



Angharad Campaign Introduction

Adventures in Eradain will be organized around separate campaigns based on different peoples and different timelines. Adventures in this campaign will take place in Angtiria located in western-central Eradain in the regions of the Dathi Forest and among the Angharad people year 82 in the epoch known as The Burning.

The information in this Campaign Guide is structured to provide a brief introduction which contains all that is required for playing. Additional details are provided in later sections.

The Angharad People

- The Angharad culture is based loosely on that of the ancient Celts, Britons and Irish, and the land they live in is called Angtiria.
- The Angharad are a druidic Clan society ruled by Queens and a warrior aristocracy. The Angharad revere a pantheon of nature oriented deities and their priesthood is known as The Circle.
- The Angharad people are generally fair skinned and typically have brown, red or blond hair. Their eye color ranges from the browns to greens.
- The Angharad people generally live pastoral lifestyles in small towns and villages.

Campaign Rules and Restrictions

- Racial Restrictions
 - Only human Angharad are allowed at the start of the campaign. Other races and peoples may be allowed as the campaign progresses.
- Class Restrictions
 - The following classes are restricted and may not be played at the start of the campaign: Paladins and Monks. Those classes may become available as the campaign progresses.
 - Clerics and Druids must use a deity from the Angharad Pantheon or be a generic "Aspect Cleric" (see Eradain Player's Guide). See Angharad Pantheon Appendix for brief information about the deities of the Angharad Pantheon and the available clerical Domains. Additional details may be found on the Eradain Website under [Angharad Religion](#).
- Equipment Restrictions and Notes
 - Heavy and medium metal armors are not available as standard starting equipment.
 - Special materials, alchemical gear and magical items (except for potions and scrolls) are not available as starting equipment.
 - Players who provide a brief character history or background related to the campaign may be given a minor magical item as a bonus, subject to DM discretion.
- Campaign Traits (you may select one trait to be incorporated into your background, optionally you may pick one of the standard Pathfinder character traits available, subject to DM approval)
 - Border Veteran – You have spent some time on the borderlands or among veterans of the goblin wars. You gain a +1 trait bonus to attack rolls vs. goblins (not all goblinoids).
 - Circle Training – You have been educated by the priests and bards of The Circle and are considered an Initiate of the 1st Circle even if you are not a cleric or druid. You gain a +1 trait bonus on Knowledge (nobility) and Knowledge (religion) checks, and one of these skills (your choice) is always a class skill for you.
 - Local Hunter – You have spent your youth traveling or hunting in the lands near your home. You gain a +1 trait bonus on Knowledge (geography) and Knowledge (nature) checks and one of these skills (your choice) is always a class skill for you.



- River Clan – You have spent time traveling the rivers and waterways of Angtiria with your River Clan cousins. You gain a +1 trait bonus to all Swim or Profession (sailor) checks.
- Second Sight – You have a stronger touch of the old Ang blood in your family line and you sometimes can see things that others cannot. You gain a +1 trait bonus to Perception checks.
- Omen Reader – You have been specially educated by a member of The Circle in understanding the hidden messages that the gods may provide. Pre-requisite: Divine spellcaster. You gain a +2 trait bonus to Knowledge (nature) or Knowledge (religion) for reading and understanding Portents.
- Blood of Queens – Your bloodline is strong in magic and you have mastered the use of a cantrip. Choose a 0-level spell. You may cast that spell once per day as a spell-like ability. This spell-like ability is cast at your highest caster level gained; if you have no caster level, it functions at CL 1st. The spell-like ability's save DC is Charisma-based.
- Family Connections - You were born into a rich family within your clan. In addition to your family connections, you enjoy a one-time benefit to your initial finances and your starting cash increases by 150gp.

Campaign Introduction

The player characters are all part of Clan Fionn, descended from Raetha Sinann, one of the four founding Queens of the Angharad. Players may be commoners from clan territory or actual members of the Clan. The clan territory, known as Rhan Fionn has a lead town named Ceirin, which is located at the junction of the Sinann and Silver Rivers, and is a small trade hub for the surrounding lands. Rhan Fionn occupies about one ten mile hex and in addition to Ceirin, it includes two farming villages, Carumyr and Pron and the mining thorp Brin. The clan is ruled by Queen Reanna of Sept Fionn who resides at the clan holdings in Tilith (a large city which is the southern Angtiria capital about 80 miles or so down the Sinann River to the east).

It is now the Festival of Litha (the summer solstice) and the player characters are gathered with folk from around the Rhan at The Four Winds tavern for the annual Fianna Competition. The Four Winds is a locally famous tavern-roadhouse located near the center of the clan territory, and teams are forming for the competition to win a coveted position among the Fianna or just for the prizes and bragging rights of winning the competition. The players are all known to each other from around clan territory and may have been friends growing up and you have decided to participate in the competition as a team.

