lbs. She favors red dresses, embroidered with many frills, which seems to quiver when she breathes. Her face is heavily rogued and framed with large black ringlets.

Most business is administered from her boudoir where she reclines on a vast four-poster bed, surrounded by her guards and minions.

Ten MORE Market Stalls

(7) Stationery and Scribe

Stall Description

This stall appears very neat and organised. The main part of the stall is a yellow canvas tent with a small wooden billboard out the front showing the prices of goods and services. The board also displays a neat and accomplished painting of a quill and ink. Inside the tent there is a rectangular table with a chair tucked below as well as two chairs in front. On the table is a polished pine, writing box and, to one side, is a tall wooden pigeonhole with ten slots. Different qualities of parchment, paper and vellum are arranged on the pigeonhole slots.

Usually, a balding man is intently bent over the writing table slowly and neatly scribing a letter.

GM NOTE: The days takings are kept in Na'Polt's belt pouch. Roll D20 for how many silver pieces he has made that day.

Stock and Prices

Prices		
Miscellaneous	Paper etc.	Services
Quill 1sp	Paper 10 sheets 3gp	Letters written 5cp
Ink Pen 1sp	Paper 4sp/sheet	Letters read 2cp
Ink 1gp	Large Chalkboard 5cp	Will/Legal reading 5cp
Chalk 1cp	Parchment 2sp/sheet	Delivery of documents 1sp
Blank Book 5gp	Vellum 1gp/Sheet	Signature taught 5cp
Portrait Book (Pathfinder) 10gp*	Small Chalkboard 2cp	Note written 2cp
Scroll Case 1d4gp	Wax Tablet and stylus 1sp	Notes read 1cp

* There are 2 (only) of these in stock

Stallholders

Na'Polt Penweaver Male Human Expert (Scribe) LN

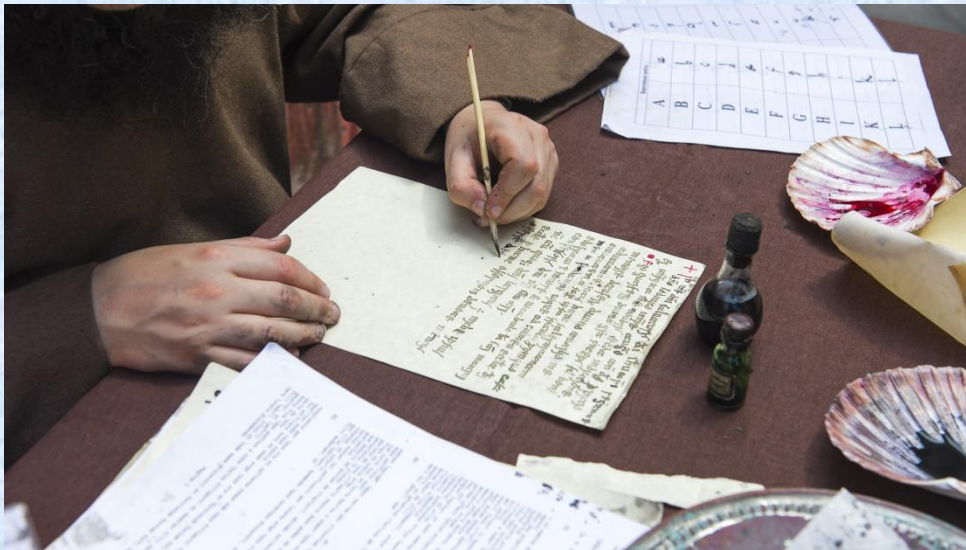
Na'Polt Penweaver is of medium height with a balding head. He has spindly arms and legs and a small pot belly. Na'Polt's fingers are permanently stained with ink and he wears an ink-stained apron, brown robes and a small pair of magnifying spectacles attached to a chain about his neck. Na'Polt likes to get down to business without any preliminary chatting. His tone is clipped, businesslike and usually emotionless. He sometimes employs a young lad named Gorry to deliver important documents around town.

Plothook

Last year, Na' Polt was commissioned by Janic Tharrick (Level 4 Fighter), the bondsman of the Lord of Dimroven, to write a letter to Treena Dimroven. The

letter was to be signed by a bard, named Coulter Songweaver, breaking off a relationship the pair were having. In the letter Coulter declared he was sailing to faraway lands to expand his horizons in music. Na’Polt only usually releases a letter to a client if the signatory is actually present to sign the document. In this case, Janic Tharrick convinced Na’Polt not to follow this procedure. Janic argued that it was clear that Coulter was not available, and would not be available in the near future, to put his name to the letter and it was unfair to the lady in question to be living under false hope. To sweeten the deal he paid the scribe a handsome fee of 10gp to overlook Coulter’s absence.

