



THE PLAYER'S CONCISE ELDORIA

version 2

a free introduction to the fantasy role-playing setting of Eldoria



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The Player's Concise Eldoria

About This Publication

The Player's Concise Eldoria is designed as player source material for a GM to give to a group new to the setting or as a 'taster' for the world of Eldoria. It gives a good general outline of regions, religions and some of the more unique terminology. It gives detail without divulging any of the knowledge that should be reserved for the GM.

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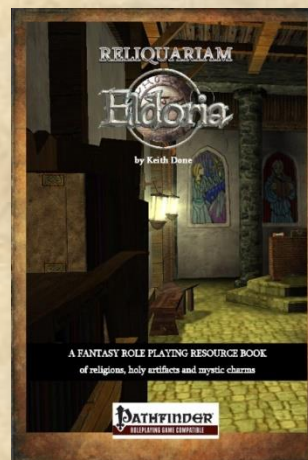
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About the Friends of Eldoria

Keith Done, Angela Caffery, and Malcolm Owen are members of 'Friends of Eldoria' (FOE). They write modules for the rich fantasy role-playing setting of Eldoria, originally created by Keith Done. Keith Done has had a long history writing fantasy rpg modules for conventions and worked for Auran Pty Ltd, a PC Development company for several years'. He has had a number of modules previously published including Encyclopedia Eldoria, Shades of Grey, Dark Awakenings: Guardian, Web of the Widow, Sanctuary and Mindbane. More details of his works are at the end of this resource.

The Setting

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





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About Eldoria - The Setting

"Indeed it would seem that we dwell in a land blessed by the Gods, for only in Eldoria do we see the remaining signs of their divinity, in the power of the Tas which allows us to shape the world according to their great plan".

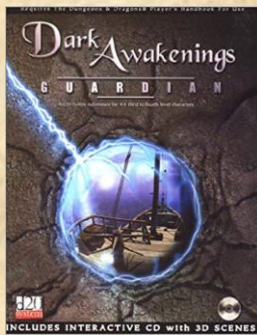
Uhsurn Canthrell, of the Church of Ormocea, in his opening speech to the congress of Odressi.

Development of Eldoria

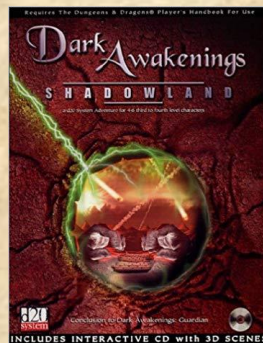
This setting has been developed over the last thirty years by Keith Done with the collaboration of a group of dedicated friends. There are over 50 publications set in Eldoria available for download from Drive Thru RPG at <http://www.drivethrurpg.com/browse/pub/10207/Friends-of-Eldoria> that set in Eldoria. In addition, special articles for GMs are available by subscription at Patreon at <https://www.patreon.com/Eldoria>

Prior to Eldorian publications being made available in a digital format several books were available in soft cover and can still be found in some game stores and on ebay. They include the following titles:

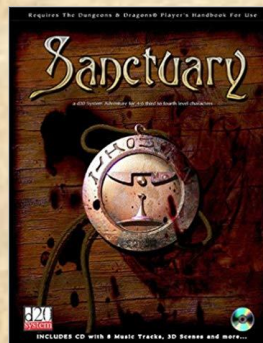
DA: Guardian



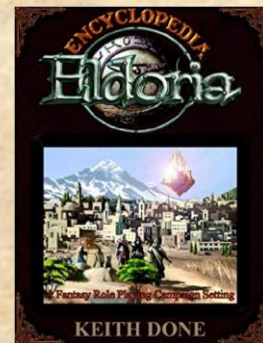
DA: Shadowland



Sanctuary



Encyclopedia Eldoria



The Encyclopedia Eldoria Second Edition and the Reliquarium Eldoria are available for exclusive download on Drive Thru RPG of in a deluxe hardbound edition (signed, with gold leaf lettering and brass edging) from the Patreon site.



The Player's Concise Eldoria

This is an independent Amazon review of the Encyclopedia Eldoria:

"This one-of-a-kind work, "Encyclopaedia Eldoria" by Keith Done, is an exemplar par excellence of finest role play game resources -- even being artistically beautiful via fine fonts, charts, and illustrations. It can be easily blended with diverse role play game variants due to its truly encyclopaedic format of extremely well organized sections that are mostly descriptive -- and very descriptive indeed. The author and artists have created a beautifully balanced and consistent presentation of this magical world -- that is rational in the fullest sense via harmonic ratios between the various aspects of Eldoria. Mostly overtly a fantastical setting, Eldoria is even adaptable to science fictional gaming -- due to some covertly implied ancient and current technology and artefacts -- as well as the just remarked-upon rational harmony.

