

Eldoria



MUNDANE ARCANE ITEMS TABLE

(100 Miscellaneous Discoveries found on a Wizard/Sorcerer)

BONUS Eldorian content including Liacca Moss Tiles, Saritol and Emerald Averaach

Also includes notes on the Guild of the Magi and the College of Arcane Science

by Keith Done

FOE



Mundane Arcane Items

Mundane Arcane Items



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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About the Author

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

Mundane Arcane Items

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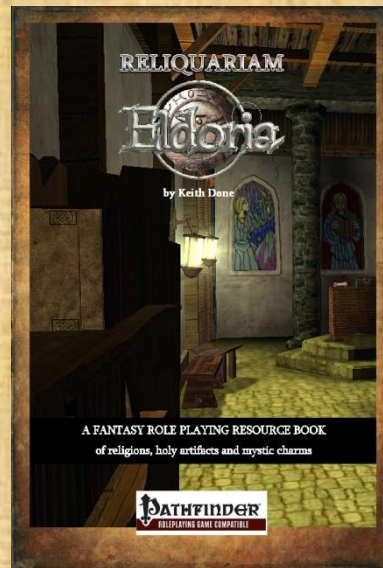
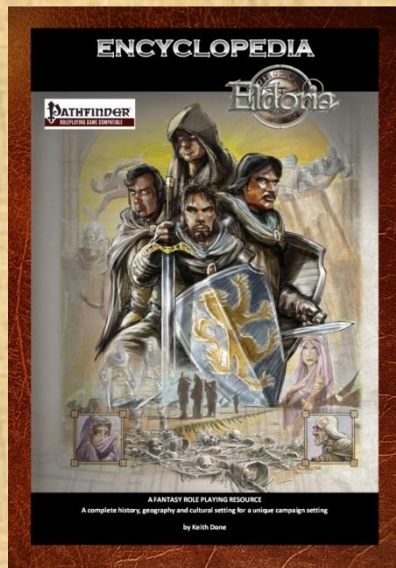
About this Publication

“I want to loot body of the sorcerer!”

Have you ever felt the pressure and frustration of coming up with multiple mundane items as players loot bodies or search rooms belonging to the practitioner of the arcane arts? Then *the Mundane Arcane Items Tables* is your solution. Not only are there a variety of mundane objects, the table also includes the macabre and unusual – perhaps even sparking an idea for a new adventure. The *Mundane Arcane Items Tables* is an expansion for the original Mundane Items Tables and will add an even richer layer to your campaign and allow you to narrow the scope of what your players find when searching the body or premises of a wizard or sorcerer.

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*.



Mundane Arcane Item Tables

How to Use the Mundane Tables


Often players will be searching for 'stuff' that you have not planned for in your game design. This may be that they are searching the pockets of that enemy wizard they have just sent to a sticky end or they are going through the drawers and cupboards in a sorcerer's workshop. Whatever the situation, the Mundane Arcane Items Table is the answer for your dilemma.

First determine how many things may be likely to be found; I often allow a single item or allocate a number of items equal to a die range such as 1d4 or 1d6 items. Then you can determine what they actually are by rolling percentile dice.

However, don't always be compelled to follow the result rolled. Sometimes the result may not make sense (e.g. 50' rope found in someone's pocket) or you may decide that there is something specific on the tables that you want to give to the players. Use the tables as a guide and ignore or substitute items as you see fit.

You may also find that certain items that are found using the tables develop their own plotline (e.g. if the players find a map); so what starts out as a chance discovery gives you an idea for a whole adventure!

The Arcane Mundane Items Table is designed as a companion to the original Mundane Items Table. When your players are searching a person or building that has a magic connection, you may wish to 'mix-and-match', using both tables when determining what they find. For example, you allow a roll of 1d6 to determine how many items are found and the players get a '6' on the die. You decide to allow two rolls on the Arcane Mundane Items Table and four rolls on the Mundane Items Tables. It's up to you how you want to use these tools!

Note that some items are from the Eldoria world setting and are indicated by this symbol: 

More information on these can be found in the rear of this resource under, ***Eldorian Specific Items***.

Also available The Clerical Mundane Items Table!




Mundane Arcane Items

Roll	Table 1 Item
 1	A Letter from the Guild of the Magi describing the location of a magic item
2	Calico bag with ½ lb of fine river sand
3	Set of fine tweezers
 4	Graduation Papers from the College of Arcane Science
5	Elaborate multi- compartmented pouch
6	Wax stoppered pot of preserving fluid in a padded bag
7	Bottle of acid (1d6 damage/Save Fort DC15 continues to burn for 1d3 rounds. Save negates each turn)
8	Wooden box engraved with a personal sigil
9	1 yard of fine wire
10	5 small white crystals (value 3gp each)
11	Pentagram cloak clasp
12	Codex of magical components required for every spell
13	Map showing the location of Guild of the Magi hostels 
14	A pouch of Liacca Moss, a healing herb (2d4 doses) 
15	Square framed spectacles
16	Magnifying glass (+1 Perception when examining things close up)
17	Flash powder (1d4 paper wads. Blinds people in a 10 radius for 1 round)
18	Hand puppet
19	Dried herbs (e.g. basil, thyme, oregano, rosemary)
20	Saritol, a potion that enhances divination (at a cost!) 
21	Snakeskin
22	2 silver darts
23	Large skull ring with a secret compartment
24	False papers that provide access to a temple
25	Page of script in an unknown language