This morning Coulter Songweaver turned up at “The Stationery and Scribe” to commission a letter to Treena Dimroven, expressing his undying love for Treena. As the bard dictated the letter, Na’Polt recalled he had written the original ‘breakup’ letter for Coulter last year. Puzzled, Na’Polt asked the bard about what had changed his mind over Treena.



Coulter told Na’Polt the real story of how Treena and he had a torrid romance last year and, when her father discovered this he had the bard secretly beaten by his men and forcibly put on a ship to distant Rhenfara. Lord Dimorven had plans for his daughter to marry the Earl of Briddip

and the bard was not going to spoil that. Coulter had been forced at knife-point to sign the letter that Na’Polt had prepared and place his seal upon it.

It took the best part of a year to get back to Darringmoor from Rhenfara and he wants Na’Polt to have his letter explaining what happened and expressing his love, delivered to Treena at the Dimroven Estate. Na’Polt is feeling guilty about what has been transpired and that he was not more vigilant about obtaining Coulter’s signature in person. What’s more he knows that Treena Dimroven is to be married to the Earl of Briddip, tomorrow afternoon, in a ceremony at the Dimroven Estate, ten miles outside of Darringmoor; Na’Polt prepared all the wedding stationery earlier in the year.

Now he wants to make amends to Coulter and realizes that he cannot rely on his usual courier, Gorry, to get the letter into the hands of Treena in time. The lad does not command any authority and the letter would likely fall into the hands of Janic Tharrick. So Na’Polt is looking to hire someone to take Coulter’s letter to Dimroven and make sure it is hand-delivered and to get a response from Treena for the bard. He can pay the interest party by giving 200gp credit for goods from his stall.

Unbeknownst to Na'Polt and Coulter, Janic Tharrick learned from one of his men this morning that Coulter is back in Darringmoor. The man was meeting guests attending the wedding, who were arriving in port from Tempest. He observed Coulter disembarking from another vessel. Tharrick has connections with Queen Mama's Thieves Guild in Darringmoor and used her spy network to quickly locate the bard. He has been watching the exchange between Na'Polt and Coulter from afar and has had a thief browsing at the "Stationery and Scribe", listening in on the conversation. He and five of his men (Level 2 Fighters) plan to intercept anyone travelling to Dimroven and have set up an encampment on a hill overlooking the only road to the Estate.



QUORULL

Quorull is a merchant city on the coast of Llan, a country which borders Elkia and Sard. This city is Llan's largest port and is located at the mouth of the Drissada River on the shores of the Greater Inner Sea.

Quorull is an important centre of commerce. Vessels from the great mercantile city-state of Tempest berth here regularly and Y'siran traders from the distant south of Eldoria have been known to make direct crossings of the Passage of Thungar to ply their trade in in Quorull.

This city is also the capitol of Llan, but it is a small city by comparison with other Llanish and foreign cities. The original city of Quorull was razed in the Great Civil War of 600R. For centuries, Quorull stood in ruins, until the Guilds rebuilt it after they came to power in the 16th century R.

As most industry had relocated to the southern towns of Slaarn and Tokia over the intervening years, Quorull remained a small metropolis where the Guilds based themselves; a place of wealth and splendor with magnificent architecture, exemplified by its great indoor theater, the Hall of Tiers.

For more detail see [Encyclopedia Eldoria](#).

(8) Lemaar Belts

Stall Description

"Lemaar Belts" is a small hand cart with tasselled red shade above it. *Lemaar Belts* has been painted on the sides of the cart in white lettering. Leather belts hang from hooks either side of the cart as well as the awning. The stall holder, a tall, strikingly beautiful woman sits on a stool beside it. She looks sad and distracted.

GM NOTE: *The day's takings are kept in a secret compartment of her stool top, opened by depressing a small button. It was a present from a woodcarver in the market to Vaahna. The woodcarver was worried about thieves, being a woman alone and felt obliged to provide her with some safety. Roll 2 D20 for the days takings in silver pieces.*



Stock and Prices

Stock	Price
Basic leather belt	5cp
Ornate leather belt ladies	5sp
Ornate leather belt mens	4sp
Belt of Tumbling (Pathfinder Wondrous Item) - only 1 in stock	800gp

Stallholder

Vaahna Lemaar Female Human Expert 1 NG

Vaahna, keeps her leather-working tools, raw leather strips and buckles in two small chests which sit on the cart. She is a tall, beautiful woman with long dark hair and has been recently forced to take over the running of the stall because of the disappearance of both her father and fiancé. They never returned from a trip north to Llan, in order to buy materials. To date they have been missing for three Marches (months). Vaahna is slowly running out of stock and does not know what to do.