"Encyclopaedia Eldoria" is so well crafted that it is almost like a quality academic concise summary of the world and magic of Eldoria -- except in being much more artistically enhanced than usual. These are well presented via four main sections concerning religion, history, geography, and miscellany. The various races, beings and creatures complement one another well. Explanation of the aspects of Eldorian magic is the best I have seen -- based on the Arcane Science of Tas ["The Force"]. Yet such Tas-based magic is well moderated via other ways of venturing and adventuring such as warrior and seafaring skills and items -- as well as ancient and current cultural and natural limitation. Religion, wizardry, sorcery, and druidry are in mutual balance with various factions in intrigue. Local history, current events and persons of interest complete Eldorian manifold natural role play game hooks. The world of Eldoria is wonderful to venture into via this work of Eldoria."



Brief Description of the Setting (Excerpt from Encyclopedia Eldoria)

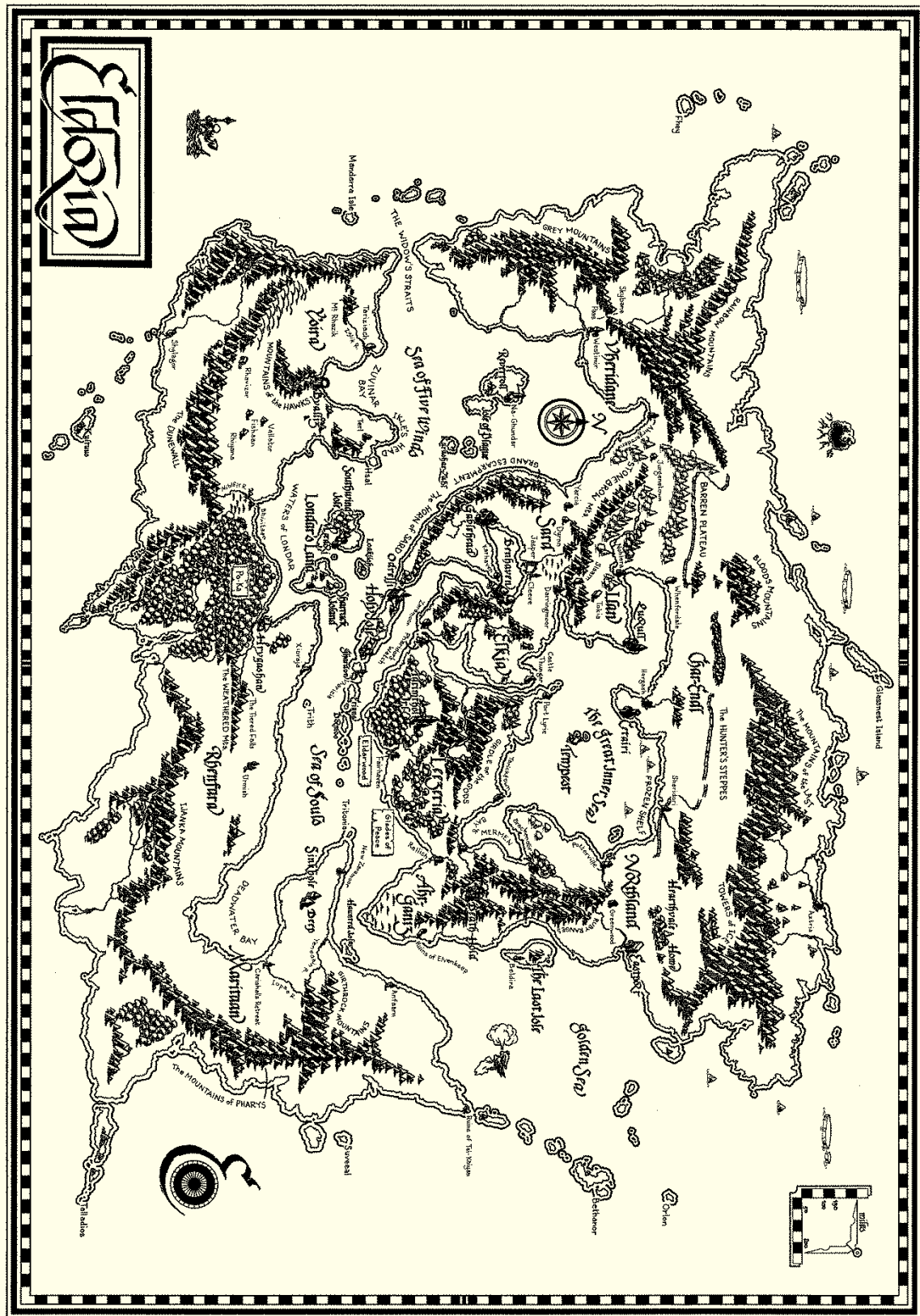
Somewhere in the Void there exists the star that is called Pharys, so named by scholars who dwell upon the second world that circles it. That world is called Enshar, one of six bodies that make their paths about the life-giving sun and the only one that harbors life. It is a green, bountiful place dominated by vast oceans, having only two major land masses, one located in the northern hemisphere and one in the southern hemisphere. The southern continent is called Altarren and the northern landmass is called Eldoria.