Mundane Arcane Items

Roll	Table 1 Item
26	Sharpener and steel
27	Tinder box engraved with a flame symbol
28	Small metal collapsible tripod
29	Ceramic discs (1d4)
30	Low Light vision spectacles
31	6 small ceramic measuring cups
32	Animal Glue
33	Protective leather gloves (come up as far as the elbow)
34	Hardened leather knee pads
35	Box of live beetles
36	Box of dead beetles
37	Spider webs
38	Letter of introduction to a Guild of the Magi hostel in a nearby city
39	Dried mushrooms
40	Beeswax
41	Empty spectacle frames
42	Hob-nail boots
43	A paper envelope containing a pinch of powdered onyx
44	Letter of warning (for malpractice) form the College of Arcane Science
45	A pouch of 1d6 dried dead spiders
46	Soft black slippers
47	Leather pouch containing 25gp of gold dust
48	Empty brass vials (1d3)
49	Tame black and white rat (not a familiar)
50	Apples(1d3)
51	Tindertwigs (1d10)

Mundane Arcane Items

Roll	Table 1 Item
52	Local Almanac
53	A book detailing the weather effects of the seasons in a specific region
54	A book on the history of the College of Arcane Science 
55	Arabic patterned silk scarf in blues and purples
56	Embroidered pink gloves (kid leather)
57	Nose ring with dangling star
58	Sheets of Vellum (1d8)
59	Bottle of blue ink
60	Bottle of yellow dye
61	Sheets of parchment (1d8)
62	Quill made of a peacock feather
63	Cat skull
64	Rat skull
65	Pen knife
66	Chalk
67	Sunrod
68	Small pot of salt
69	Leather cord
70	Fingerless mittens
71	Enamelled badge of a school of magic of the College of Arcane Science 
72	Fabric face mask
73	Small gold bell
74	Rabbit's foot
75	Leather wallet of charcoal sticks
76	Unfinished magic wand
77	Red bandana printed with the emblem of Tempest 

Mundane Arcane Items

Roll	Table 1 Item
78	Chicken eggs (1d6)
79	Locket containing a portrait of great wizard
80	Partially melted magic amulet (non-functioning)
 81	Folded brown robe with the emblem of a specific College of Arcane Science school of magic sewn upon the breast
82	Iron key with a large crystal set in the top
 83	Map showing location of a nearby Tas Stone
 84	Notes on Tas Stones
 85	A parchment advertising the Topsy Tinker Inn, stating the <i>'Best food I have ever eaten!'</i>
86	Guide book showing the road and trails of a region
87	Tanglefoot Bag
88	Mouse droppings
89	Owl feather
90	Ivory toothpick
91	Parcel of ruby dust (valued at 250gp)
92	Diamond dust (value 500gp)
93	Aniseed Balls (2d10)
94	Scroll with a random Level 1 wizard spell
95	Magical Ink (only visible to someone who can use magic)
96	Junior Spell book (contains 6x level 1 spells only)
 97	Green Averaach shard (in a small gold box (box value 50gp)
98	Egg of a magical creature
99	Charm bracelet (Protection from Undead) as per the 1st Level Spell except it only provides the 1st and 2nd powers. It only works once then becomes a mundane gold bracelet worth 25gp.
100	Minor Magic Item

Eldorian Specific Items

(Items on the tables featuring an Eldoria symbol 

College of Arcane Science

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

Ever since anyone could remember, a great architectural structure (about the size of a small keep) has hung in the air, about 1,000 feet above the center of the island of Ghardon. Its design is unlike any structures built by the other races of Eldoria, though it does bear some similarities to old buildings attributed to the lost Darvinor culture of the Elves. The building was dubbed the 'Floating Citadel' but it was not until 1701R that people first gained access to it, after unlocking the secrets of a teleportation portal called the Anchorstone. In modern day Eldoria, the College of Arcane Science consists of a large rambling campus on a rise of ground called Calidora's table and the Floating Citadel above.



There are usually 100-150 Apprentices studying at the College of Arcane Science at any one time. There are currently thirty-two Masters teaching at the College, in addition to eight Grandmasters. By the time they graduate (after six years of study) a Journeyman Wizard has reached the lofty heights of Level 1. Approximately 70% of novices give up their studies in the second year due to the stress and commitment involved in learning magic. Some of these take up positions within the Guild of Magi; most simply give up on magic and rarely touch the Tas again.

