



## ERADAIN PLAYERS GUIDE

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### Adventuring in Eradain

Eradain is a homebrew campaign world with elements taken from many different sources- fiction, movies, history, gaming materials, etc. Game play is a low fantasy, open ended sandbox style featuring action with role play threads based on player interest and direction. As a low fantasy setting, adventures in Eradain will attempt to capture some grittiness and moral quandary. Eradain is also a low magic world where some items defy full identification. Adventures will be primarily overland in temperate woodlands and rural towns. Encounters are location based and are not necessarily scaled to character level.

# **General Information and House Rules**

## **House Rules Summary**

Information you NEED to know

- **Core Pathfinder Rules only.**
- **E6 Rules Variant** (link to a [PDF](#) file) – Characters stop progression at 7<sup>th</sup> level. Thereafter instead of gaining levels, characters are granted additional feats. Certain higher level spells are available in the form of feats, others in the form of Ritual Magic and Incantations.
- **Attribute Determination**
  - Point Buy - 20 Points.
  - Sample 20 Point Arrays
    - Array #1 - 18,14,10,10,10,8
    - Array #2 – 16,16,12,10,10,8
    - Array #3 – 16,14,14,12,10,8
- **Hit Points** – Use Pathfinder Society standards for hit points. First level is maximum hit points. Every level thereafter is  $\frac{1}{2} + 1$  (i.e. for a d8 you gain 5 hit points). Don't forget your hit point (or skill point) for favored class.
- **Character Wealth** – A 1<sup>st</sup> level character will begin play with basic clothing and one-half the average starting wealth listed for their class or one-half the amount indicated by in the Wealth by Level table. This may be modified based on the campaign being played and existing party wealth.
- **Experience Points and Level Advancement** – Level advancement is controlled by DM using a custom XP system.
- **Alignment** – Alignment is obscured and special rules apply to alignment related magic. Players do not need to specify an alignment for their character.
- **Hero Points** – Players will have available a pool of Hero Points (Pathfinder Advanced Player's Guide). 1<sup>st</sup> level characters begin play with 4 hero points, and gain 1 Hero Point per level upon advancing to a new level.
- **Additional House Rules** – Additional house rules apply to the following
  - **Alignment and Hero Point** (specific rules)
  - Eradain **Player Race descriptions** (including various human cultures)
  - **Classes** (info for Bards, Clerics, Druids, Rogues, Sorcerers and Wizards)
  - **Skills** (Aid Another, Gaining Ranks, Knowledge, Linguistics, Diplomacy)
  - **Spells/Magic** (Alignment spells, Light spells, Create Water, Haste, Raise and Resurrection)
  - **Combat Rules** (Readying, AoO, CMB & CMD, Criticals & Fumbles, Coup de Grace).
- **Campaign Rules** – Specific rules and restrictions apply based on the campaign being played.
- **Helpful Links** - <http://www.d20pfsrd.com>

## **Additional Information and House Rule Details**

### **Alignment**

Alignment within Eradain is almost totally obscured and is not detectable by most means. Players are not required to notate alignment on their character sheets. The following general rules apply:

- Detect (Alignment) – Does not function except in the case of certain extreme alignments and creatures with powerful Auras. Examples of exceptions would be Clerics with Alignment Domains, certain undead, some outsiders, etc.
- Protection from (Alignment) – This spell will now generally function as if it read “Protection from Enemies”. Enemies will be loosely based on a Racial/Cultural/Ethnic and Religious basis, subject to DM interpretation.
- Holy or Unholy – This will be based primarily on a Religious basis. For example, a holy Angharad sword would be an unholy weapon to someone of the Danrae religion.
- Clerical Aura – Only clerics who have selected one of the Alignment Domains will have a significant Aura.
- If a class requires a specific alignment, the player’s actions (as judged by the DM) will determine if they are in compliance with the class requirements.
- Religion - Each of the deities in the pantheons of Eradain have both light and dark aspects and it is part of the internal politics of each religious organization as to which side has dominance over their policies. Certain deities do attract certain types of devotees and you are more likely to encounter an “evil” cleric of a goddess of death than one dedicated to a goddess of love, but even a goddess of love will have a dark side.