Enshar teems with animal and plant life which is, on the whole, very similar to our own. But in ages past, there were more fantastic creatures that walked the plains, delved in the oceans, and crossed the skies of the planet. Most of these were destroyed in the great cataclysm that heralded in an age of chaos known as the Darktime, but some survived, as did the intelligent humanoid races (collectively called the Saahn).

In the countries that make up the continent of modern Eldoria, Humans have come to dominate most regions, particularly the coastlines and rivers that empty into the Greater and Lesser Inner Seas. Other intelligent humanoid races certainly exist, however their numbers are nowhere near that of the populations of the Humans.

The Human cultures are rich and varied, from the hardy Norse-like barbarians of Char-Endl to the exotic desert-dwellers of Y'sira. But while their ways can be very different from one another, they all tend to share a common tongue, set of laws, and currency, due to the legacy of the Sardellan Empire. This great Empire colonised or conquered most of the Eldorian continent 700 years ago and, although it began its long decline and eventual disintegration many centuries past, its influences are still strong and seen throughout the Human world today.







Candallar the Just; Lord Protector of Elkia

The Realms of Eldoria

Eldoria has a number of distinct realms and this section presents a brief overview of each major area of the Eldorian continent. Most modules are set in the first three realms of Elkia, Sard, and Llan. These have been placed first and written about in more detail.

Elkia

Climate: Temperate to warm.

Terrain: Fertile plains, mountainous in the south.

Government: Theocracy (power is vested with the Church of Siritar).

Capital: Denhaven.

Major Religions: Siritar, Ormocea, Esmia, Phelltar.

Elkia is a cultured and civilized land ruled over by the Lord Protector and the theocracy of the Holy Trinity.

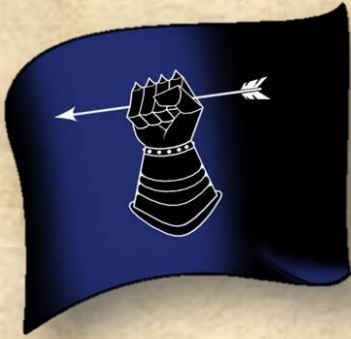
Elkia was once a major part of the Homelands

belonging to the Sardellan Empire and its people are constantly on guard against the threat of war from their neighbours in Sard.

Once part of the heartlands of the Sardellan Empire, Elkia's current regime emerged in the 1600's R after many years of civil war. As such, the people of Elkia share much of the same culture as their kin in Sard, although their politics is radically different. The Treaty of Four Swords, in 1677R, ended hostilities between the rival noble and religious factions fighting over the remains of the Empire and established the new borders of Elkia. The northern and eastern parts of Elkia are a rich agricultural basin, with farm holdings known for their bountiful grain harvests and the quality of their beef and dairy cattle. The countryside in these regions is green and pleasant, with wide pastoral tracts of land broken by meandering rivers or wooded ranges of low hills.

The jewel in Elkia's crown is Denhaven, the capital, also known as the Alabaster City. Denhaven features graceful towers and stately buildings, making extensive use of white marble colonnades and multi-story dwellings with roofs of terra cotta tiles.

Elkians tend to dress in shades of brown and ochre clothing. Both men and women wear long hooded cloaks, often embroidered with a family motif. Elkians are the largest consumers of the hot beverage taak, which they import from Rhenfara and Maritaan.



Sard

Climate: Cold to temperate.

Terrain: Mountainous.

Government: Feudal (ruled by a council of nobles who appoint a Chancellor).

Capital: Gablehead.

Current Leader: Chancellor Kharichaan.

Major Religions: Trezkillian and Phelltat.

Along with Elkia, Sard was once part of the Sardellan Imperial Homelands and is a mountainous land, rich in mineral wealth. It retains a strict feudal-like system of government, with lands divided between powerful lords, most of whom give patronage to the Church of Trezkillian (God of War).

It lies west of Elkia, the two antagonists facing each other across the waters of the Lesser Inner Sea. The realms share a common border in the north but this is a virtual no-man's land, created by the territories of the Imperial State and the inhospitable terrain of the Porgruu Bogs. The long east-west running chain of the Stonebrow Mountains effectively divides Sard from the forested highlands of Llan; control of the passes through the Stonebrow has always been a source of conflict in the region. Gablehead is where most of Sard's political machinations take place. It is a picturesque city, built on steeply rising land, around the shoulders of Mount Pyrred.

