



# MUNDANE CLERIC ITEMS TABLE

(100 Miscellaneous Discoveries found on a Cleric)

BONUS Eldorian content including the drug Ryll, Recognition and Sapphire Averach

Also includes notes on the Books of Law and the Holy City of Odressi

by Keith Done

FOE



Mundane Cleric Items



## Mundane Cleric 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](http://paizo.com/prd). Paizo Publishing, LLC 7120 185th Ave NE, Ste 120 Redmond, WA 98052-0577 [paizo.com](http://paizo.com)

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

## Credits

**Author** – Keith Done (with Angela Caffery, Malcolm Owen and Callum Spinaze)

**Editor** – Angela Caffery

**Artwork** – Bob Jones, Keith Done, Nigel Bell

**Layout Artists** – Angela Caffery, Keith Done

## 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".

## FoE Publishing (Friends of Eldoria)

A group of role playing game enthusiasts who have been playing and designing for Eldoria since its' first conception. In the early 80s the world of Eldoria was created and this has been continually developed over the past 35 years. The goal of FOE publishing is to share ideas with the world, build the Eldorian gaming community and provide gamers with quality material.



## Mundane Cleric Items

## Mundane Cleric Items

### Contents

Credits.....	2
About the Author.....	2
FoE Publishing (Friends of Eldoria).....	2
About this Publication.....	5
The Setting.....	5
Mundane Cleric Item Table.....	6
Eldorian Specific Items.....	11
The Books of Law.....	11
Defence Against the Undead Kit.....	13
Deathwatch Beetle.....	14
Esmian Bauble Wedding Gift.....	14
Maelari Cakes.....	15
Ryll.....	15
Pilgrim’s Token.....	16
Recognition Ritual Scroll.....	17
NEW ORISONS.....	19
Gurthor’s Garter.....	21
Toiler’s Charm.....	22
Map of Odressi.....	22
Sapphire Averaach.....	23
The Fourth Book of Law.....	25
References.....	26
DriveThruRPG.com.....	26
Online Community Pages.....	27
Previously Published Modules.....	28
Copyright.....	30

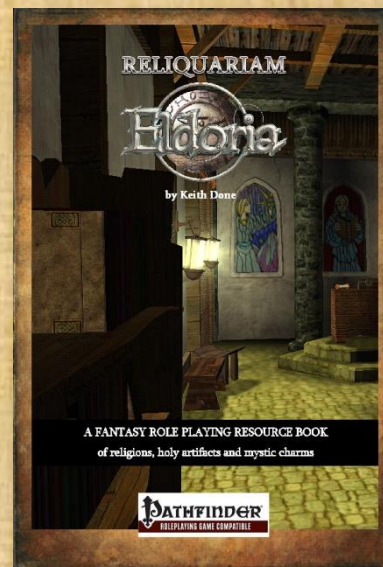
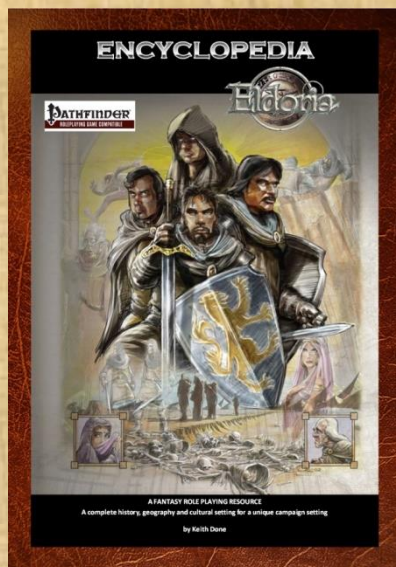
## About this Publication

### *“So what’s in the priest’s satchel?”*

Have you ever felt the pressure and frustration of coming up with multiple mundane items as players loot bodies or search rooms belonging to clerics of a specific religion? Then *the Mundane Clerical Items Table* is your solution. Not only are there a variety of mundane objects, the table also includes a number of strange and unusual items – perhaps even sparking an idea for a new adventure. The *Mundane Clerical Items Table* 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 cleric.

## 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 Cleric Item Table

### How to Use the Mundane Table


Often players will be searching for 'stuff' that you have not planned for in your game design. It may be that they are searching the pockets of that enemy priest they have just sent to a sticky end or they are going through the chests and altars in a temple they have raided. Whatever the situation, the Mundane Cleric 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 the items 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 table that you want to give to the players. Use the table as a guide and ignore or substitute items as you see fit.