### **Hero Points**

Hero Points give characters a chance to succeed even when the dice turn against them. This can be considered fate, luck, the favor of the gods. In situations where the PC has discretion on how the effects are applied (Special, Cheat Death), imaginative and plausible uses of Hero Points are more likely to be granted.

Here are standard methods of using Hero Points:

- Act Out of Turn: Take your turn immediately, similar to a readied action.
- Bonus: +8 Luck Bonus to any one d20 roll (before the roll) or +4 bonus (after the roll).
- Extra Action: Gain 1 additional action this turn.
- Inspiration: If stuck in the adventure, you may appeal to the GM for insight.
- Recall: Recall a spell or use of an ability that has already been expended.
- Reroll: Re-Roll any d20 just made (keeping the new roll).
- Special: Attempt nearly anything that would normally be ‘impossible’.
- Cheat Death: Spend 2 hero points to cheat death. This may be used to assist another character or NPC (see below). When hero points are used to cheat death, characters will suffer a permanent Constitution stat point loss, and suffer some permanent scarring as a result of their injuries.

Variations from Advanced Player's Guide rules:

- Hero Points are capped at 10.
- 1<sup>st</sup> Level Characters begin play with 4 Hero Points. Characters receive 1 Hero Point per level when advancing in level.
- Optional "Antiheroes" are not allowed.
- Hero Point Feats & Spells are not allowed.
- Hero Points can be used to assist other player characters or NPC's Cheat Death (see above), but this requires a heroic action by the player. For example, a could expend 2 Hero Points and throw his/her body in front of a killing blow, etc.

## Races

In Eradain all of the standard D&D player races are present. The different races do not typically mix, except in the lands between two peoples. Thus, deep within human lands you will rarely encounter Elves or Dwarves unless they are travelers, traders, envoys or adventurers.

See campaign guide for specific details about any restrictions on the races that may be played.

Humans – Humans are the dominant race of Eradain, representing about 80% of the "civilized" race's population. Among humans there are different cultural and ethnic groups. Each group has its own native language. In Eradain, "Common" is a Harad Trade dialect, and not all NPC's will automatically know Common.

- Harad – Located in the southern regions of the continent the Harad are similar to a Middle Eastern or ancient Egyptian people and live in an established Theocracy. The original Harad peoples spread throughout most of Eradain and mixed with other humans to form the Angharad, Khorharad and Sarharad. The Haradan Trade dialect is the "Common" of Eradain.
- Angharad – Located in the central western regions of the continent, the Angharad are based loosely on that of the ancient Celts, Britons and Irish. 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 eyes range from the browns to greens. The Angharad people generally live pastoral lifestyles in small towns and villages, typically in fortified stockades.
- Khorharad – Located in the northern regions of the continent, the Khorharad are primarily nomadic horse barbarians something like ancient Mongols.
- Sarharad – Located in the eastern regions of the continent, the Sarharad are traders, farmers and fishermen and sea-farers living in multiple city-states, something like the ancient Greeks.
- Corsani – Located in the south-eastern portion of the continent, the Corsani are most closely related to medieval Japanese (including their isolationism), and are further divided into mountain, desert and coastal peoples.
- Danrae – Located in the eastern regions of the continent, the Danrae closely resemble a combination of Viking/Roman/Norman peoples.

Elves – Elves compose about 10% of the Eradain population, primarily located in their kingdoms in Avanoel and the Great Northern Forest. Elves are divided loosely among three general types. Although there are no differences in statistics, this division affects an individual elf's culture, temperament, style of clothing, etc.

- High Elves – High Elves are the most common variety of elf, and generally fit the description from the Core Rulebook. They typically dwell in rural towns and villages and the fabled tree cities of Avanoel.
- Grey Elves – Grey Elves are a class of elves that primarily dwell in cities and castles and in more mountainous areas (in particular the central mountain in Avanoel) and enjoy high culture and art. Elves of this type are more likely to be knights and wizards and engage in "refined" pursuits. Grey Elves build in stone and have several fabulously constructed enclaves with slender spires and towers.
- Wood Elves – Wood Elves live in the deep forests and prefer to be closer to nature and live a simple rugged lifestyle. They are also notably more xenophobic than other elves, and carefully guard the borders of their lands against all intruders. There are several Wood Elf tree cities, but most Wood Elves are nomadic and range about their territories.