Sard is a temperate land with winter snows falling as far south as the capital, Gablehead. Its southerly regions, extending into the Malonian Peninsula, have a warmer climate and contain much of the farmlands devoted to the cultivation of crops less resistant to the cold, such as grapes, olives, and citrus fruits. Sardian oranges and limes are known for their quality and are sold in many distant markets.



The vast fens of the Porgruu Bogs effectively separates Sard from Elkia in the north

Llan

Climate: Cold to temperate.

Terrain: Heavily forested.

Government: Feudal Kingdom (although the Guilds really control power).

Capital: Quorull.

Major Religions: Ormocea (nobles), Phelltar (urban commoners), Faar (rural commoners).



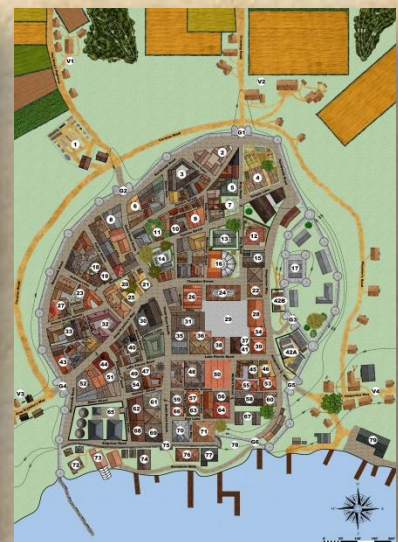
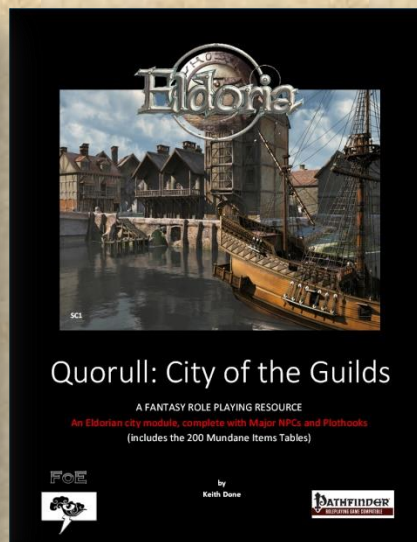
This region is heavily forested land, with large tracts of unexplored territory to the north and west. Llan has been devastated by past civil wars and was occupied by the Sardellan Empire. However, the country has recently prospered under the control of the mercantile guilds who have largely usurped political control from the old noble houses.

Llan is a feudal kingdom with power invested with the monarch and a parliament consisting of fourteen nobles and three theologians. Or so it would seem. The real power in the country is invested with the merchant Guild Houses based in Quorull, the capital. Trade is important in Llan and rival Guild Houses go to great lengths to create monopolies and sign secret deals.

Llan is divided into three districts: the Lowlands of the east, where the majority of the larger towns and cities can be found; the Midlands, a frontier community that has only been gradually opened up over the past 200 years; and the Highlands, claimed by barbarian tribes and some scattered communities of Half-Elves.

Available from Drive Thru RPG is the city module “Quorull: City of the Guilds”.

Go to http://www.drivethrurpg.com/product/219427/Quorull-City-of-Guilds?term=quorull&test_epoch=0



Ahr-Ganiz

Ahr-Ganiz encompasses the mountainous terrain in the 'elbow' formed at the eastern extremity of Leezeria. It is a barren, hostile environment, with a great deal of volcanic activity to the north and little arable land to speak of, which suits the nature of most its Goblinskynd inhabitants. Ahr-Ganiz is run by a dictatorship of whichever group is strongest.



Grunnad Darkeyes, Dragonsayer of Char-Endl



King Pelentine III, the ruler of Leezeria

Char Endl

Char Endl is one of the few Human realms within Inner Eldoria, with a society that borders on barbarism. Many warriors amongst its clans still cling to the old ways of raiding the coastal settlements of the Greater Inner Sea for booty and slaves. Its current leader is Dragonsayer, Grunnad Darkeyes.

Leezeria

Leezeria offers perhaps the most beautiful landscapes in Eldoria. It is a place of endless ancient forests, deep valleys, and towering snow-peaked mountains; a quiet, ordered wilder land where you can travel for weeks without sign of civilization. This is mainly due to the low population density of the Elves and the fact that most of its people dwell in the capital or in nomadic households. The current leader of Leezeria is King Pelentine III.

Londar's Land

Londar's Land is comprised of a group of three islands located at the juncture of the Sea of Souls and the Sea of Five Winds. They are Southwind, Sharruck, and Loakiish. The capital of Maedori is located on Southwind Island and is a deep water port with a fortified harbour, potentially providing a berth for a great many merchant ships. However, the sailors of Londar's Land care little for trade as most are privateers who prey upon the commercial traffic of the Sea of Souls. The current leader is First Captain Harabard Kynn.