You may also find that certain items that are found when using the table 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 Cleric 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 religious 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 Mundane Cleric 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 Mundane Arcane Items Table!**

## Mundane Cleric Items

Roll	Table 1 Item
1	Incense in a small wooden box
2	Mundane prayer beads of the religion
3	Ceremonial Holy robes of the religion
4	Ritual knife engraved with symbol of the religion
5	Set of ceremonial tools and oils in a black carved box
6	A particular food associated with religious ceremonies (egg, apple, wafers etc.)
7	Wooden holy vessel (chalice, cup vial etc.)
8	Book pouch for a holy tome (attached to a belt with a chain)
9	Armour covered in holy verses
10	Ceremonial weapon engraved with religious symbols
11	Tabernacle covered in religious pictures
12	Rolled up holy banner of religion, stored in a carved ivory scroll case
13	Ornately carved incense burner and chain
14	Magnifying glass engraved with a religious quote in the metal setting
15	Snuff box with a painting of a god on the lid
16	Plans of the temple compound of the Holy Trinity located in the city of Darringmoor
17	Wooden comb with a religious icon highlighted in gold
18	Wooden cup with a screw top lid , with a religious quote on the side
19	Embroidered patch displaying a clerical rank
20	Coil of an orphrey for a clerical costume
21	Anointing oil
22	 Copies of the Books of Law with detailed notes of observations in the margins
23	Healer's kit
24	 "Defence Against the Undead" kit
25	 A small box of live Deathwatch beetles



Mundane Cleric Items

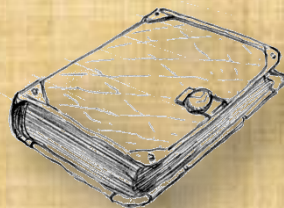
Roll	Table 1 Item
26 	Esmian Bauble wedding gift
27	1d6 candles labelled with the symbol of the religion
28	'Nativity' set (a small diorama including a number of iconic statuettes of the religion)
29	Inexpensive Holy Symbol of the religion (value 5gp)
30	Key (to the crypts of a temple)
31	Wedding registry book for the past 30 years
32	A pouch containing mistletoe, holly and acorns
33	An intricately embroidered altar cloth
34	A small brass bell
35	1d6 paintings depicting holy scenes (furled up in a scroll case)
36	A folded up mitre of the religion
37	A leather gag
38	A statuette of an avatar of the religion
39	An illumination set (containing vials of materials to make coloured inks and various quills)
40	A map showing locations of the religions temples and shrines in a specific region
41	A leather bound book containing notes on the development of a new clerical spell
42	A stole embroidered with symbols of the religion
43	A yew walking staff
44	Sandals (worn)
45	Tangerine scented oil
46	Rope belt
47	Medal engraved with the image of a saint
48	Brass ring with the symbol of the religion
49 	1d10 Maelari cakes
50	Small urn of ashes
51	Small sun dial (some assembly required)

## Mundane Cleric Items

Roll	Table 1 Item
52	Set of keys to a graveyard
53	Scroll of funeral rites
54	Scroll of wedding rites
55	Small cushion (for kneeling on when praying)
56	 Ryll, a drug which prevents the use of spells
57	An expensive scroll case (value 30gp)
58	 Pilgrim's Token
59	Spare set of clerical robes
60	Book containing the history of a religion
61	Misericorde dagger
62	Church bunting
63	Parament with symbol of the religion embroidered on it (hangs on a lectern)
64	 Recognition Ritual Scroll
65	Records of colours and symbols observed in the Auras of people
66	A collection of many holy symbols in the world's pantheon
67	A memorial dedication written on a parchment
68	Passwords for each day at a specific temple
69	Dried herbs and spices
70	Branding iron (with the symbol of the religion)
71	A non-magical Relic of the church (bones, old robes, chalice etc.)
72	 Gurthor's Garter (a common Charm)
73	Gift for a high priest
74	Collection of feather and a small sharp knife (to make quills)
75	Roll of vellum
76	Ceremonial prayer set
77	 Toiler's Charm (a common Charm)

## Mundane Cleric Items

Roll	Table 1 Item
78	Religious Sash
79	Letters of introduction to a high priest
80	A wooden collection plate, engraved with words of thanks
81	A book of hymns
82	The bible of the religion
83	Expensive Holy Symbol of religion (value 20gp)
84	Pouch of charcoal (for melting incense)
85	Letter from a family member asking how the cleric is progressing in the religious ranks
86	A silver apergillam (holy water sprinkler)
87	A bottle of ceremonial wine
88	 Map of Odressi with the locations of all churches marked on it
89	Small portable altar (some assembly required)
90	Crossier (decorative religious staff)
91	Hair shirt
92	Lectionary (book of lessons and sermons)
93	Flagellant whip
94	Gold framed spectacles
95	A parchment with a detailed mandala (showing the cosmos and how the Gods interact in it)
96	Holy Water of the religion
97	Opele (a gold chain worn around the neck used to commune with spirits)
98	 Sapphire Averaach
99	Minor magic Item
100	 The Fourth Book of Law



## Eldorian Specific Items

(Items on the tables featuring an Eldoria symbol)



### The Books of Law

The Books of Law are three tomes that contain the tales of the Gods and the laws which mortals should live by. They also contain much of the theology, rituals and practices of the entire Pantheon of Eldoria.

Over two thousand years ago, the Books of Law were discovered by the Prophet Samroth at the site of Balagar's Hill in (what is now) the city of Jasper. Eldoria had suffered through an age of ignorance and barbarism known as the Darktime, which is thought to have lasted 5,000 years (the loss of so many records during that time makes it difficult to estimate how long the Darktime actually lasted). Samroth discovered a wealth of theological and arcane knowledge in the Three Books and made this available to many learned scholars, which created a cultural renaissance and heralded in a new age, the Redemption.