Most Guild Houses test approximately fifty young people a year for their magic potential. Of these, most will turn out to be minor talents with little grasp of manipulating the Tas. They are able to perform a few cantrips at best. Approximately ten will show talent enough to learn all the cantrips and will study at the Guild House. Two or three of these will have enough talent to warrant petitioning the Wizards' Council for acceptance into the College.

Mundane Arcane Items

In 1703R, half of the College buildings on Calidora's Table were seriously damaged by an explosion resulting from the unforeseen activation of a large piece of Red Averaach (named after the unfortunate Wizard who cast a spell into the crystal to determine its properties). Over fifty apprentices and six Masters were killed. This tragedy led to a great deal of research into this volatile crystal and its relationship to Tas energy. The complex nature of Red Averaach and its kindred crystals are now well documented by the College, who actively search for fragments at the sites of meteor strikes.

In 1841R, to pay homage to the beliefs of the original people of Ghardon, the Wizards' Council erected a shrine, in the Floating Citadel, dedicated to the sky Goddess Sé. Halmorden Trallis, the only son of the Citylord of Tempest, is currently studying at the College of Arcane Science and is reputed to be a capable Evoker.

In 2102R, Master Gydelle Farnith passed into the portal in the Chamber of the Anchorstone and never translocated into citadel above. Gydelle was never seen again. Three Masters have sworn that they have seen ghostly manifestations of Gydelle from time to time, wandering the halls of the College.

Guild of the Magi

One of the avenues for gainful employment that a wizard trained at the College of Arcane Science can pursue is that of a Lore-Keeper of the Guild of the Magi. The Guild maintain 'Mage-Houses' across the length and breadth of Eldoria; all Human cities will have a Mage-House as well as many larger towns and even a few regional outposts. 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 is funded by the College of Arcane Science through the Guild and is tasked with a number of responsibilities. Primarily, they seek out local youths who demonstrate latent magical aptitude and train them in the use of cantrips. Training can take anywhere from 3 months to 7 years, depending on the aptitude of the individual. Students have one-on-one lessons once a week and are continually assessed on their learning. As the Lore-Keepers have limited ability themselves and are forbidden to teach spells greater than 1st Level, the students are unable to progress too far on their own. Students who have completed their training with the Guild of the Magi are given a graduation ceremony. To graduate is to have learnt all cantrips in their school. Students receive a basic spell book with the emblem of the Guild of the Magi stamped on it), a certificate of graduation, and a simple robe and cowl (again with the Guild emblem embroidered upon it). Those who can only learn cantrips are overseen by the Guild of the Magi and given appropriate work and are monitored as best suits their station.

All competent students graduate but only a few are given a letter to attend the College of Arcane Science to progress their magical studies. Those who do not qualify for advancement with the College are given a letter outlining their abilities as a reference for employment with local nobles. Individuals referred to the College will have also mastered at least one level 1 spell, which will be entered into their spell book, along with learned cantrips. If they choose not to train at the College they will no longer receive the support of the Guild of the Magi and be placed on a 'watch list' by their Lore-Keeper, as they will be operating outside of sanctioned guild parameters. The Lore-Keeper may request action by the College if any 'rogue' Wizard misuses his or her powers.

Mundane Arcane Items

In addition to recruiting wizards, Lore-Keepers 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. A typical Mage-House will be staffed by a low-level wizard or sometimes an associate such as an Alchemist. It will contain several bed-rooms for travellers, a small library and laboratory.

Emblems of the College of Arcane Science

It is the Orders of Wizardry that form the administrative and educational heart of the College of Arcane Science. Each Order is devoted to a specific branch of the arcane arts and occupies its own chapter house on the grounds of Calidora's Table (although the Grandmasters of each Order maintain personal apartments in the Citadel above). A friendly rivalry exists between the students (and Masters) of the Orders and, although some jests between young apprentices are tolerated, any gross misuse of magic, bringing harm to person or property is dealt with swiftly, usually resulting in expulsion from the College.

The Eight Orders are:



The Revered Order of Summoners (who specialize in Conjunction)

Their crest is a gold ring with eight inward pointing arrows arranged around its circumference.

Mystic Order of Eternals (who specialize in Necromancy)

Their crest consists of a circular band divided into three equal sections of black, grey and white.

The Noble Order of Guardians (who specialize in Abjuration)

Their crest consists of a green portcullis on which an owl is perched.

The Honorable Order of the Masked Eye (who specialize in Illusion)

Their crest is an open eye, set against the open palm of a hand.

Mundane Arcane Items

The Knowledgeable Order of Farseekers (who specialize in Divination)

Their crest is a silver crystal ball.

The Distinguished Order of Ancient Glammer (who specialize in Enchantment)

Their crest is a golden starburst surrounding a violet Octagon.

The Hallowed Order of Creators (who specialize in Evocation)

Their crest depicts a plume of purple smoke rising from an urn.