Maritaan

The inhabitants of Maritaan are mainly a sea-faring race from the eastern oceans who settled the north-eastern Outlands of Maritaan during the Darktime. They pillaged the emerging cultures of the Sea of Souls, taking slaves as well as valuables and founded a fabulous, wealthy city called Tai-Kaiyan. The Sardellans came and took control of Maritaan. The current leader is King Gawthrain IV.

Northland

Northland is the sleepy backwater of Eldoria, a tranquil agrarian society that has been sheltered from most of the wars that have affected the rest of Eldoria. This, at first, appears quite extraordinary when you consider Northland shares a border with the Goblinskynd nation of Ahr-Ganiz. It is a testament to the resourceful nature of its people that the country has remained largely unmolested by their savage neighbours. Its current leader is Queen Rose.

Odressi

Odressi is a city state and was founded in 1002R. It is a unique city, unlike any other Human centre, being designed as a sanctuary for all religions. Situated on the western coast of the Holy Isle, Odressi is a place of opulence and power, its buildings meant to impress and inspire the unceasing flow of pilgrims who visit this most holy of places. The current leader is Citylord Narris Lardann.



Temple Road, the main thoroughfare in the city of Odressi, where the major Churches have their temples

Rhenfara

Rhenfara is one of the more exotic countries of Eldoria, with landscapes ranging from dense tropical jungles in the west through to the wide grasslands of the Eritaani Plains. Rhenfaran civilization is highly sophisticated and advanced. Their antiquated dwellings and technology are a reflection of their choice to live in harmony with the land, under the guidance of the druidical order of the Brotherhood of the Dead Tree. The current leader is King Doi-Chapror.

Tempest

The City State of Tempest is by far the economic giant of Eldoria, its Merchant Houses dominating trade throughout the Human realms under the auspices of the influential Guild of Gold. Mercantilers from every land have warehouses in Tempest and benefit from the Guild's liberal taxes and duties. The Guild produces its own coinage, the Tempest Trade, which is the preferred tender of merchants who operate out of Tempest and is the measure of all other currencies. The current leader is Citylord Ivarren Blayn.

Vheridane

Vheridane is a desolate land with subsistence communities existing along its coastal plains. There is one major centre of barter and trade at Ahrgarsden, a small town by the standards of other countries in the Inner Realms of Eldoria. Most communities are autonomous and there is little evidence of centralized government, except for a small military regime at Westimir.

Y'sira

The mighty desert land of Y'sira has retained a distinct and vibrant culture, despite contact with the northern realms of Sard, Elkia, and Llan, and occupation by the Sardellan Empire. Its people are a mix of Zurrandi and Keljac and their ethics and beliefs have been moulded by the harsh environment that they dwell in and strict religious dogma of the Daugron faith. The current leader is K'luud Ismal K'ziz.



The deep desert lands of Y'sira near Rhavizor in the south

The Outlands and Beyond

The outer coastal regions of the continent of Eldoria are known as the Outlands. They are largely a barren and depopulated region, with poor soil and erosion problems caused by severe storms and flooding. They are delineated from the more fertile inner realms of Eldoria by high ranges of mountains that act as a protective barrier, breaking up the cyclonic activity and transforming the outer storms into more gentle rain-bearing clouds.

Religion

Religion is perhaps the single most influential force across Eldoria, both spiritually and politically. There are twenty-seven recognised deities in the pantheon of gods.

The Theledai (religions) are ordered into nine groups of three, each represented as mother, father, and offspring deity. These groupings are known as Aercharns or the Holy Houses of the Gods. The religious institutions that preach the gospels within the same House are usually on good terms with each other or have some form of alliance.

The Holy Houses

House of Wisdom Alignment: Lawful Good

The House of Wisdom is also known as the Holy Trinity across Human realms.

Ormocea Lord of Righteousness, the Arbitrator of the Gods, the Law Giver

Domains: Law/Good/Protection.

Appearance: A middle-aged bearded man with prismatic eyes.

Esmia Lady of the Tranquil Hand, Bride of Unfettered Tears, the Healer

Domains: Healing/Good/Protection.

Appearance: A woman attired in white, usually depicted cradling a child.

Siritar The Golden Warrior, Champion of Heaven, Lord of Paladins

Domains: Strength/Good/Protection.

Appearance: A young golden-haired man attired in silver armour.

Ormocea. Lord of the Gods



House of Secrets Alignment: Neutral Good

Theydori Keeper of Hidden Secrets, Knower of All Things, God of the Mind

Domains: Knowledge/Magic/Law

Appearance: A wizened old man, clutching a small wooden casket.