The following is a brief summary of what has been gleaned from the Books of Law and supplemented by the few other sources of history that survived:

The Gods (or Theledai in the High Tongue) are the most powerful entities known to exist to the mortal races (the Saahn) and are unique in that they all originated from a Plane called Kalidath, the First Heaven; a place that the Books of Law describe as an 'otherworldly realm of unsurpassed beauty and tranquillity.' It is beyond mortal reach; its distance cannot even be conceived by most astute mathematicians of the temple of Theydori.

The Books go on to describe that the Gods of Kalidath exist in far greater numbers than those who once dwelled on the world of Enshar, but the Divine Twenty-Seven are the only Theledai ever to have entered the Prime Material Plane and made the great journey to establish a Second Heaven outside of Kalidath. The Books also tell that, although the Gods created the world of Enshar and dwelled there for many millennia, they departed long ago and have not been abroad in the world for over 5,000 years. All religions relate the same tale; that the retreat from the world by the Theledai was due to a terrible conflict that arose between rival Gods, which involved the mortal world as well.

It ended with the Gods bringing about their own downfall and banishment from Enshar. They broke their own fundamental laws and covenants, weakening their ability to remain in the world. Ultimately, they destroyed the Weirding Stone, an artefact that gave them corporeal form and essence in Enshar. This resulted in the loss of their ability to exist in the Prime Material Plane in an immortal form.

As a result of the destruction of the Weirding Stone, the Gods retreated to their only remaining sanctuary, the Realm of Tarrisada; their extra planar domain that lay between the Prime Material Plane and that of the chaotic realm of the Great Shadow. It lay close to Enshar but in a separate part of that Plane; a parallel existence. Here, the Gods resolved to return to their original home of Kalidath but first they would have to sleep for many eons in order to regain the energy needed to traverse the vast distance home to the First Heaven.

## Mundane Cleric Items

So it is that the religions of the world busy themselves to heal the rifts of the past and return the Saahn of Eldoria to the worship of the Gods, ensuring that the Saahn find their place in Tarrisada and eventually undertake the voyage back to Kalidath when their deities awaken from their long sleep and invite the faithful to go with them.

Current theological belief of all churches (except that of Sadir) follows the dictum that those mortals who uphold the beliefs of their patron God will board the great celestial ship, the "Aurliath" and journey to the First Heaven when the Theledai awaken. They will abandon Enshar for good and remove the Seals to Shadowland, the prison of the Goddess Sirrith, Queen of the Undead. Sirrith will not make the journey to Kalidath but will be given dominion over Enshar and those Saahn who were unfaithful to the Gods.

By raising the level of devotion by mortals to the deities of the Pantheon, the Saahn will be able to rouse the Gods from their long slumber and so bring about the Awakening. The clergy dedicate themselves to that most holy of days when the Gods will eventually be renewed and their most loyal servants will join them in their great trek, traversing the Great Shadow on the final voyage to Kalidath.



## Defence Against the Undead Kit

The Ormocean Church is opposed to incursions of the Undead from Sirrith's Realm in Shadowland. They have great reserves of knowledge concerning Undead creatures and the portals which exist to allow them to travel between the Prime Material Plane and Shadowland. In certain areas of Eldoria there are regions which have greater problems with Undead, mainly due to a weakening in the fabric of existence caused by great releases of magical energy in past ages. One such place is the city of Darringmoor (and its surrounding countryside), which has a long history concerning a strange phenomenon referred to as *the 'Keenings'*.

The Keenings are small planar 'rips' that appear randomly in Darringmoor from time to time. They usually come into existence for a few minutes before closing again and, at times, dark creatures slip through. As a result of this increased Undead activity, the local Ormocean Church created materials for local adventurers serving the Church to recognise and deal with the Undead. A Defence Against the Undead Kit will usually consist of a wooden case holding:

- A small book detailing traits of Undead creatures and ways of dealing with a small number of common Undead (e.g. Ghouls, Skeletons, Zombies etc.)
- A small clear glass vial of Esmian Tears (glows blue in the presence of Undead within 10'; acts as a CLWpotion; and has all the properties of holy water)
- An Ormocean Holy Symbol
- A bottle of Magic Weapon Oil (sufficient for 4 applications of standard weapons; temporarily makes weapons +1)
- A Deathwatch Beetle in a small silver cage (see page 13)



### Deathwatch Beetle

The Deathwatch Beetle is a small insect native to the islands of the Sea of Souls, as well as parts of southern Elkia and Sard. It is a lustrous black in color with white markings that resemble a skull. The beetle is placed within a miniature silver cage about 1 inch in diameter and the cage is blessed with special wards and etched with Ormocean sigils. If negative energy (such as that which is manifested by the Undead) comes within 1' of the Charm, the beetle emits a high-pitched shriek for 2+2d6 minutes and then dies immediately after.



A Deathwatch Beetle is a new class of minor magic items called Charms, which have predefined effects triggered by specific circumstance. The Deathwatch Beetle and many more Charms are fully detailed in the FoE publication, "Eldorian Charms".