Plot Hook

Vaahna's father, Marath, and her fiancé, Darrad, left Vaahna in charge of the business 120 days ago, to journey to Quorull, in Llan, so that they could purchase quality leather and buckles from the Guilds there. They had done this the previous year as well and made some good contacts.

The pair made the trek to Quorull by road and experienced no problems on the way, arriving in the Llanish capital ahead of their proposed schedule. They met with their suppliers and made some very good deals, saving a lot of money they had intended to spend on buying stock. Marath and Darrad decided to use the money they saved to sail back to Darringmoor on the merchant vessel, "Larrian's Girl". They were overheard by their supplier making this decision.

On the journey home there was a violent storm and “Larrian’s Girl” floundered and went down to Gurthor’s depths. However, Marath and Darrad survived, along with two sailors from the vessel and are marooned on a small islet in the Greater Inner Sea. Vaahna does not know that they travelled by sea and is worried that they met some ill fate on the road to Quorull. The mercantile authorities in both Quorull and Darringmoor are aware that “Larrian’s Girl” went missing 30 days ago. The records in Quorull show that Marath and Darrad were listed as passengers.

Vaahna will not initiate discussions about players finding out what happened to Marath and Darrad but if they notice she is unhappy and hasn’t got her mind on the job, she will tell them her sad tale. If an offer is made to help her, she will offer the **Belt of Tumbling** she has on the stall as payment.



MARCHES

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 Spans names are derived from the names of the Gods.

During each March Festival, common-folk are usually freed from their labors and celebrate. Market days are often held in the cities during Festival. The concept of Festival came from the First Book of Law.

A DAY

The Eldorian concept of a day (for most of the population) begins at dawn. All measurement of the passage of time for any particular day revolves around the rising of the sun.

Along with calendars, came ways to mark the passage of time, particularly smaller periods that became known as, ‘watches’, a watch being roughly equivalent to an hour of our time.



For more detail see [Encyclopedia Eldoria](#).

(9) Molwell Preserves

Stall Description

This stall is a green canvas tent with a small trestle table out the front stacked high with jars of preserves; each covered in scraps of gaily coloured fabric tied in a twine bow. A small blackboard advertises the wares sold by the stall.

Two women sell produce from the stall; one is a full-figured, middle aged woman who encourages passers-by to taste her wares, spreading jams and chutneys on pieces of bread. The other is a thin old woman with red spider veins across her nose and cheeks.

DM NOTE: Daily takings are kept in a pretty blue and white clay pot, located at the back of the tent. Roll 1D20 for the number of copper pieces earnt that day.



Stock and Prices

Prices Per Jar		
Jam	Chutneys	Pickled Items
Bloodberry 3sp	Goblin Green Apple 1sp (sour)	Cucumber 5cp
Blackberry 2sp	Green Apple 1sp (mild version)	Onion 2cp
Strawberry 2sp	Mol's Special Tomato 1sp (spicy)	Egg 3cp
Honeyberry 1sp	Raisin Chutney 2sp (fruity)	Radish 3cp
Quella Berry 5sp*	Sweetgourd Relish 3sp (fragrant)	Herring 5cp



* Quella berries are an acquired taste being extremely bitter and having a salty aftertaste. They are a delicacy at the tables of the gentry in Elkia. They also have an effect of instilling temporary insomnia in a person if they consume more than 4 tablespoons within an hour (Fort Save at DC20). The effect wears off in 4+2d10 hours and leaves the person affected with -4 Con for the next 24 hours.

Stallholders

Molwell Pickes and her younger sister, Marwell 'Sugar' Pickles, make and sell preserves and chutneys. They were born and raised in Northland and came to Darringmoor 16 years ago. Both women are spinsters and have never married (or so they tell people; Marwell is actually a widow). They own a small cottage in the country where they make their produce and they travel to the city market each Festival Day to sell them.

Molwell Pickles Female Human Commoner 2 (Cook) CG

Molwell Pickles is a buxom woman with a full head of curling grey hair and a hook nose. She wears a clean white apron over a blue robe. Gossip feeds her soul, she likes to talk a lot about romances and break-ups with other stall holders. She makes preserves at their country house, with the help of her sister Marwel. Most of the ingredients are excess produce from their garden. Her blackboard was donated by Na'Polt Penweaver, the scribe, in exchange for four jars of Goblin Green Apple chutney (his favourite). Mollwell's sister teases her constantly that Na'Polt has a crush on her.



Marwell (Sugar) Pickles Female Human (Cook) 2 N

Marwell gets her nick-name from her love for sweet things; she would often lick the bowls clean of any sweet mixture she made when she was child. She is painfully thin and wears her steely grey hair in a tight bun. Her green robe is often stained with jam. Many people think she is the older of the sister's because of Marwell's haggard appearance. In reality this is because she is an alcoholic and is always taking a sip out of a hidden bottle of whisky or Northland brandy (her favourite). Molwell tries to prevent her sister's habit and confiscates Marwell's stash of bottles, when she can find them.