Gaien The Holy Mother, the Mystery Immaculate, the Fertile Hand

Domains: Knowledge/Protection/Trickery

Appearance: A matronly woman, usually represented standing beneath a stone arch.

Priath Lord of Time, the Dreamweaver, the Silent God

Domains: Knowledge/Magic/Travel

Appearance: A sylph-like youth shrouded in mist.

Gaien, Goddess of fertility and the Woman



House of Life Alignment: Chaotic Good

Ahridaar The Wanderer, the Lord of Supper, the Great Muse

Domains: Travel/Luck/Good

Appearance: A stout man dressed in a colorful robe holding a harp.

Faar The Queen of the Harvest, the Sower of Seeds

Domains: Earth/Plant/Air

Appearance: One of four seasonal incarnations; Daughter Spring, Mother Summer, Lady Autumn and Winter Widow.

Rhioria Goddess of Beauty, the Dancer at Dawn, Lady of Hearts

Domains: Strength/Luck/Protection

Appearance: Appearance: An unnaturally beautiful young woman who is accompanied by her Uushai Unicorn guardian, Astrellin.

House of Light

Alignment: Lawful Neutral

Tarimth The Lost God, Lord of the Elves, the Star Begotten

Domains: Knowledge/Luck/Magic

Appearance: A winged Elven male with ebony skin.

Phelltar The Maker, Lady of the First and Second Born, Queen of Light

Domains: Protection/Knowledge/Strength

Appearance: A female humanoid with a featureless mirror-like skin.

Pharidor Herald of the Dawn, the Golden Serpent, God of the Sun

Domains: Sun/Air/Protection

Appearance: A gold-scaled winged serpent with the head of a male Elf.

Hirath the Beastlord, often takes the form of a Dragon

House of the Land

Alignment: Neutral

Ulliah Lord of Forests, the Green King, the Herder of Trees

Domains: Plant/Earth/Strength

Appearance: A tree-like humanoid

Yhancia The Maker of the Stonekin, Queen of the Mountains, Watcher On High

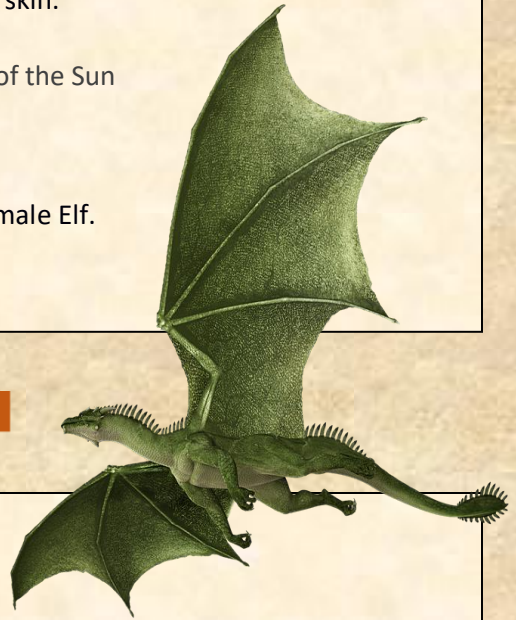
Domains: Earth/Fire/Law

Appearance: A heavy-set female with a third eye in her forehead.

Hirath The Beastlord, King of Animals, the Great Shepherd

Domains: Animal/Earth/Travel

Appearance: A shaggy-haired man robed in skins. Hirath also takes the form of a Dragon.



House of Waters

Alignment: Chaotic Neutral

Gurthor The Sea God, Ruler of the Five Seas, the Dweller in the Deep

Domains: Water/Chaos/Travel

Appearance: A man with an octopoid head.

Liraan The Wader in the Reeds, Goddess of Rivers and Lakes, the Crystal Queen

Domains: Water/Law/Travel

Appearance: A woman whose skin continually runs with water. Her long hair is intertwined with water reeds.

Sé The Stormbringer, Wielder of the Bright Spear, Lady of the Clouds

Domains: Air/Chaos/Water

Appearance: A coltish young woman with dark hair, often accompanied by her Uushai companions; two eagles, Kezrinn and Far-Eye.

Se, Goffess of the sky and storms



House of Power

Alignment: Lawful Evil

Trezkillian Wielder of the Thirsting Sword, God of War, the Dread King

Domains: Law/War/Destruction

Appearance: An armoured humanoid with the head of a serpent, Trezkillian has four arms; holding a mace, axe, spear and sword.

Daugron Queen of Fire, the Soulburner, the Waster of Lands

Domains: Law/Fire/Destruction

Appearance: A skeletal woman wreathed if fire.

Imaar Master of the True Path, Bane of Wizards, Wielder of the Secret Arts

Domains: Magic/Chaos/Trickery

Appearance: A sphere of scintillating blue energy.