### Esmian Bauble Wedding Gift

An old traditional gift that was given to a couple on their wedding day was an Esmian Bauble. This is a hollow glass ornament in the shape of a tear (the symbol of the Goddess of Healing). The bauble is filled with a clear liquid (representing the tears of Esmia) and usually designed to sit on a small wooden stand or hang from a cord. It was supposed to bring luck and good health to the newlyweds and their family. Traditions fade in and out of fashion and it is now rare (but quaint) for someone to give an Esmian Bauble as a wedding gift.



In the past, in some regions of Eldoria, Esmian Baubles were actually made by novices of the Church, instead of being made by local craftsman. Often, The Esmians would fill the baubles with their potent Holy Water which also duplicates the effect of a CLW potion and glows with a blue radiance if Undead approach within 10' of the bauble. There is a 10% chance that any Esmian Bauble discovered will be the genuine article made by an Esmian and will have the properties listed above.

The chance of an Esmian Bauble radiating light in the presence of Undead is a circumstance DC of 15. The die roll made receives a +1 bonus for every 2 CR levels of the creature present. In the case of multiple Undead creatures being close by, the bauble will react to the highest CR present.

## Maelari Cakes

Maelari Cakes are a savoury food that originated as part of funeral service organised by the Esmian Church. It is the Esmian belief that grief must be released as part of the rites for the dead, to aid in the healing process for the loved ones. For those of a stoic disposition, who find it difficult to express their emotions, the Esmian priestesses created a biscuit that contains pungent herbs that affect the olfactory system and produce tears. They are served immediately prior to the burial or cremation service.



## Ryll

Ryll was introduced by the Monks of Light when that Order was made responsible for the policing of the rival temples in Odressi. The Monks needed an effective means of dealing with opponents capable of casting spells and keeping them in detention for years at a time. To this end, they devised the drug known as Ryll which has served them to this day.



**Type:** Drug (Plant), imbibed/injury/Save: Fortitude DC15 (imbibed), Fortitude DC18 (injury)

**Frequency:** 1/day (note: secondary saves are only made if the character attempts to cast a spell)

**Initial Effect:** Ryll immediately causes an inability to channel magic power from the Tas. Each attempt to cast a spell while under the influence of Ryll requires a Will Save at DC25. Failure means that the spell is lost.

**Secondary Effect:** Micro-haemorrhages of the brain. Every time a spell-caster tries to connect with the Tas while under the effects of Ryll and fails, they suffer damage equal to  $1d4 \times$  level of the spell being cast. This results in a blinding headache that leaves them in a Stunned condition for  $1+2d6$  rounds.

**Side Effect:** Permanent mental damage. Long-term exposure to Ryll can result in loss of memory and intellect. For every day that a subject has Ryll active in their system, make an additional Fortitude Save at DC8; failure results in permanent loss of 1 point of Wis.

**Description:** Ryll is a sticky salve that is red in color. Its formulation is a close-guarded secret of the Monks of Light. It can be dissolved in a hot liquid and given in a drink or applied to a dart or dagger and introduced into the bloodstream by a successful hit. Its potency only remains for 1d4 rounds if applied to a weapon.

**Cure:** There is no known antidote to Ryll and the subject needs to wait until it is out of their system before they can cast spells without any penalty. Its effects last 24 hours, less a number of hours equal to the subject's Fortitude Save bonus.



## Mundane Cleric Items

**Creation:** The recipe for Ryll is a secret of the Monks of Light but it is known that the seeds of the Brindlebush are used in its distillation.

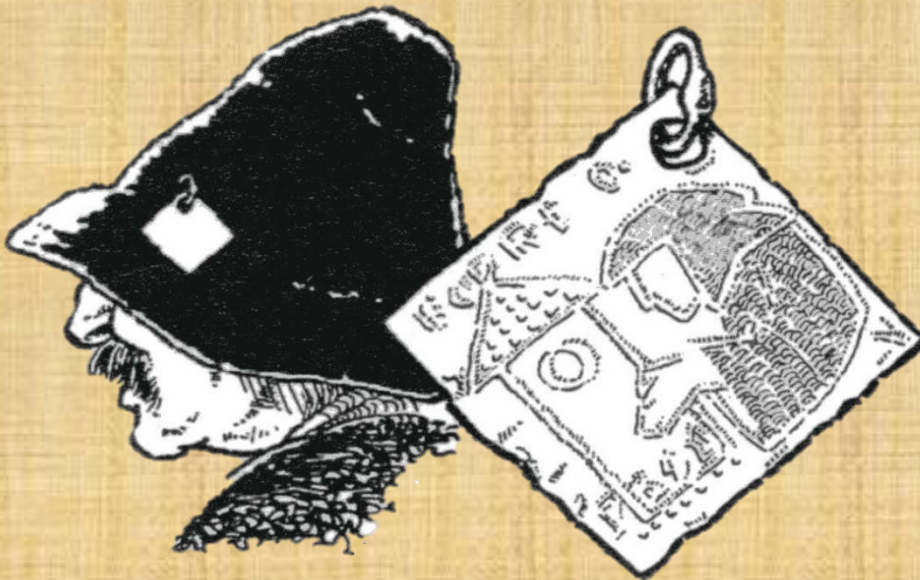
**Market Price:** Ryll cannot be purchased openly, although it sometimes appears on the black-market at a price of around 100gp for a small vial of four doses.