Marwell was a very attractive young woman and married young into an abusive relationship. Her husband, Flander, a merchant seaman, often beat her and, on one occasion, he almost killed Marwell. It was Molwell who came to her sister's rescue. She drugged a Honeyberry jam that Flander particularly liked and then murdered him while he slept. The sisters then fled overseas and ended up in Darringmoor. The terrible experience of her marriage and guilt over the murder plagues Marwell, which is why she turned to drink.



KEENINGS

(aka Deadlights)

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

One of the most documented effects was the creation of the *Keenings*; temporary rips in the universe which come and go in random places and for varying durations.

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

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

For more detail see **Encyclopedia Eldoria**.

Plot Hook

Last week, Marwell became hysterical and claimed that she had seen Flander in the woods near to their cottage. Marwell searched the area and found no sign of him and calmed her sister, reassuring her that she was mistaken; Flander was dead. However, two days ago, Molwell woke to the screaming of her sister in the early hours.

Marwell claimed that the dead Flander was tapping at her window, wanting to be let inside. Molwell investigated and this time found the vegetable patch disturbed and footprints on the damp grass. She does not know what is going on but wishes to enlist aid from adventurers to find out if the evil Flander has indeed returned from the dead.

GM NOTE: *The cottage of the Pickle sisters is located within Sirrith's Veil, near Darringmoor, and a Keening (see sidebar) has recently opened up near their cottage. This is a tear in the fabric of existence that sometimes allows Undead to enter the world.*

Flander has found his way into the Keening, sensing the presence of the Pickle Sisters but the portal has not been powerful enough for him to enter the real world yet. What Marwell has been seeing is a non-corporeal projection of Flander, reaching out to her. He fades in and out of the world with the waxing and waning of the Keenings energy. The Keening is growing in power and Flander's form was almost able to take on physicality two days ago, causing the disturbance in the garden that Mowell saw. In five days time the Keening will be powerful enough to allow Flander to finally take full form and enter the world as a Revenant (Refer Pathfinder Bestiary 2).



(9) Mott's Teeth and Hair

Stall Description

This stall is a wooden frame lean to, which is usually propped up against a couple of barrels or wall. There is a painted canvas sign running along the top of the frame; "Mott's Teeth and Hair". Hanging from the frame is a bucket, which holds tools of trade (razor, scissors and combs). Next to this bucket hang dirty calico aprons for the clients to put on while their hair is done (or teeth pulled). There is also a brass bowl suspended in an iron ring, hanging from a chain assembly; the bowl contains water. A small wooden coffer stands on the ground at the base of the frame, alongside three buckets of water and a basket of tallow soap.

A big worn high backed chair, equipped with leather restraints, stands in front of the wooden frame. Beside it is a big man with a shaved skull and square cut beard, who is stopping a razor.

GM NOTE: Mott keeps his money in the coffer on the ground, along with a pot containing 87 teeth he has pulled. Roll 2 D20 for the number of copper pieces he has earned that day.

Stock and Prices

Stock	Price
Basic haircut (bowl on head variety)	2cp
Specific Haircut (client indicates what is to be done)	3cp
Shave	1cp
Tooth Pulled	3cp
Beard Trim	1cp
Moustache Waxing	1cp

Stallholders

Motteem Maarsten Male Human Expert 2/Fighter 3 CN

Motteem is a thickset burly man with a square cut black beard and closely shaved skull. He presents a grinning countenance to his customers but a short fuse and a sarcastic wit. His barbering skills leave much to be desired, as does his clientele.

The big man is easily provoked and is often escorted from the market by the city guard, after coming to blows with people who use his services (usually newcomers to the market!) Last year he slashed off half a customer's ear after the man complained about the haircut he had given him. Earlier this year, a person having his tooth pulled almost died after Moot administered too much Liacca (a drug Mott gets his clients to drink when he pulls their teeth).

Market stall vendors and customers alike have reported him and the market administrators are considering revoking his permit to set up his stall at the market place. This agenda is being driven by



Lennis Argarth, Head of the *Venerated Guild of Barbers and Surgeons*. Lennis does not like Motteem, ever since he was threatened by him at a council meeting last years.

However, so far, Lennis has been unable to secure the votes needed to oust Mott from the Guild. This is mainly due to Mott being having the support of many other barbers, despite his shortcomings. They support him for a number of reasons – fear of Mot, the comradeship of the local barbers and the fact that Lennis is not liked by the guildsmen, because of the exorbitant levies he requires masters to pay.