The Sagely Order of the Mutable Source (who specialize in Transmutation)

Their crest shows a flame burning on water.

Students of the orders are easily recognizable by a poncho-like garment that they wear at all times, emblazoned with the device of their particular order. Masters and Grandmaster wear similar attire but their rank is identified by color markings on the hem of their clothing. The Archmage and those Wizards who do not belong to a specific order, display the symbol of the College itself, an octagon made up of the colors and runic devices of each of the Eight Orders.

Liacca Moss

The properties of Liacca are known to have been documented by Druidical Orders existing centuries prior to the Redemption. The first general use of the mould as a healing medium began in Llan around 1900R, in the isolated forest communities of the western Highlands. It is thought that the farmers living in the Highlands were informed about the benefits of Liacca by Bloodmane tribesmen who hunted in the region in winter. The farmers distilled various health tonics from the mould and sold these to river traders. Eventually these tonics made it to the eastern cities and the Esmian Church became greatly interested in learning of the origins of these rustic medicines. In modern Eldoria, any character with 3 ranks of Wilderness Survival or Knowledge: Nature will know about Liacca and will actively look for mould growths on trees when adventuring in the wild, in order to brew a pint or two for safe-keeping.

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.

Description: 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

Mundane Arcane Items

in color. Mixed with boiling water, the resulting liquor tastes like aniseed and leaves the tongue numb for several hours.

Cure: The recommended antidote for the soporific effect of Liacca is several strong mugs of Taak. This allows a Fortitude Save at DC 18. If successful, the associated side-effects of Liacca are negated.

Market Price: Generally Liacca is free and easy to make into an effective healing potion but, in cities and non-temperate regions, various Liacca based tonics and remedies are available for 1sp for a 2 pint bottle.

Saritol

Saritol was the invention of the Cult of Kharic-Ohrm, who used the drug in rituals, designed to induce such terrible pain on subjects that they entered a divine state where they were said to see and speak to their God. Priests serving in the cult formulated the drug in order to circumvent a directive from the Congress of Odressi that forbade the temples in the city from the “drawing of blood, the bruising of the skin or the breaking of the bones” of any person participating in religious ceremonies. The use of Saritol was later banned and the cult proscribed in 2105R. However secret worshippers of Kharic-Ohrm have maintained the recipe for making Saritol and continue to distil quantities for clandestine gatherings of the cult today.

When the temple of Kharic-Ohrm was seized by authorities in Odressi, following the decision of Congress in 2105R, many of its texts and records found their way into the hands of the College of Arcane Science and the Church of Theydori. Both of these institutions discovered the formulation for Saritol and have actively experimented with the dangerous practice of using the drug to enhance spell-casting.

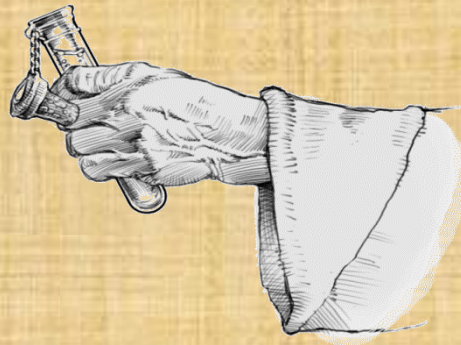
Type: Drug (Animal), imbibed/Save: Fortitude DC 20

Onset: 30 minutes/Frequency: 1/4+1d6 hours

Effect: Temporary loss of 2d4 points of Con/Secondary: Boosting of all magical spells of the Divination School (e.g. Clairvoyance, Clairaudience). All such spells are performed as though the caster was ten levels higher than their current level.

Side Effect: Saritol's use does not come cheap. It has drastic side effects that heighten the user's tactile nerve endings, increasing pain dramatically; a breeze upon the skin is like fire, a touch is agony; an open-handed slap can kill. This is represented as special temporary Con damage that is completely restored every four rounds, however there is a great danger of exceeding total Con and dying from shock. Refer Saritol Side Effects Table..

Description: Saritol is a clear liquid that smells and tastes like brandy. After imbibing a dose, it causes a series of terrible cramps in the muscles of the arms and legs. This is represented in the initial Con loss. As this pain dies, the user is left with a totally clear mind and their normal senses are heightened (the ability scores of Wis and Int are temporarily increased by a factor of x2). The drug causes a shift in the body's natural energy field that alters the way the Tas works with spells from the School of Divination; augmenting them significantly. Unfortunately, this change also makes the nervous system hypersensitive and receptive to pain. The beneficial brief increase in the ability to cast spells is off-set by the longer period that it takes for the nervous system to return to normal. This is usually 4+1d6 hours.





Cure: The only thing you can do with someone suffering the side effects of Saritol is to carefully remove their garments and keep them isolated and still, preferably in a cool, shaded environment.

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Cure: The only thing you can do with someone suffering the side effects of Saritol is to carefully remove their garments and keep them isolated and still, preferably in a cool, shaded environment.