The Fianna

The Fianna is a loosely organized Angharad military force dedicated to the defense of the Angharad people. The Fianna, as individuals or small bands, travel the land and act as both a roving police force and as military first responders. Many seek to join their ranks as a way to earn a reputation or fame. Becoming a member of the Fianna is an honor that must be earned by winning the top spots in an obstacle/survival course designed to test the skills and mettle of the participants. Those who win the competition and wish to become Fianna will be given a bronze armband as a symbol of their membership. They must also choose if they will become "clanless" setting aside their clan allegiance to wander the land serving the Angharad people in general, or "clanned" where they serve and receive support from their clan.

Being a member of the Fianna provides a certain amount of prestige and general autonomy (even if you belong to an opposing clan you will generally be given safe passage through enemy territory). As a member of the Fianna "on duty" you can generally count on a night's free room and board wherever you travel.



Eradain and Angharad History

Eradain General History

Eradain is an ancient land of mystery and forgotten magic. In ages past, before man or elf ever set foot upon her shores, Eradain was the home of beings now called the Ancients. Unknown millennia ago the ancients vanished, leaving behind shattered ruins and great structures that are still in use to this day. Also left behind by the Ancients was their magic. Magic they imbued into the very stones and still potent after all this time. Many temples and arcane schools are founded on some remnant structure or fragment of forgotten lore. Along with these wonders there are also dark places in the land. Places of dread that attract evil, where even normal creatures can become twisted into vicious abominations known as chimera.

After the time of the Ancients, new peoples have come to Eradain successive waves. Even the elves have no records and few tales from those early times and peoples such as the early Ang, Vols and other humans have all but faded from memory, save for the reclusive Corsani. Most of the earliest known human histories begin with the Migrations of the Harad. This tale tells of the arrival of the Harad peoples and their separation into the Harad of the south, the Angharad of the west, the Khorharad of the north and the Sarharad of the east. The epoch just passed called The Nations of the Harad tells of the growth of the Harad peoples from small tribes and settlements into cities and nations.

The current epoch is called The Burning. A new wave of invaders has come to Eradain, the Danrae. The Danrae are the remnants of a people who have wandered strange and dark seas for decades since the destruction of their homeland, and now they intend to make Eradain their new home.

Migrations of the Harad

It is said in the Migrations of the Harad that two princes of the Harad traveled north from where the Harad first arrived in Eradain and encountered the Ang:

"Prince Khor and Prince Sinann, closest of the two brothers, traveled together west and north and encountered the Ang. The Ang were a diminished people with empty villages and they welcomed the Harad into their lands and hearths. They helped both the princes and their people and taught them of the lands and the gods of Eradain. Prince Khor's people continued to the north taking with them Ang druids who would show them the plains of the north and the ways of nature. Prince Sinann and his people inter-married with the Ang, and before he died declared their people no longer Ang or Harad, but both: Angharad."

The legends further tell that the Harad Prince Sinann married a woman of the Ang and they had four daughters, Tiran, Raetha, Umirelle, and Runiver who are the founders of the four major Angharad Clan Houses. Tiran was a skilled Swordswoman and Sorceress who fought many battles and was a hero to the people. Raetha was the first Angharad Priestess of the Ang goddess Dana who founded The Circle and became its first Great Druid. Umirelle was a traveling Bard and Tinker who was a fearless explorer of the lands and author of songs still sung to this day. Runiver was a druid and a crafter who established the city of Tilith as a trade town and wrote many of the laws of the Angharad.

Recent events of The Burning

The Burning -0-

The Danrae sail into the bay of Serin and burn their ships as a sign that they shall carve a home for themselves here or perish. The invaders quickly seize the port city of Milvar of the Kingdom of Veran and



begin to fortify it. The city is renamed Trilain after the Danrae King. The Sar City States still reeling from the Sar Civil War and The Black Death put up little resistance to the invaders.

Merchant Wars of Gilad -12-

Despite the invasion by the Danrae, Merchant houses of Gilad go to war with the Meadowland Kingdoms of Celedon, Meirland and Gevonar. There is infighting within Gilad itself as different factions clash, divided mostly between the north and south halves of the city.

Warlord of Volan -28-

A powerful warlord possessing an artifact known as the Sword of Gath unites Volan and allies with a faction in Gilad. With the assistance Volan, Gilad is once again united under one rule.

Minotaur Border Wars -36-

Minotaurs from the southern Dagalethe Mountains and soldiers in Haradan skirmish in a territory dispute after some rich mines are found in Minotaur territory.

Death of the Warlord -44-

The Warlord of Volan dies in a fall from a horse. The Sword of Gath is lost in the power struggle that follows. Volan falls into disarray and infighting and the alliance with Gilad evaporates.

Conquest of Veran -77-

The Danrae have been raiding up the Veran River for years expanding their holdings and demanding tribute. Now firmly established in their city of Trilain they complete the conquest of the rest of the Sarharad cities and villages on the Veran River.

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Player Map of Rhan Fionn