### Pilgrim's Token

Odressi is an Eldorian city-state, which was founded in 1002R. It is a unique city, unlike any other Human center, having being created as a sanctuary for all religions, in order to preserve the scriptures and relics of the Pantheon against the ravages of war. It is the great religious hub of Eldoria, a city that most people make a pilgrimage to some time in their life.

Situated on the western coast of the Holy Isle (previously known as Baladara Island prior to 1002R) Odressi is a place of opulence and power, its buildings meant to impress and inspire the unceasing flow of pilgrims who visit this most holy of places. The city is a showpiece, containing churches and their attendant seminaries, extensive government buildings, hostels and lodging-houses and a myriad collection of shops and businesses that support (and take advantage) of the thousands of travellers who pass through Odressi daily.

Odressi is an expensive place to visit. In a bid to limit the numbers of pilgrims who are always present in the city, the authorities introduced a taxation, referred to as the "Pilgrim's Token". If you are not a permanent resident of Odressi you must pay a tithe of 10gp to stay five days in the city. You are issued with a tin badge stamped with an expiry date and must renew this regularly if you wish to remain. Failure to renew the token while residing in Odressi can result in severe penalties, including imprisonment and permanent exile.



## Recognition Ritual Scroll

Recognition is a common ritual performed by most religions, by which a person is made known to one deity who will be their Patron throughout their lifetime (although, on rare occasions, individuals may seek to take up Recognition with a new deity).

The Recognition ceremony takes place before (or on) the child's first birthday) and is usually attended by the parents or the legal guardians. In many realms it is socially unacceptable not to be Recognized and carries a similar connotation as being a child born out of wedlock in our society. Often, an Unrecognized person will be unable to own land or become a member of a guild. A worse crime is claiming to be Recognized when you are not! If discovered, by means of a Read Aura Spell, an Unrecognized person can run afoul of Ormocean Law and face stiff fines or imprisonment.

The Recognition ceremony is carried out by a Seervaati of the Church. Since the number of Clerics who are practicing Seervaati is not great, Recognition ceremonies are mainly held en masse, in summer, during a week-long time of celebration, called the Recognition Festival. Scrolls with the Recognition spell are prepared well in advance.

Several mainstream religions follow this example and hold similar group ceremonies over the same period. During this time, there is a pilgrimage of devotees who flock to the temples from the countryside to have their children Recognized. Some orders hold Recognition rituals at other times of the year (e.g. the Sirrith and Xullia Churches hold their respective ceremonies in the March Shadows, in winter).

The Seervaati uses the Orison, Recognition, to place a distinguishing mark into the aura of a person. This mark is referred to as a Holy Stigma or Recognition Symbol. The Aura, itself, is an invisible energy field that surrounds all living, sentient beings. A trained Seervaati can see the Aura as a field of radiant colors using the Orison, *Read Aura*.

It is considered by all theologians that, when a Recognized person dies, the mark placed upon them is seen by the Guardians of the Holy Houses and that this mark identifies them, allowing their souls passage into the Tarrisada of their Patron deity.

In the mundane world, Recognition allows you the privilege of entering the more restricted parts of a temple of your Patron deity. The follower of one particular Patron may also have free access to other temples, depending on the relationship of their church with other religions and those that they may have formal agreements with. Usually, at the very least, you will have access to the temples of all the religions within the same House grouping.

All of this does not mean that some magical force prevents you from entering a temple of a deity that you are not Recognized to. Neither does it mean that Seervaati are continually acting like 'Recognition Police,' on the lookout for intruders lurking in their congregational meetings. It is just good etiquette to ask for permission to enter a 'foreign' church if you are not Recognized to its deity.

Once Recognized to a deity, it is possible to 'swap' Patron Gods but this can be difficult and expensive! Most of the larger, well-established religions are signatories to the Merdarrian Accord. This was an

Mundane Cleric Items



## Mundane Cleric Items

agreement worked out by the Congress of Odressi (a religious council) to govern how Churches should deal with inter-denominational matters. Basically, the Accord states that a person can only ever have one Patron deity at any one time but they can seek to 'transfer' to a new Patron provided certain guidelines are met. These include:

- An agreed tithe being paid to the old Patron Church by the new one (usually a minimum fee of 50 gp).
- The removal of the Stigma by the old Patron Church.

Although many churches are signatories to the Merdarrian Accord there are exceptions (mainly amongst cults) and these allow transfer of patronage by their own rules and according to ever-changing alliances.

### NEW ORISONS

These two new Orisons (0 Level Cleric Spells) are reflective of the institution of Recognition to a Patron deity, as practiced by most religions in Eldoria. The Orison "Read Aura" is used mainly to distinguish that a person is indeed a true member of a Church, although it also has other subtle uses in determining basic traits of a person from reading their Aura. Referees should be aware that the introduction of this spell does not mean there are 'aural police' hanging about temples, ensuring that only true believers cross the threshold. Seervaati are few and far between and it is not practical for them to be involved in such mundane and exhaustive practices. However, the Orison would be used before allowing persons unknown to a Church access to its more private areas or sacred texts.