Creation: There are two main constituents that are the active ingredients of Saritol; the spores of the Greenpod Bush and the sap from the Scrimander Root. Greenpods are known for their small fibrous spheres that explode in response to localized tremors, spraying a fine dust of spores into the air. If a substantial quantity is inhaled by humanoids it has the effect of inflaming the nervous system, causing a burning rash all over the trunk and extremities. It is therefore delicate work to collect sufficient Greenpod spores to make one dose of Saritol, which requires at least 6 ounces of the material.

Scrimander root is much easier to collect, growing extensively throughout Sard and Elkia. Pure distillations of the sap obtained from Scrimander actually dull the ability of a person to attune themselves to the Tas. In combination with Greenpod spores and a number of reagents the resulting mixture works to accentuate specific areas of magic, mainly those relating to Divination (ESP, Clairaudience and the like).

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The ingredients are heated in a crucible; the ashes ground and heated again and the same process is repeated seven times. The final amount of fine ash is added to grain alcohol, simmered for three hours and filtered through crushed limestone to produce a clear, oily liquid.

Market Price: Saritol is very difficult to buy. Some alchemists in Odressi and Tempest have acquired the formula and have made the drug available on the black market. Prices vary greatly but you can expect to pay at least 1000gp per dose.

Saritol Side Effects

Type of Contact	Effect	Temporary Con Damage
Slight touch	Painful	1d6
Firm touch	Very painful	2d6
Solid push	Unbearable	3d6
Temporary hp damage	Agonizing	2d10
HP damage	Excruciating	2d10*

Con damage is temporary and restored in the same manner (i.e. 1 point per day).

*Hit Point damage is multiplied by a factor of x4. The base damage is applied to hit points; however the total amount generated with the multiplier is temporary Con damage (e.g. a Wizard, with 8 Hit Points and an ability score of 10 Con is under the influence of Saritol and is stabbed by an assassin armed with a dagger. The assassin doesn't have sufficient STR to adjust the attack and rolls damage of 3 on a d4. The Wizard takes 3 points of damage, which isn't lethal but, the pain generated by Saritol inflicts 3x 4 temporary Con damage. This is sufficient shock to the system to kill the Wizard).



Spores from the Greenpod Bush are one of the main ingredients that make Saritol, a drug that stimulates the sensory nerve endings. It can amplify magical abilities of divination but also can cause intense pain.

Emerald Averaach (a rare crystal which interferes with magic)



Averaach is a crystal that occurs throughout Eldoria as a result of periodic strikes by minute meteorites 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.

The most common type of Averaach is red in color and crystals are often mistaken for rubies. It 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. The other crystals react in different ways to the Tas and seem to have formed by their chance binding with certain dominant minerals present at the site of the meteor impacts. Although distinct properties have been identified, research continues into their powers and the applications that they can be put to. Other forms of Averaach are fully detailed in the ***Encyclopedia Eldoria***.

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

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

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

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

Modify the die roll as follows:

-1 For each level of the spell cast.

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

-1 For each level of the spell cast.

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

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

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

Failure to make the DC of 12 causes the specified reaction.

The effect is determined by the size of the crystal and the distance of the target from the epicenter of the. Larger pieces of Averaach may be included in a campaign at the GM's discretion and the appropriate effect/damage assigned according to its size.

Note that Ruby Averaach is destroyed when it reacts with the Tas. Emerald Averaach (except the pinhead size) is not destroyed immediately. Each time Emerald Averaach reacts with the Tas make a DC 10 check. If you fail the roll the Averaach crystal cracks and it is no longer has any effect.

This form of the crystal has been found in a number of important Pre-Redemption ruins that were uncovered on the Holy Isle in 2149R. They were simply thought to be emeralds but instead of being used extensively in items of jewelry or architectural decoration, they had been incorporated into mechanisms, of an undetermined use. Some of the 'emeralds' were sent to the College of Arcane Science for investigation and were determined to be a form of Averaach. The latest tests by the College show that that Emerald Averaach interferes with Tas energy, ruining spells as they are cast and weakening magical items, often for great lengths of time. Treat the Emerald Averaach the same as Ruby Averaach with regards to determining its volatility. However, its effects are detailed in following table:



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Emerald Averaach Effect Table