House of Shadows

Alignment: Neutral Evil

Xullia

Master of Fear, the Lurker in the Shadows, Lord of

Domains: Evil/Trickery/Magic

Appearance: An area of complete darkness in which are two green

Sirrith

The Pale Lady, Queen of Death, Mistress of Shadow

Domains: Death/Evil/Knowledge

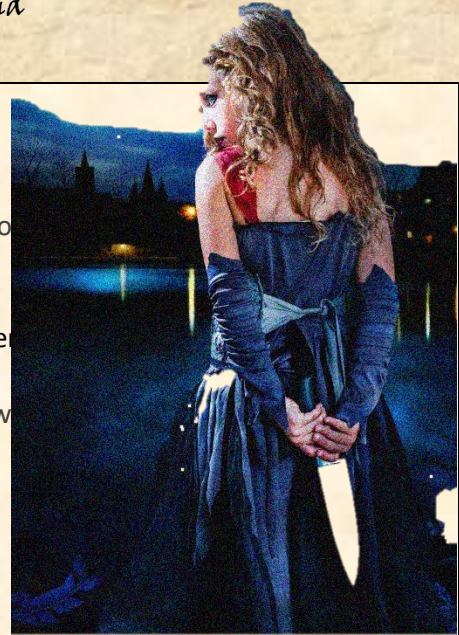
Appearance: A white-skinned gaunt woman with ram's horns.

Tiea

The Trickster, Goddess of Thieves, the Luckchild

Domains: Trickery/Luck/Evil

Appearance: A girl of about twelve years, usually shown with a blade concealed behind her back.



Tiea

House of Doom

Alignment: Chaotic Evil

The House of Doom is also known as the **Unholy Trinity** across Human realms.

Sadir

The Destroyer, the Raving God, the Great Enemy

Domains: Destruction/Chaos/Evil

Appearance: A warped humanoid with crystalline growth protruding from his flesh.

Yaarneya

The Whore of Heaven, the Temptress, the Corrupter of Hearts

Domains: Chaos/Evil/Travel

Appearance: A voluptuous woman from head to waist, with the lower body of a great white worm.

Kharic-Ohrm

The Plague Lord, God of Pestilence, Master of the Festering Hand

Domains: Evil/Death/Trickery

Appearance: A humanoid figure with an insect-like head and limbs.



Sirrith, the Pale Lady, Queen of the Dead

Afterlife

When a mortal dies, their soul is drawn into the Tween-world, a place that exists as a kind of 'neutral zone' between divergent planes of existence. It is connected by a vast Unending Sea where souls of the Saahn arrive after death. Those Souls whose devotion is true perceive a distant light, and by swimming toward this divine beacon the faithful may achieve Ascension and find the domain of their Patron God in Tarrisada.

Shadowland

A danger that exists in the Unending Sea, that is a major obstacle to the Souls of the Saahn reaching Tarrisada, is the presence of Shadowland. This is a prison, in which the Goddess Sirrith was condemned, in the First Age. It resembles a vast island with sheer, unassailable outer cliffs but has a glammer about it that makes the island look like a paradise. Those who enter Shadowland become Sirrith's servants, should they stray from the safety of the Grey Road, which traverses her land. However, if they are strong-willed and resolute, they can pass through Shadowland and so come to their own version of heaven Tarrisada.



The Grey Road that passes through Shadowland

Magic

Eldoria is often referred to as the Arcane Realm, a place where hidden super-physical powers exist that regular folk refer to as magic. The unseen energy, used in magic, is known as 'Tas'. The common person is aware of magic existing alongside the rest of the natural forces, although they have little idea how the Tas works. The ability to tap into the power of the Tas is limited to only a very small portion of the population.

Money

Currency in Eldoria is called trades. The coinage of the Guild of Gold is accepted as legal tender in all countries except Y'sira. Most transactions are paid in gold, silver, and copper trades (simply substitute for the same value of gp), although large negotiations are sometimes arranged using promissory notes dealing in the transfer of land and/or property.



THE MARCHES

The Holy March
(mid-winter)

March Of Water

March Of Gold

March Of Earth

March Of Light
(Mid-Summer)

March Of Fire

March Of Life

March Of Air

March Of Shadows

Time

Lanis Gilliard, a scholar and student of the Priath Cult, and a member of the Chroniclers of Jasper, was commissioned to devise a calendar by the Empress in 1540R. This is the calendar used today.

The year is divided into Marches, and a day begins at dawn and is broken into watches. The first day of each season is a festival. Each March consists of three Spans.

Time is recorded before (D) or after Redemption (R). The formal way of representing a date in Eldoria in scholarly circles is as follows: Draelinzar Ahrilon, 2150R.