Half-Elves – Half-Elves are rare except in the borderlands between humans and elves, where they are uncommon. There is one particular human/elven trading settlement located in the southern Dathi Forest named Caylin where they are common.

Dwarves – Dwarves compose about 10% of the Eradain population, located primarily in their kingdom of Khuzdul, but there are additional dwarven enclaves spread throughout Eradain.

Halflings – Halflings are the next most common people on the continent, but they are generally isolationist and are rarely encountered outside their homeland located in the Thorn-Wood Forest.

Half-Orcs – Half-orcs are generally outcasts or viewed with suspicion by humans, but several have made reputations (good and bad) for themselves in the borderlands between human and orcish lands. Even more half-orcs can be found within the orcish tribes, where if they are tough enough to survive childhood, they are valued for their intelligence and ability.

Gnomes – Gnomes are also rare in Eradain, and have no lands of their own. They can be found in some small settlements, but most wander in gypsy-like bands.

## **Classes**

Certain classes may be restricted depending on the specifics of the campaign being played. See your campaign guide for details. The following special rules apply.

### **Bards**

- Bardic Peace – Nearly universally among the various Harad peoples and adopted by many others in Eradain, a bard is recognized as having a special role, not only as an entertainer, but as a source of knowledge, news, as an envoy or negotiator and at times as an arbitrator or judge. When bearing a white staff a Bard is generally considered sacrosanct and may not be harmed or hindered. Some bards have taken to wearing white capes in addition to carrying white staves as a symbol of a permanent ongoing

dedication to this neutrality. Bards discovered abusing this status will usually experience a terminal backlash.

- Bardic Knowledge – The Bardic Knowledge bonus granted is restricted to a single knowledge category. Studious seekers of knowledge will be given the Bardic Knowledge bonus in additional categories.
- Languages – Any (see skills – Linguistics).

#### Clerics

- Knowledge Religion – Clerics may use their Wisdom or Intelligence bonus, whichever is higher. This skill may also be used for reading and interpreting Portents.
- Aura and Alignment – Clerics do not necessarily possess an Aura as outlined in the rulebook unless they have an Alignment Domain. Please see section on Alignment for details.
- Languages – Standard, Abyssal, Celestial, Infernal (see skills – Linguistics).
- Clerics may spontaneously cast a Cure spell from an open but unprepared spell slot.
- Clerics that do not select a specific deity are considered eccentric mavericks (at best) or heretics (at worst) and will not receive the same reaction adjustments as clerics of established religions. Clerics of this nature are referred to as Aspect Clerics.
- In Eradain among most pantheons, a Cleric's holy symbol will reveal what domains the cleric has chosen. This may require a successful knowledge religion skill check DC 15.
- Deities/Pantheons and Alignment – Each of the deities in the pantheons of Eradain have various lighter or darker aspects and it is part of the internal politics of each religious organization as to which side has dominance over their policies. Certain deities do attract certain types of devotees and you are more likely to encounter an "evil" cleric of a goddess of death than one dedicated to a goddess of love, but even a goddess of love will have a dark side.

#### Druids

- Knowledge Religion or Nature – Druids may use their Wisdom or Intelligence bonus, whichever is higher. This skill may also be used for reading and interpreting Portents.
- Animal Companions and Summons – When using an animal companion or Summon spells, a druid is not actually calling a normal animal. Instead, he or she is summoning an animal spirit that is identical in all ways to a natural creature, but dissipates upon death. Animal Companions represent higher sentient versions of these animal spirits and in the event of its death, the Druid may summon the same spirit back (even in a different form) if he or she desires.
- Wild Shape – Additional restrictions may be placed on the usage of assuming the form of elementals. This may include requiring a special feat with prerequisites, or requiring the druid to permanently select a single elemental type they would be capable of assuming.
- Languages – Standard, Sylvan (see skills – Linguistics).

#### Rogues

- Rogues are granted a level bonus to Bluff skill checks when relaying secret messages to other associated rogues ("Thieves Cant").