The Orison, "Recognition", places a distinct stigma into the Aura of a subject and is the main device used to identify one to their Church and God. It is difficult to place such a stigma into an unwilling person, although not impossible. A person can only have one Recognition Symbol at any one time.

#### READ AURA

**School:** Divination Level: Clr 0, Drd 0, Pal 1

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Touch

**Area:** Creature touched.

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** No

The Aura is an invisible energy field that surrounds all living, sentient beings and is said to be a reflection of the soul. Read Aura allows the caster to visualize the aura as a nimbus of radiant colors and determine some basic trait about the subject(s) as determined by the GM.

## Mundane Cleric Items

Searching the Aura is a move-equivalent action. A character would be able to cast the spell and spend the rest of the round perceiving one trait of the subject. The caster should nominate what they are looking for otherwise the GM determines the overriding trait that can be distinguished. Typical traits that can be seen in an aura include:

- Any abilities that are currently subject to permanent or temporary ability loss.
- Negative energy levels.
- Disposition (friendly, unfriendly, hostile etc.)
- If the subject is under the influence of any mind-based compulsion such as Charm or Domination.
- If the subject is CE or LG in alignment (it only picks out extremes).
- One of the skills of the subject
- The Character Class of the subject.
- Familiar Recognition Stigmata (see Recognition Spell).



## RECOGNITION

**School:** Transmutation Level: Clr 0, Drd 0, Pal 1

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Touch

**Target:** Creature touched.

**Duration:** Permanent unless removed

**Saving Throw:** Will negates Spell Resistance: No

This spell places a distinguishable mark (called a Stigma) into a creature's invisible aura, which can be seen by anyone using the Orison Read Aura. It is usually used by Clerics as a form of baptism, marking a follower of their religion so that the servants of their deity recognize their soul in the afterlife.

By placing this mark, religions can be assured that someone who claims to be a follower of their God can be identified as such. The Recognition Stigmata of various religions are all different and kept a guarded secret so the caster of the spell can usually only recognize the Stigma of their own church and allied religions. Foreign Stigmata appear as part of the natural aural nimbus and cannot be clearly discerned. In other words, the Orison "Read Aura" detects a 'positive' but cannot distinguish between 'negatives' to provide a clearer picture. The Aura does not easily accept a Stigma, unless the subject is relaxed and willing to embrace the 'mark'. Recognition is usually performed in early childhood, when the infant is easily receptive to the Orison. A Will Save bonus of +4 applies to any unwilling target of Recognition.

Only one Recognition Mark can be in place at any one time and only someone who is familiar with the form of a particular Recognition Stigma can remove it.

### Gurthor's Garter

Gurthor's Garter is a Charm made by the clerics who serve the Sea God, Gurthor. It is a short length of blue cloth ribbon blessed by a Seervati of the Gurthor faith and worn about the lower leg. Its power is triggered by the wearer entering the ocean anywhere that the depth is greater than 10'. The garter acts like a Sanctuary spell against normal sea-creatures, providing there is no other viable target for the creature to attack. If the wearer of the garter is the only viable target, the attacking creature is flat-footed on round 1 of combat and all subsequent attacks are made at -4. Once the owner sustains damage from a normal sea creature the Charm is rendered useless.

Gurthor's Garter is a new class of minor magic items called Charms, which have predefined effects triggered by specific circumstance. Gurthor's Garter and many more Charms are fully detailed in the FoE publication, "Eldorian Charms".



## Toiler's Charm



A Toiler's Charm is an Eldorian Charm which is made by the Phelltar religion. It is a piece of melted glass twisted into a spiral, which is worn about the neck on a cord. The Charm is blessed by a cleric of Phelltar to improve the work of a craftsman. When the wearer makes a Craft or Profession Skill check, a Toiler's Charm provides a +2 bonus to the die roll. If the die roll is an unmodified 20, the check is successful but the Charm permanently loses its power.

A Toiler's Charm is a new class of minor magic items called Charms, which have predefined effects triggered by specific circumstance. Toiler's Charms and many more Charms are fully detailed in the FoE publication, "Eldorian Charms".

## Map of Odressi

Odressi was founded in 1002R and is a unique city-state, which is the hub of all religious activity in Eldoria. All 27 Churches which make up the Pantheon have established a major temple there. The city was the brainchild of Bannin Ortolzo, who was the Lord of Baladara Island during the latter part of the 11th century R. He was renowned as being a well-educated nobleman and a person of deep religious convictions. Ortolzo was also a supporter of the Pantheist Order, a popular religious following amongst intellectuals of the time that promoted the concept of a single fully-united church, encompassing the theology of all twenty-seven deities listed in the Books of Law. Ortolzo worked hard to convince the heads of the dominant religions that had emerged after the Redemption to put aside their differences and join in the creation of a single organization. He offered them land and gold to found a new 'global' Church in Baladara and even sponsored a great theological conference in his homeland to try and get the divergent groups talking to each other. As it turned out, the clerics attending the Baladaran Convocation (as it was called) failed to find common ground but Ortolzo, not to be deterred, managed to sell them on the concept of a religious sanctuary, where all Churches would be subject to a common set of laws, protecting them from persecution and attack from each other and from the threat of warfare. Lord Ortolzo figured that, if he could get all the religions to at least co-exist together in the one spot, the Pantheists would be a step closer to their goals. So it was that the Treaty of Odressi was agreed to and signed (in the first instance) by the Churches of the Holy Trinity, Faar, Trezkillian and Gurthor. Finance for the building of Odressi came principally from Baladara and Sardell, with a treasury being put aside to assist in the construction of individual temples. The Churches that were the original signatories to the Treaty formed a religious Congress that met regularly to sort out any difficulties and to review solicitations to establish new temples from other established Churches and other new emerging religious Orders. The Congress operated under a charter developed in conjunction with the Pantheists. Those seeking to join the Treaty had to prove that their following was representative of the majority of existing followers of their chosen faith and that they were in possession of the definitive scriptures and historical icons relating to the religion.