Plot-hook

Lennis is holding another meeting of the council of the Venerated Guild of Barbers and Surgeons in three days' time. The agenda has been posted on the guild hall for a March. A barber friend of Mott told him Lennis is going to move that Mott be disbarred from practicing his trade again. He has been secretly bribing other masters to vote against Mott this time.

This has caught Mott unprepared; he hasn't had time to shore up support. Of course, if Lennis cannot make the meeting for any reason, the vote will have to be deferred, which will give Mott time to cement alliances next time the council meets. Mot wants to hire adventurers to kidnap Lennis on the morning of the meeting and maybe 'rough him up' a little bit. It is most important that Lennis or any other member of the guild suspects his involvement. To this end he will give 50sp and a small supply of Liacca.



LIACCA

A Soporific Drug

Liacca is a russet colored mould that grows on trees in most temperate zones in Eldoria, so long as the conditions are conducive to shade. After it is scraped from a tree, the mould turns pale ochre in color. Mixed with boiling water, the resulting liquor tastes like aniseed and leaves the tongue numb for several hours.

Type: Restorative Drug (Plant), imbibed/Save: Fortitude DC 15.

Onset: 1 hour/Frequency: 1/hour for 1 hour

Initial Effect: 1d2 restoration of positive hit point damage (Liacca never restores negative hit point damage). Drinking multiple doses, within a 24 hour period does not provide any extra healing.

Secondary Effect: Drinking Liacca daily will also restore an additional 1 hit point gained by natural healing.

Side Effect: Drinking Liacca causes immediate drowsiness and characters must make Fortitude Check to avoid falling asleep within 10+1d10 minutes of imbibing a Liacca brew. This lasts 2+2d6 hours and is not magical; affected characters can be awakened but, if not physically animated, they must make a new save every 30 minutes during the period that the Liacca is active.

Persons who remain awake, under the influence of Liacca, receive the Fatigued condition.

For more detail see **Encyclopedia Eldoria**.

(10) Tuns, Butts, Buckets and Bins

Stall Description

This stall takes the form of an open sided caravan. One side opens into two longitudinal halves - the upper half goes up, and is held up by props, and the bottom half falls down (the body of the caravan overhangs the smallish wheels). The stalls roof/weather shade is augmented by two poles, attached to the upper half of the caravan wall, over which canvas is attached. "Tuns, Butts, Buckets & Bins" is painted, high up on the side walls and just below the roof, on both sides.



DM NOTE: While the stall advertises tuns and butts, only two large barrels are actually here - bigger items can be made down at the shop proper near Darringmoor's West Gate. Equipment, staves, ropes, twine and wicker are held at the Market Stall so work is constantly going on here. The takings are placed in one of the smaller barrells roll percentile dice for the amount of gold coins earnt that day.

This stall also has a made to order system. Small-to-mid- sized items are no extra charge but or oversized barrels a price would be negotiated.

Used barrels are also purchased and Jalzck is always on the lookout distillery barrels, as they are difficult to come by and yet essential for the storage of some fortified wines. Those he has gotten his hands upon are sold on solely for this purpose - in this 'speciality', Jalack has contacts in Sard, Elkia, Llan, Tempest and Port Lyrie and Western Leezeria.

Stock and Prices

Stock	Price
Normal Bucket small (size – Firkin)	5sp
Normal Bucket medium(size - barrel)	1gp
Normal Bucket small(size – Firkin)	5gp
Dry/Tight Barrels small (size – Firkin)	1gp
Dry/Tight Barrels medium(size - barrel)	2 p
Dry/Tight Barrels large (size - hogshead)	4gp
Dry/Tight Barrels extra-large (size - butt)	10gp
Wet Barrels small (size – Firkin)	3gp
Wet Barrels Medium (size - barrel)	6gp
Wet Barrels Large (size - hogshead)	12gp
Wet Barrels Extra Large (size - butt)	30gp
BUY Prices	
Pre-used Distillery Barrels Large Average condition (size - hogshead)	15gp
Pre-used Distillery Barrels Large Good condition (size - hogshead)	20gp
Pre-used Distillery Barrels Large Excellent condition (size - hogshead)	25gp
Pre-used Distillery Barrels Extra Large Average condition(size - butt)	30gp
Pre-used Distillery Barrels Extra Large Good condition (size - butt)	50gp
Pre-used Distillery Barrels Extra, Extra Large Excellent condition (size - Tun)	125gp

Stallholders

Jalack Cooper Male Human Cooper 4 LE

Jalack (Cooper) is quite common in appearance, with silver-grey hair (still dark at the temples) and bright brown eyes. He wears travel-stained clothing and a red cloak. When he is out- and-about, Jalack is well known for his red hat and cloak 'combination'. Jalack has a mean streak and is quick to lash out and hit both his wife and his children.