- Sneak Attack – A rogue may only gain sneak attack damage once per turn against a single foe. For example, a dual wielding rogue that successfully hits with both attacks against a flanked opponent adds sneak attack damage only to the first hit, not both. Sneak attack damage may be applied to multiple foes normally with separate attacks.
- Languages – Standard (see skills – Linguistics).

#### Sorcerers

- Bonus Feat at 1<sup>st</sup> Level – Heighten Spell.
- Languages – Additional based on Bloodline (see skills – Linguistics).

#### Wizards

- Spontaneous Casting – Wizards may spontaneously cast any spells they have studied in their spell book during their standard rest and study period for the day.
- Spell Books – Wizards must maintain a separate tracking sheet for each spell book. This sheet will contain a description of the spell book any of its protections and list the number of spells and spell levels it contains, etc. Wizards must carefully track and accurately follow the expenses and time required for upkeep and maintenance of their spellbooks. A Wizard may carry a single spell book without considering its weight (zero weight/encumbrance), but additional spell books will add to encumbrance.
- Bonus Feat – Eschew Materials.
- Languages – Any (see skills – Linguistics).

## Skills

#### Skill Use

- Knowledge Nature or Religion – Portents – As an additional use for these skills, characters with a divine connection may be able to perceive and interpret Portents, which are hints of divine knowledge and guidance that may be perceived. Players with ranks in this skill and divine casting ability or the Second Sight trait may request to look for Portents once per game session. The DM may request a skill check at any time from any player.
- Take 10 – To streamline play, many skills will be used at their Take 10 value unless the skill user is subject to threat of attack, or there is some other hazard or condition that prevents 'casual' use of skill. If the Take 10 value is not high enough for success, the PC must roll. A player may also roll anytime they want and use that value in place of the Take 10. The Take 10 rules generally include the following skills:
  - Acrobatics, Appraise, Climb, Craft, Disable Device, Disguise, Fly, Handle Animal, Knowledge, Perception, Perform, Profession, Ride, Sleight of Hand, Stealth, Survival, Swim.
- Aid Another – For most skills, you must be trained in it in order to Aid Another.
  - Limitations will be placed on the number of characters that may assist depending on the circumstances and the skill being used. Typically no more than 1 character may aid another for any knowledge check.
- Party Rolls - If a skill roll is called for such as a knowledge check, a single roll is made for the whole party by the player with the highest skill. Other party members with training in that skill may use Aid Another.
- Collective Tasks – [D20 Piggybacking](#) – *Experimental*



- When the whole group needs to perform a single task collectively (like sneaking past a guard or using group-climbing techniques to scale a cliff) they can make a piggybacking skill check.
- The lead character (typically the one with the highest skill) makes their DC check as normal.
- Other characters can “piggyback” on that character’s successful roll by attempting the skill check at one half the normal DC.
- The lead character can reduce the Piggyback DC by 1 for every -2 penalty they accept on their own DC check (determined before the roll is made).

### Gaining Ranks

- Practicing Skills - Generally players should make use of a skill in some manner before gaining additional ranks in that skill. If a player never once uses the skill Sleight of Hand, then the player should not add more than one rank to that skill upon gaining a level. Taking in-game opportunity to mention that you are making a coin disappear (Sleight of Hand), or glaring menacingly at the cook while sharpening your blade (Intimidate) can add additional flair to the game.

### Knowledge Skills – Gaining Ranks in Knowledge

- Bardic Knowledge – See special rules for Bardic Knowledge under Bards.

### Linguistics

- “Common” in Eradain is a variant of the Harad language called Harad Trade, most NPC’s only speak their native language and do not automatically speak Common. Those with a Harad variant as their native tongue will be able to speak and understand the some rudimentary Common. All players speak their native tongue and are given Common as a bonus language.
- Players may only learn certain languages from a Standard Language List unless allowed by class or other reasons, such as in-game exposure and study.
  - Standard Language List – Common, Human languages and dialects, Dwarven, Elven, Gnome, Giant, Goblin, Groll, Halfling, and Orc.