## Sapphire Averaach

### Overview

Averaach is a crystal that occurs throughout Eldoria as a result of periodic strikes by minute meteorites that manifest themselves during the Span of Daukas in the March of Fire. At that time, Enshar 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 claret red in color and crystals are often mistaken for rubies. A DC Check of 20 is required by a character possessing the Skill, Profession: Jeweler, in order to differentiate between the two. Similarly, the jeweler skill is required to identify the difference between other forms of Averaach and gem-stones they mimic. In addition to the destructive Ruby form of Averaach, the other varieties of the crystal exist and have only recently coming to the attention of the College of Arcane Science. These 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.

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.

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

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 effect (refer to the following tables). Larger pieces of Averaach may be included in a campaign at the GM’s discretion and the appropriate damage assigned according to its size.



## Mundane Cleric Items

Note that Ruby Averaach is destroyed when it reacts with the Tas. All other forms (except the pinhead size of each type) are not destroyed immediately. Each time they react 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.

Ruby Averaach has the dubious title of “Wizard’s Bane” due to its peculiar reaction to strong magical fields, which cause the crystal to react explosively, if a spell is cast in close proximity to the crystal. The size and reactive properties of Ruby Averaach are detailed on the table below. An example follows:

*A Cleric, wearing a +1 suit of plate armor tries to use the 2nd Level Spell Shatter to destroy a Stone of Averaach. He stands 10’ away and rolls 1 d20 (adding a penalty of -2 adjustment for the spell level and -2 for the armor). The number rolled is 14 but when adjusted the final result is 10, so the Averaach detonates. Being stone-sized, the damage is 2d12 and a result of 18 is rolled, The Cleric is able to make a successful REF Check at DC 18 so he only takes 9 points of damage (this is further reduced to 5, as the Cleric is 10’away from the blast).*

### Sapphire Variety of Averaach

This form of the crystal drains the life force, once its natural harmonics are overloaded by the presence of elevated levels of Tas energy. It has been theorized that the crystal has a greater link with the Vorg elements that exist within the Tas; an energy source that has been exploited by the Sirth cult over the centuries.

The crystal binds with the Tas energy of a spell or magical construct, as it is summoned to achieve form and then acts as a kind of energy leech, tapping into the Tas contained within the natural aura of people in range; effectively acting in the same manner as the temporary ability drain of some Undead.

Treat the Sapphire Averaach the same as Ruby Averaach with regards to determining its volatility. Refer to the table below for its effects.

Size	Effect/Damage	Save
GRAIN Pinhead (common)	No damage (the crystal consumes itself in a short burst of flame. It will inflict 1d4 negative energy levels for 1d6 hours to those within 10’ of the crystal	DC 12 Fortitude Save = no negative energy levels drained
GEM Pea-size (uncommon)	Damage is 2d4 negative energy levels for 2d6 hours to those within 20’ of the crystal	DC 15 Fortitude Save = half energy levels drained rounded up
STONE Grape-size (rare)	Damage is 3d4 negative energy levels for 2d6 days to those within 30’ of the crystal	DC 15 Fortitude Save = half energy levels drained rounded up
SHARD Plum-size (very rare)	Damage is 2d4 permanent negative energy levels to those within 50’ of the crystal	DC 15 Fortitude Save = half energy levels drained rounded up

## The Fourth Book of Law

The Books of Law are set of three large religious tomes that created a theological and cultural revolution across Eldoria 2,000 years ago. The original Books date back to the Pre-Redemption age and are purported to be the collected works of a sage called Erandasmir, who was a devotee of Ormocea in the brief age of peace that followed the end of the War of Power when the Gods withdrew from Enshar forever. As well as serving the ancient priesthood of Ormocea, Erandasmir was a historian and had access to the library of Madriss. From this great resource he was able to gather a vast amount of knowledge and much of this was put down in the Books of Law.

Each volume covers a specific range of subject matter. The First Book of Law provides a detailed account of the theology and laws of the Ormocean religion and became the foundation stone, not only for that Church but also for the laws and principles that govern most of Eldoria today. The Second Book describes, in depth, the mythology of all of the Gods and the dogma and practices of the other religious orders that were established prior to the Darktime. The Third Book documents much of the history and culture of the Pre-Redemption age.