Jalack and his son Trarent Wardell (Hooper) work in the stalls at the market. If large orders are being made, Jalack's wife, Ardena, 'man's the stall selling premade items. Jalack has two other sons (Sammu and Divvet) who are, almost always, out sourcing wood for staves.

Trarent Cooper Expert 2 (Hooper) LN

Trarent is stout, with messy light-brown hair and blue eyes. He wears incredibly stained clothing and a heavy leather apron. He is afraid of his father as he often is backhanded if his work is inferior. Trarent really doesn't enjoy being a hooper and would prefer to work for the city guards.

Ardena Cooper Merchant 2 LN

Ardena has brown hair, gray eyes, and a small round nose. She wears sturdy clothing and a black woollen shawl. Ardena looks nervous and rarely speaks in front of her husband.

Plot-hook

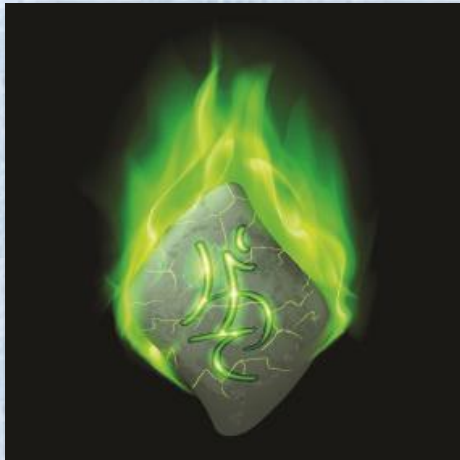
Trarent Cooper has a moral problem. He recently found out that his father is smuggling weapons, hidden in false compartments in the barrels shipped to Sard. Trarent believes his father is providing aide to the Sardian armies ([see Darringmoor Darts for more information](#)). Although this was concerning he let it slip, not brave enough to confront his father. He convinced himself that a few extra daggers and crossbows would not matter greatly in a war. However, in the latest barrel to be shipped, there was a list of Darringmoor troops and guards in the city. To be safe, he swap the list with false information and hatched a plan.

Before Trarent outs his father to the city guards, he would like him discreetly followed to see if he is actually placing the items in the barrels (he is), who is his contact and where it is shipped to. He is hoping this information will help him change professions and be a city guard. He will pay, 200gp of his savings, for his father to be tailed by a discreet party.



Arcane Items

Demonsbane Stone



A Wondrous Item

Aura Strong Abjuration; **CL** 12th; **Slot** - ; **Price** 100,000 GT; **Weight** 1 oz

This is a plum-sized faceted black stone, engraved with magical runes, which has the power to banish creatures of the Outsider type to their original plane of existence. The Stone runs on charges and a newly created Stone has 50 charges. Its powers are activated by a command word which uses 1 charge and results in all Outsiders within a 20' radius having to make a Will save at DC25. Failure results in the Outsider being immediately returned to their own realm and they cannot leave that realm for 20+2xd20 days. Once used, the Demonsbane Stone cannot be used again until the next full moon has passed.

Requirements Craft Wondrous Item, Banishment; **Cost** 50,000 gp

GM Note:

The Demonsbane Stone owned by Granny Whistrim is flawed. It continually bleeds magical energy at the rate of 4 charges per hour. Granny Whistrim has learned a spell called "The Chant of the Tas" which is usually used to recharge Post Redemption magic items. The chant takes one hour to complete and provides a magic item with 50 charges.

Granny Whistrim knits and performs the chant regularly each day to ensure the stone is always fully charged. In addition, every time the flawed Demonsbane Stone is used there is a 20% cumulative chance it will crack in half and become totally useless. It has been used once since it first fractured and currently has a 40% chance of cracking if it is used again.

Chant of the Tas

New Spell

School transmutation; Level wizard 2, witch 2, sorcerer 2, cleric 3, druid 3

Casting Time 1 minute per charge restored

Components V

Range touch

Targets up to 1 item touched

Duration permanent

Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

Chant of the Tas is a way of recharging post-Redemption Eldorian magic Items (or any magic item that relies on charges). The magic item that is to be recharged must have zero charges remaining in order to be recharged and the spell-caster must maintain contact with the item for the duration of the spell-casting process. It is not a commonly used spell as it can prove to be very dangerous (see below).

The caster recites a repetitive litany and as long as they keep the chant going continuously, they can keep adding 1 charge every minute to the target magic item (to a maximum of 50 charges). The Chant of the Tas can be draining upon the spell-caster and, in order to keep the spell going a concentration check must be made every 10 minutes (or for every 10 charges restored). The concentration check is based on a base of DC 5 (+5 for every 10 minutes duration of the casting (e.g. the check would be DC 15 after 20 minutes of maintaining the chant).

If the concentration check is failed there can be consequences of breaking off the spell prematurely.