### Diplomacy – Special Alternate Rule for “Persuasion”– *Experimental* ([original article by Rich Burlew](#))

- Standard Diplomacy only affects attitude. The following alternate rule can be used to simulate persuasion.
- “You can use this skill to persuade others to agree with your arguments, to resolve differences, and gather valuable information or rumors from people. Getting people to accept a deal you propose to them.”
- Consider the following three factors:
  - The Target (of the Diplomacy which may be a group)
    - Base DC = 15 + highest level + highest wisdom mod
  - The Relationship (between parties DC modifier)
    - Intimate -10, Friend -7, Ally -5, Positive Acquaintance -2, Just Met +0, Negative Acquaintance +2, Enemy +5, Personal Foe +7, Nemesis +10
  - Risk vs. Reward (for the target)
    - Fantastic -10, Favorable -5, Even +0, Unfavorable +5, Horrible +10
- If the roll fails by more than 5 the proposal is rejected and the diplomacy fails.



- If the diplomacy roll fails by 5 or less the target may present a counter offer (for example, improving the reward).
- Example 1: You wish to bribe a guard to get through a gate after hours. You have a passing relationship with the guard, who has seen you pass the gate before. The guard will risk punishment, but you are offering a substantial bribe compared to the guard's wages.
  - Base DC = 15 and NPC is 5<sup>th</sup> level (DC20). You are known to him (Positive Acquaintance -2) and are offering a reward (Favorable -5) for a total of DC13. You have a +5 in Diplomacy, but get unlucky and roll a 6 for a total of 11 and miss the DC by 2. The guard scratches his chin and says he could get in trouble, but throw in a few more silver and he'll let you by.
- Example 2: You wish to bribe a guard to let you in the back gate of the armory while there is an alert in process. You don't know the guard and are offering him a month's wages.
  - Base DC = 15 and NPC is 5<sup>th</sup> level (DC20). You aren't known to him (Just met +0), and the gold being offered is substantial, but the punishment would also be severe (Unfavorable +5) for a total DC 25. With a +5 in Diplomacy this would be difficult, but with a roll of 15-19 the guard may offer to take some gold in exchange for not sounding the alarm (lowering the Unfavorable -5 risk vs. reward to Even +0).

#### Survival/Disable Device/Applicable Craft – Simple Traps

- Basic trip wires, snares and pit traps can be created using Survival or Disable Device.
  - Trip Wires will cause those who fail their Reflex save to fall prone.
    - DC Perception = Skill Roll -10
    - Reflex Save DC = DC12
    - If manually triggered by hidden operators, add +10 to Perception DC and +5 to Reflex Save DC.
  - Snares will function just like a net (an actual net should be used for creation of the snare, otherwise one will need to be crafted before creating the trap).
  - Pit Traps (use standard CR1 Pit Trap or CR2 Spiked Pit Trap)

### Spells/Magic

- Alignment Related Spells – Refer to the section on alignment for additional details.
  - Detect (Alignment) – Does not function except in the case of certain extreme alignments and creatures with powerful Auras.
  - Protection from (Alignment) – Generally functions as if it read "Protection from Enemies", based roughly around racial/cultural/ethnic and religious basis.
- Light Generating Spells
  - All spells that yield any permanent light effect such as Continual Flame are removed from the spell lists.
  - Light is a 1<sup>st</sup> level spell.
  - Dancing Lights is a 1<sup>st</sup> level spell.

- New spell – 0 Level “Glow” is similar to the standard 0 level light spell, but only sheds a very dim light in a 5-foot radius, and the duration is 1 round per level. This light may be tinged with any color the caster desires.
- Create Food and Water
  - Create Water is a 3<sup>rd</sup> level spell.
  - Create Food and Water is a 4<sup>th</sup> level spell.
- Mount
  - Multiple Mount spells cast will cause the total duration of each mount to be 1 hour less. A third level caster (normal duration 6 hours), may cast Mount twice and will have two horses for a duration of 5 hours. Three horses would last 4 hours total.
- Haste
  - Spell Change – 3<sup>rd</sup> Level Spell Haste is replaced with “Lesser Haste”, which is exactly the same as the original spell except it only affects 1 target, not 1 creature per level.
  - New Spell (**E12**) – 6<sup>th</sup> Level “Greater Haste”. Functions exactly the same as the standard 3<sup>rd</sup> level Haste (and affects one creature per level).
- Raise and Resurrection Magic
  - Most Raise or Resurrection magic is only accessible through a special form of Ritual Magic. Ritual Magic requires significant time, a specially prepared or holy location, and enough trained participants to allow success. Ritual Magic is similar to D&D 4<sup>th</sup> edition or Incantations (see Appendix). Magical items such as scrolls and misc. magic items are unaffected by these restrictions, except at charging or creation.
- Class Level and Caster Level Discrepancies - When unclearly referenced “Per Level” refers to the total Caster Level of the character and is not class specific.