Notes on the March of Fire

The world of Enshar passes through a belt of asteroids called "Daugron's Seeds" during part of its annual orbit of Pharys. Most of the debris of this asteroid field consists of dust and matter that reacts with the upper atmosphere, causing detonations and bright flares, as it is consumed. Some of the larger particles fall to earth as burning hail and, on rare occasions, a larger meteor makes an impact.

To establish the nature of this unique atmospheric activity in your campaign, and its possible effects on your players and/or the region they are in, use the following guidelines.

The March of Fire takes place largely in summer over a 40-day period. From the 1st of Fire to the 20th, the sky will take on an increasing shade of rust-brown with ochre and orange clouds. This will reverse between the 21st and the 40th, with the skies returning to blue.

The cloud cover will begin to build up from the 12th of Fire and by the 18th it will be permanently overcast all over Enshar and firestorms will continually cause spectacular displays across the sky until the 23rd, when the clouds will begin to dissipate and the storms lessen. During each day of the March of Fire there will be visible coloration appearing in the sky, however during the peak days GMs will check to see if there are any unusual occurrences to describe to players by referring to a chart in the "Encyclopedia Eldoria".

Races

Besides Humans, who control most of Eldoria, there are three other major races of humanoids in the world: Elves, Dwarves, and Goblinskynd. Collectively, these races are called the Saahn. Humans are most commonly seen.

Elves

Known as the Leezari in their language, the Elves occupy Leezeria and have dwelled apart from other realms in Eldoria, dissuading Humans from intruding into their domain. Elves are essentially immortal, but few remain active beyond the age of 500 Human years. Most Elves succumb to a condition known as **Priatharia**, whereby they enter a permanent trance-like state.

Dwarves

Also known as the Stonekin, the Dwarves have largely come to dwell amongst the cities of the Humans, typically working as smiths or masons. They are a people in transit, conscious of losing touch with their old ways. Tales tell that before the Darktime, the Dwarves once dwelled in the west, in grand underground halls, mining the depths of the world.

Goblinskynd

This is a term for all intelligent, humanoid creatures (Goblins, Orcs, Ogres, Lizardfolk etc.) normally considered belligerent to Humans. They exist in small numbers throughout most of the modern world, hiding in secret labyrinths or caverns on the fringes of Human civilization.

Other races

Other intelligent races, such as Gnomes and Halflings, exist in Eldoria but not in significant numbers that would constitute a nation. Larger groups dwell in remote and more secret places but a few venture to see the world.



The Goblinskynd are made up of many belligerent Humanoid races

Useful Terminology

Black Dragon Venom A notorious drink proscribed in most lands, although readily purchased from 'under the bar' in many establishments of ill repute. If a patron can drink three in a row, the custom is that all drinks are on the house for the rest of the evening.

College of Arcane Science Eldoria's most prominent training facility for practitioners of magic.

Congress of Odressi A council of the Churches held every four years in Odressi.

Eldarwood A wood which channels and stores the Tas, much the same way that Excellium does. It only grows in Leezeria and is sacred.

Enshar The name of the planet that the continent of Eldoria exists on..

Esmia's Tears The Holy Water of the Esmian Church. This is also a potent curative, the equivalent to a maximised Cure Light Wounds spell.

Excellium A metal that easily stores and channels Tas energy. The shortage of Excellium is one factor that limits the construction of magical items in modern day Eldoria.

J'Minda's Curse A painful disease that affects the nervous system causing excruciating skin irritation. Victims are often driven to claw off their skin in order to seek relief. There is no known cure and even Tas magic fails to work on the disease.

Nalarian Tiles A popular means of reading the future using tiles engraved with symbols of the Gods.

P'tar P'tar is a common name in Eldoria. It is a shortened version of Phelltar.

Quorull Capital of Llan; a mercantile port city.

Roundels A game of strategy, popular in Sard and the Holy Isle. It is an abstract game of war fought on a round board.

Seervaati A priest who understands the Tas and has been accepted into the inner circle of their Church and taught its secret incantations.

Taak A popular drink among humans. It is made from ground Taak seeds boiled in water; the distillation tastes like coffee laced with peppermint.

The Cult of the Withered Blade The most powerful thieves' and assassins' guild in Eldoria. A feared organization.

Three Books of Law Three tomes that document the tales of the Gods and the laws by which the Saahn should live. They also contain much of the theology, rituals, and practices of the entire Pantheon.

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Online Community Pages

There is a Facebook page 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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THE PLAYER'S CONCISE ELDORIA

version 2

"Indeed it would seem that we dwell in a land blessed by the Gods, for only in Eldoria do we see the remaining signs of their divinity, in the power of the Tas which allows us to shape the world according to their great plan".

Uhsurn Canthrell, of the Church of Ormocea, in his opening speech to the Congress of Odressi.

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