Consult the table below.

DC Check failed by X	Result	Effect
X = 1-3	Limited Success	1d6 charges are immediately depleted from the item
X = 4-9	Spell Failure	<u>All</u> charges drain immediately from the item
X=10+	Destruction of item	The item is consumed by the magic which explodes doing damage equal to the charges at the time of failure*

*Damage is halved using a radial range increment of 5. Fort Save DC 15 to halve damage.

Note that the spell caster can end the spell at any time without having to check the table. The magic item will retain the charges generated at the time the spell was ended. Any circumstance that forces a concentration check will have the same effects as being drained by the repetitive chanting.

Tyrania's Twin Chests

A Wondrous Item

Aura strong conjuration; **CL** 14th; **Weight** 25lb (each chest);

Market Price 18,000gp

Description

These two small identical square chests are made of Diamondwood and carved with intricate decorative motifs of the Pre-Redemption age and feature an image of two serpents coiled about each other (the emblem of the Serpent King sorcerer, Gyas Tyrania). They each have a lid that fits snugly into place with no hinge or clasp. Their capacity is approximately 1 cubic foot of materials.



If items are placed in one chest and the lid is in place, a command word will activate its power, whereby the items in that chest teleport to its twin. A chest receiving teleported items will glow a radiant blue for one hour after its magic has been activated, until the lid is removed and the items recovered. Note that the lid must be in place on both chests to enable the teleportation to occur or they simply do not work.

Additional Effects

If items are teleported to a chest that already contains items, the items in the destination chest vanish permanently. Nobody knows where but it is thought that they end up in another plane of existence.

There is a small (5%) chance that the teleportation magic misfires when the chests are activated, turning the item(s) teleported into a small wedge of cheese. Again, nobody knows why.

Finally, if by the rarest of chances both chests are used simultaneously to teleport items, both chests will be destroyed in a fiery immolation that inflicts 10+2d10 damage in a 20' radius (successful Save Reflex DC 20 halves the damage). This destruction also has a 5% chance of sending any sentient creature within the blast radius to a random location in the same plane of existence (GMs choice) prior to any damage being inflicted.

Construction Requirements

Spellcraft; Craft Wondrous Item, teleport object; Diamondwood; Cost 10,000 gp

History

Tyrania's Twin Chests were made by the notorious sorcerer Gyas Tyrania, who was one of the Serpent Kings who warred against one another during the Darktime. Tyrania was slain during that conflict and the chests became part of the wealth of treasure seized by the army of Tyrania's rival, Vahlick Deadhand. Deadhand, who was only interested in magic items of a destructive nature, failed to see the value of the chests and discarded them. They were claimed by Kradda the Bold, a warlord of the warriors who fought for the Serpent King. Kradda never learned the command word that triggered the magical powers of the chests and simply kept them for their aesthetic, using them to store personal items. They remained as a family heirloom throughout the Darktime.

In Redemption era Eldoria, Kradda's line became the noble family of Ortolzo, who have holdings throughout the islands of the Sea of Souls. Up until 1701R, the Twin Chests remained in the branch of the family that dwelled on Ghardon, where the College of Arcane Science is located. On completion of his studies, a young graduate wizard, Rhenmarden, was assigned as an advisor to the Ortolzo family and was presented with the Twin Chests as a gift when he left their employ after providing the family with ten years of service.

Rhenmarden had acquired some wealth. Rhenmarden had been born in the Sardellan Homelands during the Kinstrife. His family fled to Ghardon when he was young, to escape the bloody conflicts there. His talent for magic was discovered and he was invited to study at the College of Arcane Science. With stability returning to the Homelands following the Treaty of Four Swords, he decided to journey home to establish a country manor where his ageing parents could live and he could conduct research into magic. He ended up buying a property called Cranston Manor, close to Darringmoor in the north of Elkia and,



DIAMOND WOOD

One of the building materials unique to Eldoria is the timber from the Diamondwood tree, a species unique to Southwind Island, the main land-mass that makes up Londar's Land.

Highly prized for its hardness; it is far-stronger than the best steel, yet retains the lightness of most woods. It is a difficult medium to work with and the remaining glades of the Diamondwood Forest, on Southwind Island, are maintained by an Order of Druids, the Diamond Sisterhood, whose duties are two-fold; they protect the Diamondwood from those who would seek to steal it and they regulate the supply of the wood to those able to afford its exorbitant cost.

Diamondwood is one of the materials used in the construction of Pre-Redemption magic items that still has a reasonable supply in Eldoria. It can only be acquired from the Diamond Sisterhood at a cost of 200gp per pound.

Diamondwood has a Hardness of 22 and Hit points of 50 per inch. Its binding with the Tas also gives it a save against magic with a +7 bonus to all Saves. It is the premium construction material - light-weight, extremely tough and resistant to magic.