## Combat & General Rules

- Darkvision
  - Darkvision does not work in or within areas of ‘normal’ light and regular light conditions apply.
  - Inside looking out – Within an area of normal light, darkvision does not work.
  - Outside looking in – While in darkness a creature with darkvision can see in darkness normally, but for example areas of dim or normal light shed by a torch remain dim or normal light.
- Running – While in combat
  - 1<sup>st</sup> Round – You must use two standard move actions (gaining momentum).
  - 2<sup>nd</sup> Round – You may use a full round action to run up to x3 speed in a straight line.
  - 3<sup>rd</sup> Round – You may use a full round action to run up to 4x speed, which must also be in a straight line (if you are normally allowed to run at 4x speed).
  - Making turns, rounding corners, or otherwise not running in a straight line will reduce the character to normal speed and you must start again performing a double move in order build up to a run.
- Readyng Interrupts (this will be allowed experimentally)
  - ~~Readyng an action to interrupt spell casting is not allowed.~~
- Attacks of Opportunity

- Attacks of Opportunity are simple attacks, unless an effect or feat is already in play (fighting defensively, power attack, combat expertise), nothing new may be applied to an AoO.
- The CMB and CMD - *Experimental*
  - I will be experimenting with rule modifications to give this system a better balance, primarily by reducing the CMB bonuses allocated to some creatures.
- Criticals and Fumbles - *Experimental*
  - Criticals – At times as determined solely by the DM when the action is hot and the circumstances of battle can be given some flair, the DM may assign additional bonuses to criticals.
  - Fumbles – If a player confirms a fumble (a roll of “1” followed by roll that misses), the character dropped their weapon, or suffered some other mishap as determined by the DM.
- Coup de Grace
  - A coup de grace may not be attempted during any combat where there are active opponents, or any kind of threat. If all opponents are helpless or otherwise not active combatants, then a coup de grace may be performed.
- Encumbrance
  - Light, Medium or Heavy Load status should be tracked, but generally it is not necessary to calculate exact weight.
  - Gold (in coins), Basic Clothing, Rations and a Wizard’s first spellbook are not counted against a character’s carrying capacity and load level for “normal” gear.

## **Appendices**

### **Ritual Casting and Incantations - *Experimental***

For E6 game play, some higher level magic spells will be available through feats. Ritual Magic and Incantations will be used to achieve the effects of other high level spells. Rituals will be used for primarily divine magic (spells cast via Feats according to the E6 Rules). Incantations used for arcane magic or other special purpose magic. General information about Rituals and Incantations can be found below, along with the original source reference.

#### **Rituals - Source: D&D 4<sup>th</sup> Ed. PHB P. 296**

Rituals are complex ceremonies that create magic effects. You don't memorize or prepare a ritual; a ritual is so long and complex that no one could ever commit the whole thing to memory. To perform a ritual, you need to read from a book or a scroll containing it. A ritual book contains one or more rituals that you can use as often and as many times as you like, as long as you can spare the time and the components to perform the ritual. To perform a ritual that you have mastered, you spend a certain amount of time (specified in the ritual description) performing various actions appropriate to the ritual. The actions might include reading long passages out of the ritual book, scribing complex diagrams on the ground, burning special incense or sprinkling mystic reagents at appropriate times, or performing a long set of meticulous gestures. The specific activities required aren't described in most ritual descriptions; they're left to your imagination.