It has been rumoured that, later in his life, Erandasmir also completed a draft of the notorious *Fourth Book of Law* that contradicted many of the histories and lore contained within the other books. The existence of the Fourth Book is a hotly debated topic that resurfaces from time to time at the Congress of Odressi. A copy of a controversial book called "The Apocalypse Tome" emerged in 1051R, in the possession of a scholar called Ohridane the Seer.

Ohridane was a member of the secretive Cult of Priath and ended up being burnt at the stake after a panel of religious examiners denounced the book as a work of heresy. After Ohridane's demise, rumors circulated that "The Apocalypse Tome" was indeed Erandasmir's Fourth Book of Law and, although it was ordered to be destroyed along with Ohridane, a copy survived that was later circulated amongst secular lore masters. Even today, the story persists that the Fourth Book exists and, if you are deemed worthy, those who know its secrets will contact you and allow you to learn the true meaning of the universe that is contained within its pages.



## References

[DriveThruRPG.com](http://DriveThruRPG.com)



**200 Mundane Items**, Pathfinder Compatible. (2016).Friends of Eldoria. Mundane items source material set in Eldoria.

**Mundane Arcane Items**, Pathfinder Compatible. (2017).Friends of Eldoria. Arcane mundane items source material set in Eldoria.

**Mundane Cleric Items**, Pathfinder Compatible. (2017).Friends of Eldoria. Clerical mundane items source material set in Eldoria.

**100 Arcane Mundane Items**, Pathfinder Compatible. (2017).Friends of Eldoria. Magic User Mundane items source material set in Eldoria.

**Darringmoor Dart # 1**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 2**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 3**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 4**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 5**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 6**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 7**, Pathfinder Compatible. (2017).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 8**, Pathfinder Compatible. (2017).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 9**, Pathfinder Compatible. (2017).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

## Mundane Cleric Items

**Eldoria Starter Pack Bundle** (2017). Pathfinder Compatible, Friends of Eldoria. Encyclopedia Eldoria, Reliquarium Eldoria, Rat's Nest Module. (Coming soon)

**Encyclopedia Eldoria**, Pathfinder Revised Edition, (2016). Friends of Eldoria. A comprehensive guide to the world.

**Interesting Inn Series# 1 – Sail's End**, (2016) Pathfinder Compatible. Friends of Eldoria. (2016). Inn source material set in Eldoria.

**Interesting Inn Series #2 – Muddy Boots Inn, (2017)** Pathfinder Compatible, Friends of Eldoria. (2016). Inn source material set in Eldoria. (Coming soon)

**Interesting Inn Series #3 – Topsy Tinker**, (2017). Pathfinder Compatible. Friends of Eldoria. Inn source material set in Eldoria.

**Player's Concise Eldoria**. (2016). Pathfinder Compatible. Friends of Eldoria. A short guide/handout about Eldoria that won't give any secrets away.

**Rat's Nest**, (2016) Pathfinder Compatible, Friends of Eldoria. Mini-module set in Eldoria.

**Reliquarium Eldoria**. (2016). Pathfinder Compatible Friends of Eldoria. A comprehensive guide to the religions of Eldoria.

**Ten Market Stalls**. (2016). Pathfinder Compatible, Friends of Eldoria. Market stall source material set in Eldoria.

**Ten More Market Stalls**. (2017). Pathfinder Compatible, Friends of Eldoria. Market stall source material set in Eldoria.

## 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/>

## Previously Published Modules

**Mindbane** (generic role-playing adventure) Darkstar Gaming Pty Ltd 1983

**Web of the Widow** (Harnworld adventure) Columbia Games 2000

**Shades of Gray** (electronic d20 download) Auran Pty Ltd 2001

**Dark Awakenings: Guardian** (d20 adventure) Auran Pty Ltd 2001

**Dark Awakenings: Shadowland** (d20 adventure) Auran Pty Ltd 2002

**Sanctuary** (d20 adventure) Auran Pty Ltd 2002

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



Mundane Cleric Items



## Mundane Cleric Items

### Copyright

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Encyclopedia Eldoria Copyright 2005, Keith Done and Comstar Media LLC

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e) above, and are not Open Content: All trademarks, registered trademarks, proper names (including but not limited to characters, deities, religions, nations, locations, events etc.), dialogue, plots, storylines, characters, artwork (including maps), and trade dress.





## Mundane Cleric Items

# The Mundane Cleric Items Table

*“Be quick about your work, this priest may be dead but there are others giving offerings in the nave who may discover us – check his robes and see if he is carrying the item we seek.”*

**Galliath, Paladin of the Knights of Glory during an incursion into a secret temple of Sadir**

Have you ever felt the pressure and frustration of coming up with multiple mundane items as players loot bodies or search rooms belonging to clerics of that evil temple they have raided? Then the **Mundane Cleric Items Table** is your solution. Not only are there a variety of mundane objects, the table also includes a number of strange and unusual items – perhaps even sparking an idea for a new adventure.

The Mundane Cleric Items Table is designed as a companion to the original Mundane Items Tables. When your players are searching a person or building that has a religious 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 Mundane Cleric Items Table and four rolls on the Mundane Items Tables. It’s up to you how you want to use these tools!

This product is designed for the Eldorian fantasy role-playing setting but is compatible with (or easily converted to) most other systems and settings.