Size	Effect/Damage	Save
GRAIN Pinhead (common)	<p><i>Spell-Caster:</i> Spell fails and spell-caster cannot cast another spell for 2d4 rounds.</p> <p><i>Magic Construct:</i> Object does not function and loses its magical bonuses and/or effects for 2d4 rounds.</p> <p>Area of Effect: 10' diameter circle (note: Pinhead is consumed).</p>	DC 15 = halves number of rounds that magic does not function (round up).
GEM Pea-size (uncommon)	<p><i>Spell-Caster:</i> Spell fails and spell-caster cannot cast another spell for 2d4 hours.</p> <p><i>Magic Construct:</i> Object does not function and loses its magical bonuses and/or effects for 2d4 hours.</p> <p>Area of Effect: 20' diameter circle.</p>	DC 15 = halves number of hours that magic does not function (round up).
STONE Grape-size (rare)	<p><i>Spell-Caster:</i> Spell fails and spell-caster cannot cast another spell for 2d4 days</p> <p><i>Magic Construct:</i> Object does not function and loses its magical bonuses and/or effects for 2d4 days. If the construct is of non-Caldarthan manufacture it immediately loses half its charges (round up). These charges are not restored after the duration of days is reached.</p> <p>Area of Effect: 30' diameter circle.</p>	DC 15 = halves number of days that magic does not function (round up) and halves the number of charges a construct loses
SHARD Plum-size (very rare)	<p><i>Spell-Caster:</i> Spell fails and spell-caster cannot cast another spell for 10+3d6 days</p> <p><i>Magic Construct:</i> Object does not function and loses its magical bonuses and/or effects for 10+3d6 days. If the construct is of non-Caldarthan manufacture it immediately loses all its charges (round up). These charges are not restored after the duration of days is reached.</p> <p>Area of Effect: 50' diameter circle.</p>	DC 15 = halves number of days that magic does not function (round up) and halves the number of charges a construct loses

Tas Stones (aka Travel Circles)

Overview

Tas Stones are ancient magical devices constructed during the First Age by the Uushai, divine servants of the Gods (and later by the Darvinor Elves). They allow instant transportation between one point in space and another; including interplanar travel. They are sometimes referred to as Travel Circles by scholars of the arcane arts.

A Tas Stone is a circle of black rock usually 5' in diameter, which is raised a few inches above the paving it is set in. Its center features an ancient Uushai glyph carved into the surface, the glyph being the name of the locale where the Stone resides. Between 1 and 10 other glyphs can be carved into the outer circumference of the Stone. Each is a destination point that the Stone is connected to.



These Stones exist in modern Eldoria, usually in remote ancient ruins and the devices may often be damaged, having been mistaken by treasure seekers for stones sealing the way to hidden vaults. A Tas Stone can usually hold up to six medium humanoid at any one the time, and they are all simultaneously transported to the desired destination, when the Stone is activated. Spell Energy must be used to activate a Tas Stone, enabling persons standing on the stone to translate to another location. This is done by casting any spell (including cantrips and orisons) but not allowing the spell to take form, resulting in the spell effect not occurring but the energy summoned being cast into the glyph of the destination that the user wants to be transported to.

Tas Stones were designed to be used by powerful spell-casters and were usually activated by the use of high level spell energy. The use of low level magic can have unlooked for and sometimes disastrous effects for individuals standing on the stone when it is activated.

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Rules for Tas Stones

Each Tas Stone has a functionality rating (FR) which reflects the effects of damage to each particular Stone over the eons. This is evident by cracks, chips and similar signs of wear. The higher the FR of a Tas Stone the more likely it is to function without any adverse effects: These ratings are as follows:

(+10 FR) The Stone looks in pristine condition with little signs of wear

(+ 8 FR) The Stone has signs of minor wear and minute cracks

(+6 FR) The Stone has some significant cracks and other signs of damage

(+4 FR) The Stone is badly damaged with large cracks all over the surface

(+2 FR) The Stone is severely damaged and has huge, deep cracks running through it.

(+0FR) The Stone is widely split apart with traces of magical energy leaking from it

A player can determine the exact FR of a Tas Stone if they make a successful Knowledge Arcana roll at DC15.

To activate a Tas Stone a spell user casts any unformed spell into one of the glyphs carved into the outer circumference. They do not have to be standing on the Stone to do this however only persons standing on the Stone when it activates are transported to the destination of the targeted glyph.

The first step is to consult Table 1 (below) to determine if the Tas Stone actually functions. The following modifiers are applied to each roll:

- Add the relevant FR score
- Add the level of the spell used to activate the Stone

Table 1 Tas Stone Activation Table

D20 Die roll	Effect	Description
1-3	Field Instability 1	The Stone does not work and <u>all</u> travelers take 3d4x3d4 damage. The Stone cease to function permanently
4-6	Field Instability 2	As above but the Stone ceases to function for 1d6 hours
7-9	Field Instability 3	All travelers (as a group) are sent to one of the other locations on the Stone
10-20	No Effect	All persons on the stone are transported to the desired location without any other effect

Once it has been determined if the Tas Stone *functioned*, all players make a roll individually to see if they have been affected in any way by the journey. Players make a DC10 FORT Save and consult Table 2) based on how much they failed their saving throw by:

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Table 2 (a): Individual Effects of Travel using Tas Stones

Failed by	Consult Table
1	2(b)
2-3	2(c)
4-5	2(d)
6+	2(e)

Table 2 (b) Catastrophic Effects

D6Roll	Effect	Description
1	Magic Drain Minor	All Magic items are drained for 3d6 hours
2	Magic Drain Major	All Magic items are drained for 3d6 days
3	Magic Erasure	All Magic Items are permanently drained
4	Relocation Error	The individual traveler translates to a random location (one of the other glyph destinations).
5	Minor Cascade	Roll on sub-table EE13(e)
6	Major Cascade	Roll 2 times on sub-table EE13(e)

Table 2 (c) Mind-affecting (DC Fort Save 12. Failure = permanent otherwise effect is 1d4 days)

D6Roll	Description
1	Amnesia
2	Mania/Phobia
3	Multiple Personality
4	Paranoia
5	Psychosis
6	Schizophrenia

Refer to the Pathfinder Gamemastery Guide for the effects of insanity.