#### **Incantations - Source: The Hypertext d20 SRD**

The following excerpts are from variant magic rules provided at:

<http://www.d20srd.org/srd/variant/magic/incantations.htm>

This variant enables characters who know the correct ritual gestures and phrases for an incantation to achieve powerful magic effects. Incantations have drawbacks: They're time-consuming to cast, and success isn't assured. They are often expensive, and some require additional participants to complete the ritual. Some incantations work only under certain specific conditions, such as during a full moon. Obscure tomes and spell books filled with mystical ramblings, descriptions of magic theory, ordinary arcane spells, and utterly useless or incomprehensible magical writing often hide the instructions for performing incantations.

## Eradain Pantheons

Following is a brief description of the domains available for the deities of Eradain. For additional details visit the Eradain website or refer to your campaign guide.

### DOMAINS

<b>DOMAIN (SUB-DOMAIN)</b>	<b>Angharad</b>	<b>Harad</b>	<b>Danrae</b>	<b>Corsani</b>
AIR (CLOUD, WIND)	SELENE	SULVILARAN	ODIN	
ANIMAL (FEATHER, FUR)	ARAWN			GORO
ARTIFICE (CONSTRUCT, TOIL)	LUGH		TEMPUS	
CHAOS (AZATA, DEMON, ENTROPY, PROTEAN)	PAN	SIRANATHOR		GORO, CHIAKI, RYU
CHARM (LOVE, LUST)	PAN, LUNA			
COMMUNITY (FAMILY, HOME)	LUNA			
DARKNESS (LOSS, MOON, NIGHT)	ARAWN			
DEATH (MURDER, UNDEAD)	INANNA	GILINDAR		TATSU
DESTRUCTION (CATASTROPHE, RAGE, TORTURE)	PAN	SIRANATHOR, MENENAR	TEMPUS	GORO
EARTH (CAVES, METAL)	DANA	ROHSULAN	FRIGGA	SHEIKO
EVIL (DAEMON, DEMON, DEVIL, FEAR)	INANNA	MENENAR		GORO, SHEIKO, TATSU
FIRE (ARSON, ASH, SMOKE)	LUGH	MENENAR	TEMPUS	KENRYU
GLORY (HEROISM, HONOR)	LUGH			
GOOD (AGATHION, ARCHON, AZATA)	LUNA		HEIMDAL	SAN MEI, UMEISHAN
HEALING (RESTORATION, RESURRECTION)	DANA	SIRANATHOR	FRIGGA	UMEISHAN
KNOWLEDGE (MEMORY, THOUGHT)	SELENE	GILINDAR	ODIN, LORE	GIZA
LAW (ARCHON, DEVIL, INEVITABLE, SLAVERY, TYRANNY)	DANA	MENENAR	TYR	SAN MEI, KEN, TATSU
LIBERATION (FREEDOM, REVOLUTION)	PAN			
LUCK (CURSE, FATE)	ARAWN	SULVILARAN	SIF	CHIAKI, UMEISHAN
MADNESS (INSANITY, NIGHTMARE)	PAN			
MAGIC (ARCANE, DIVINE)	SELENE	GILINDAR	LORE	KENRYU
NOBILITY (LEADERSHIP, MARTYR)	LUGH			
PLANT (DECAY, GROWTH)	DANA, LUNA			NAOTO
PROTECTION (DEFENSE, PURITY)	LUGH, DANA	GILINDAR	HEIMDAL	SAN MEI
REPOSE (ANCESTORS, SOULS)	INANNA			
RUNE (LANGUAGE, WARDS)	SELENE			
SCALYKIND (DRAGON, SAURIAN)				

STRENGTH (FEROCITY, RESOLVE)	ARAWN	ROHSULAN	ODIN	NAOTO, TATSU
SUN (DAY, LIGHT)	LUGH			SAN MEI
TRAVEL (EXPLORATION, TRADE)	PAN	SULVILARAN	SIF	NAOTO, GIZA
TRICKERY (DECEPTION, THIEVERY)	PAN	SULVILARAN	TEMPUS	SHEIKO
VOID (DARK TAPESTRY, STARS)	SELENE			
WAR (BLOOD, TACTICS)	ARAWN	ROHSULAN	ODIN, HEIMDAL, TEMPUS, TYR, SIF	NAOTO
WATER (FLOTSAM, ICE, OCEANS)	INANNA	SIRANATHOR	FRIGGA	CHIAKI
WEATHER (SEASONS, STORMS)	LUNA			

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