For more detail see [Encyclopedia Eldoria](#).



KRYSTARRIAN GLASS

One Krystarrian Glass is essential for instilling spell forms in a device. It is one of the few known materials that can hold the 'formula' for a spell within its complex matrix. Excellium and Diamondwood are fine for binding with Tas energy and supplying the source of power to make magic devices function, but it is Krystarrian Glass that is able to duplicate the energy pattern that determines what form a spell will take. It is also an excellent material for trapping souls and elementals (which often become the source of power in certain magic items.

Krystarrian Glass was common in Pre-Redemption times, when the mineral sands from the great sand island of Kryst were readily available as an essential part of its manufacture. After the fall of Kordass, Kryst was submerged in the conflagration that followed and the making of Krystarrian Glass passed from the world. It is only in the past 200 years that the art of making the Glass has been rediscovered in Elkia and made possible by the fine sands found in the depths of the Maritaani deserts. Krystarrian Glass has 15 hit points per inch and a hardness of 10.



For more detail see
Encyclopedia Eldoria.

while there, Rhenmarden unlocked the secrets of the Twin Chests and documented how they functioned.

The Rhenmarden family and their retainers all died in the Rose Plague which devastated the region in 2048R. Cranston Manor fell into disrepair as no one could be found to buy the 'unclean' estate. However, in 2061R a merchant bought up a collection of furniture and personal possessions of the Rhenmarden family and sold these to a curio shop in the nearby city of Darringmoor. Five years ago, a tinker, Ganther Trillow, bought the Twin Chests and his associate Nixabraxix (a Gnome sorcerer) discovered a secret compartment in one of them. In it were Rhenmarden's documents detailing the function of the chests and the activation command word.

Pryarean Ward (aka Time-Bomb)

A Wondrous Item

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

Description

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



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

Temporal Damage

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

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

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

Temporal Seal

If a Pryarean Ward explodes within 20' of any temporal anomaly (such as a portal linking two time periods) or any device or spell which has a time-based effect, the Ward completely and permanently nullifies the magic that is interacting with time.

It will also send anything or anyone not in their correct timeline back to their point of origin before they jumped the timeline. In this case a character who is from the past would take no temporal damage (described above) as they are translated in time before the damage takes effect.

Construction Requirements

Spellcraft; Craft Wondrous Item, timestop; Krystarrian Glass and Stardust; Cost 20,000gp

GM NOTE:

A Pryarean Ward is a unique magical device that can only be made by a Priath cleric or Oracle Level 9 or above

History

The Priath Cult (see side-bars in previous sections) guards the timelines to ensure the continuation of existence. The cultists are few and far between and are often persecuted by Orders such as the Ormocean Church and College of Arcane Science who are suspicious of their secretive nature. In the First Age, the Tuarin-Thrinn, divine servants of the God Priath (Lord of Time) gave knowledge of the crafting of Pryarean Wards to mortal followers so they would be able to protect the world of Enshar against any anomalies or the acts of wizards or sorcerers who sought to travel in time.

The Tuarin-Thrinn were the principal beings responsible for preventing these occurrences but, even they, could not be everywhere and everywhen; they needed watchful allies to assist them with their great vigil. A Ward is very expensive to make and the essential materials needed to make one is even harder to find. Therefore, the decision to deploy a Pryarean Ward is not made lightly. All other avenues of dealing with the temporal problem are considered first.



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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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Sanctuary (d20 adventure) Auran Pty Ltd 2002

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



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Ten MORE Market Stalls



"So you are telling me you don't like the haircut... well how about I give you a free shave to make up for it... let's say ear to ear with my favorite razor!"

Motteem Maarsten, Member of the Venerated Guild of Barbers and Surgeons

"Ten MORE Market Stalls" is a fantastic resource for GMs. Suddenly faced with a group of heroes who decide to go and visit the local markets, in search of gear for their next quest? In addition to providing you with a selection of detailed stalls, the goods available and the NPCs who sell them, each stall comes with its very own plot-hook, designed to intrigue your players and allow you to create a complete adventure for them based upon the hook.

"Ten MORE Market Stalls" is the companion book for "Ten Market Stalls", which follows the same format as this book. Also look for "ANOTHER Ten Market Stalls", coming soon,

While this book is written as a supplement for a GM who is running a campaign based in the fantasy role-playing world of Eldoria, there is nothing stopping you from transplanting any of the material contained in this book to your own alternate setting. The book contains side-bars briefly explaining Eldorian specific information, which is fully detailed in the major resource books "The Encyclopedia Eldoria" and the "Reliquarium Eldoria".

"Ten Market Stalls" has been written using the Pathfinder RPG but it is light on rules and is easily adaptable to other systems.