Table 2 (d) Physical Effects (DC Fort Save 12. Failure = permanent otherwise effect is 1d4 days)

D6 Roll	Effect	Description
1	Blindness	As per Pathfinder Rules
2	Deafness	As per Pathfinder Rules
3	Hemophilia	Character loses 1-3 additional hps every round when cut unless a successful heal roll is made or magic healing is used
4	Loss of Balance	DEX is halved and all checks requiring DEX are at a minimum of DC20
5	Light Sensitivity	Direct Sunlight causes 1 point of damage per round and character is dazed
6	Pain Sensitivity	Any damage can cause unconsciousness for 1d6 rounds. DC 15 Fort Save (-1 for each point of damage inflicted)



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Table 3 (e) DC Fort Save 12 (Failure = permanent otherwise effect is 1d6 days) unless otherwise indicated

D100 Roll	Description of Effect
1	Hair color changes to fire-engine red
2	Hair color changes to lime green
3	Hair color changes to canary yellow
4	Character loses all hair
5	Eyes take on reptilian appearance
6	Eyes become golden in color
7	Eyes become silver in color
9	Character gains blindsense
10	Character gains darkvision
11	Character loses voice
12	Character's voice amplified x 4
13	Character loses 1d4 points of STR
14	Character loses 1d4 points of INT
15	Character loses 1d4 points of WIS
16	Character loses 1d4 points of DEX
17	Character loses 1d4 points of CON
18	Character loses 1d4 points of CHA
19	Character gains 1d4 points of STR
20	Character gains 1d4 points of INT
21	Character gains 1d4 points of WIS
22	Character gains 1d4 points of DEX
23	Character gains 1d4 points of CON
24	Character gains 1d4 points of CHA
25	Character gains 4d10 lbs in weight
26	Character loses 4d10 lbs in weight
27	Character is covered in large red spots
28	Character gains Stench monster trait
29	Opposite sex are attracted to character
30	Opposite sex are repulsed by character
31	Character immune to effects of alcohol
32	Character treats water as alcohol
33	Character can survive without food
34	Character can survive without water
35	Character can levitate 5 inches
36	Character is stuck to surface
37	Character loses a level
38	Character gains a level
39	Character ages 4d10 years
40	Character becomes 4d10 years younger
41	Character's alignment becomes opposite
42	Character is always first target of attack
43	Character is always last target of attack
44	Character gains +1 to FORT Saves
45	Character gains +1 to WIS Saves
46	Character gains +1 to CON Saves
47	Character gains -1 to FORT Saves
48	Character gains -1 to WIS Saves
49	Character gains -1 to DEX Saves

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50	Gains Water Dependency monster trait
52	Gains Water Breathing monster trait
53	Character gains Pounce monster trait
54	Character gains +2 save vs fire damage
55	Character gains -2 save vs fire damage
56	Character gains +2 save vs cold damage
57	Character gains -2 save vs cold damage
58	Character gains claws (+claw damage)
59	5 point damage reduction
60	+5 damage from all damage sustained
61	Character has x2 negative hit points
62	Negative hit points are halved
63	Character is Hasted (as per spell)
64	Character is Slowed (as per spell)
65	Gains Fast Healing (2) monster trait
66	Natural healing of HPs is halved
67	Healing by magic sources doubled
68	Healing by magic sources halved
69	Non blunt damage causes Bleed effect
70	Immunity to Bleed effects
71	Gains the Keen Scent monster trait
72	Gains the Light Sensitivity monster trait
73	Character gains claws (1d4 damage)
74	Character gains fangs (1d6 damage)
75	Character is immune to poisons
76	Character has -4 save against all poisons
77	Gains Spider Climb (as per spell)
78	Immune to Fear based attacks
79	-4 save against fear based attacks
80	Character gains 2 hero points
81	Character cannot use Hero Points
82	Touch changes gold to copper
83	Touch changes copper to gold
84	All dmg inflicted by magic is halved
85	All dmg inflicted by magic is doubled
86	All missiles are +4 to hit character
87	All missiles are -4 to hit character
88	Emits Light (as per spell) in the dark
89	Mundane lights within 10' extinguished
90	Character paralyzed (waist down)
91	Character paralyzed (neck down)
92	Lycanthropy (GMs Choice)
93	Terminal illness (dead in 30+2d20 days)
94	Immune to disease
95	Character Gains Telepathic monster trait
96	Character has random insanity each day
97	Character can only be healed by rest
98	Character loses limb 50/50 leg or arm
99	Malformation of body (-8 DEX/-8 CHA)
100	Turned inside out (death in 1d6 rounds) NB: this is a permanent effect only

The Topsy Tinker

Location: Sard, Eldoria

Situated in a Sardinian 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, (actual) 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, such as musicians, artists and even a number of fey creatures. *The Topsy Tinker* is a refuge from the strict regime of the Sardinian culture due, in no small part, to its' close proximity to the Tas Web.



Background

Fifty years ago, Nolledge, a young tinker, decided to leave his travelling ways, and settle down with his new wife Veridy. Shortly after their hand fasting, the newlyweds moved into a derelict roadside cottage. For many years this cottage had been left in disrepair as the local residents believed it was haunted. Rumours flourished of strange lights and creatures in the windows at night. Adding to these rumours the last occupants, a Trezkillian soldier and his wife, complained about noises in the building and items being moved; then one night they disappeared. In reality the couple fled, after finally encountering the ghost of a young boy in the cellar. Throwing their important belongings in a cart, they sped away to Gablehead and the sanctuary of their families. Subsequently the little cottage had been left abandoned and, locals needed no further convincing that it was cursed.

Nolledge and Veridy felt drawn to the little cottage in the valley and although it was in danger of collapse and needed a great deal of repair, they moved in. The locals said they were more than welcome to the cottage but warned them of the strange occurrences. However, the couple smiled and said the

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rumours just made the cottage more interesting. Nolledge knew they could afford nothing else and Veridy bravely agreed that stumbling across this cottage seemed like fate.

As they were soon to discover, the cottage was in fact haunted and seem to attract an unusual number of fey residents. Undeterred by these extraordinary characters, Nolledge and Veridy fell in love with these special folk. The ghost in the cottage was their particular favourite. The poor lad was quite friendly and Veridy often chatted to him during the day. Each evening she would leave a small gift or a toy to cheer him up, as he seemed to be missing his mother greatly.

“Treat ‘em right and they will treat you right’ was their mantra and they often referred to their strange guests as their ‘little visitors’. Unbeknownst to the couple, they both had a drop of fey blood themselves, which attracted the faerie folk to them, as well as making them immune to some of the fey abilities.

Nolledge used his tinkering skills to fix the cottage and what he didn’t know he learned from farmers in the surrounding area. He worked sometimes for money but mostly for knowledge. In exchange for labour, he learned how to fix roofs and how to build a barn and erect walls. After the cottage was habitable, Veridy decided to provide board and food for travelling tinkers, using the money to supplement the cost of fixing up and extending the cottage and its growing number of ancillary buildings. Quite a few of these travelling tinkers were Nolledge’s old cronies. As their family grew so did their business and the house. It was soon unrecognisable as the little cottage they had started with. Eventually, due to their popularity, the cottage became a fully-fledged inn.

Nolledge and Veridy believed Lord Fate had blessed them again with a steady income and a house brimming with lovely people and children. Shy by nature, their fey visitors rarely revealed themselves to guests but were firm favourites with their children. Nolledge and Veridy were congenial hosts and had a large family; most of their nine children had the travelling bug and eventually left home ranging far and wide as tinkers, troubadours and fortune tellers. Occasionally some returned to settle down, one such is their granddaughter Nelly Tinker. Nelly Tinker grew up roaming the countryside with her mother, telling fortunes to make a living. On Nelly’s tenth birthday she visited her grandparents at the *Tipsy Tinker Inn* and never left again. Nelly loved the Topsy Tinker and stayed and worked with her grandparents, eventually taking over the running of the Inn.

Gradually other members of their extended family came to stay permanently - especially the ones whom the travelling life didn’t sit well. Now the top story of the Inn is devoted entirely to the family.



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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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Mundane Arcane Items

“What’s that inside his robe? Holy Ormocea! He’s carrying a wand – we can get a pretty penny for that from the Guild of the Magi”

Tarney Two Knives, Rogue and entrepreneur

Have you ever felt the pressure and frustration of coming up with multiple mundane items as players loot bodies or search rooms belonging to the practitioner of the arcane arts? Then *the Mundane Arcane Items Tables* is your solution. Not only are there a variety of mundane objects, the table also includes the macabre and unusual – perhaps even sparking an idea for a new adventure. The *Mundane Arcane Items Tables* is an expansion for the original *Mundane Items Tables* and will add an even richer layer to your campaign and allow you to narrow the scope of what your players find when searching the body or premises of a wizard or sorcerer.

While this book is written as a supplement for a GM who is running a campaign based in Eldoria, there is nothing stopping you from transplanting any of the religions contained in this book to your own alternate setting

“Mundane Arcane Items” has been written using the Pathfinder RPG but it is light on rules and is easily adaptable to other systems.

