



MUNDANE FIGHTER ITEMS TABLE

(100 Miscellaneous Discoveries found on a Fighter)

With Eldorian Bonus Material including the board game "High Seas"

FOE

by Keith Done



Mundane Rogue Items Table



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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Credits

Author Keith Done, Angela Caffery, Callum Spinaze and Alexander Done

Editor Angela Caffery and Keith Done

Artwork Bob Jones, Keith Done, Nigel Bell and Adrian Mackay

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)

FoE is 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 to run an umbrella campaign at a Brisbane-based RPG club. Eldoria has been added to and developed over the past 35 years by Keith Done and 'friends'. The goal of FOE publishing is to share ideas with the world, further build the Eldorian gaming community and provide gamers with quality material.



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About this Publication

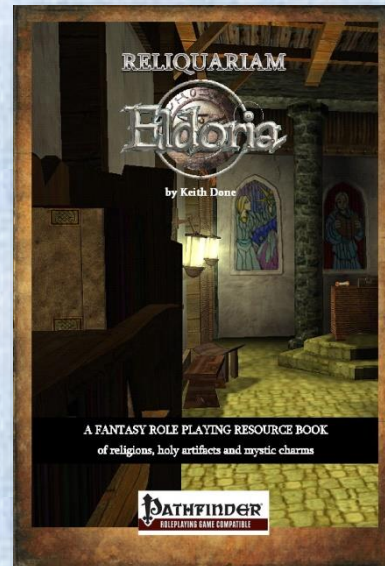
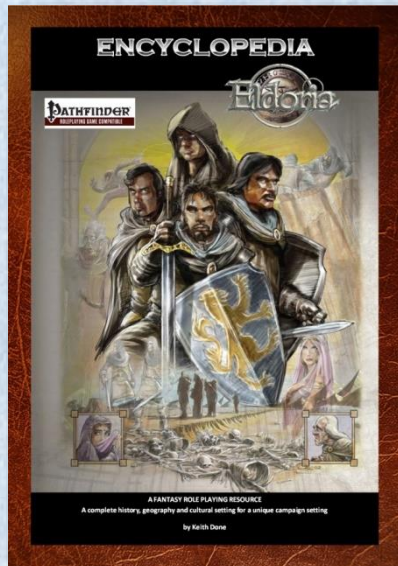
“The sword is mine. . . I leave the armor and the other weapons to the rest of you”

Sven Ivinia, Char-Endlese mercenary

Have you ever felt the pressure and frustration of coming up with multiple mundane items as players loot bodies of slain soldiers or search rooms belonging to the city guards? Then *the Mundane Fighter Items Table* 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 Fighter Items Table* is an expansion for the original Mundane Items Tables and a companion for the Mundane Arcane Items Table. They 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 fighter.

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 Fighter 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 mercenary they have just sent to a sticky end or they are going through the chests and armory of a captured keep. Whatever the situation, the Mundane Fighter 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 Mundane Fighter Items Table is designed as a companion to the original 200 Mundane Items Table and the Arcane/Cleric/Rogue Mundane Item Tables. When your players are searching a person or building that has a connection with a specific character class, you may wish to 'mix-and-match', using the most appropriate 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 Fighter Items Table, one roll on the Mundane Arcane Table and three rolls on the 200 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 Arcane Mundane Items Table and The Clerical Mundane Items Table!








Mundane Rogue Items Table

Roll	Table 1 Item
1	Maintenance kit for weapons (oil, strips of leather, thread, tools)
2	Good quality grinding stone
 3	Guild emblem of a Mercenary Company
4	2d20 caltrops
5	Ornate hunting knife with a carved handle with an image of a bear
6	Honourable service medal for 5 years with the city guards
7	Letter from a relative asking the bearer to return home urgently do deal with a local problem
8	Drawing of Man with a sword (looks like it was drawn by a child)
9	Wanted poster (of the bearer)
10	Basic first aid kit (needle and thread, clean linen, brandy)
11	Letter with orders from a commanding officer to report for duty within 1d6 days
 12	Pouch of powdered Taak
13	Bag of basic iron rations
 14	Karva (a stimulant)
15	Boot with a sheath for a concealed dagger inside
16	Muscle balm
 17	Brindlehorn (Charm of Siritar)
18	Belt buckle with family crest embossed on it
19	Black and silver studded leather gauntlets
20	Miniature painted warrior made of wood
21	Holy symbol of a deity
22	Parchment of maps of the area, showing best tactical positions
23	Paper with Oath of Loyalty to the regional militia
24	Book on siege warfare tactics
 25	Children's book about the 'Paladin Saviour'



Mundane Rogue Items Table

Roll	Table 1 Item
26	Ornate crossbow with a battle scene engraved on it.
27	Ceremonial sword (highly decorative but with a Hardness of 7) Value is sword cost + 2d100gp
28	Immaculate ceremonial dress or uniform of a local guard unit
29	Clean but patched soldiers uniform of the region
 30	High Seas, a simple popular board game
31	List of items to be purchased for a guard post, signed and authorised by its quartermaster
 32	Loan contract for 1,000gp with the Guild of Gold
33	Tinderbox
34	Pieces of a broken sword bound together
35	Drinking horn
36	Riding crop
37	Bag of oats (for a horse)
38	Dog whistle
39	Pipe and pouch of tobacco
40	Brass hip flask
41	Map of a nearby dungeon complex
 42	The Imperial Star (the highest military medal for selfless bravery)
 43	Militia Badge of Darringmoor (a rudimentary patch shaped like an eagle)
44	Eye patch with silver studs around the edge
 45	Pack of Dragon cards
46	Tankard with crude scene of fighters etched around the sides
47	Tools for repairing armor
48	Fletching tools
49	Archery glove and arm protector
50	Favourite hat (well-worn with a hole)







Mundane Rogue Items Table

Roll	Table 1 Item
51	12 x Rat pelts
51	Fishing tackle
52	Flensing knife (1d3 19-20/x2+bleed condition (1 hp per rounds)
53	Bag of dried fruit
54	Book on animal tracks (+2 to Survival DC rolls when identifying animal tracks)
55	List of best bars in nearby city
56	Pocket journal
57	Last will and testament
58	Tinder twigs
59	Lantern
60	Wallet of game darts in red and green
61	Lucky token (typically a rabbit's, a clover leaf or similar charm)
62	Gambling debt (notice of collection)
63	Chalk dust
64	Cestus
65	Battle horn
66	Banner of a military Order
67	Gold ring with two gladiators in relief fighting
68	Weatherproof cloak
69	Masterwork backpack for weapons (has purpose made place to hang weapons)
70	Embroidered handkerchief (favor from a lady)
 71	Advertising poster for 'The Tournament of Steel'
72	Black Dragon Venom (a notorious alcoholic drink)
73	Orcs' teeth necklace
74	Cooking kit (pot and pouches of herbs)
75	A Human head in a clay pot of preserving fluid



Mundane Rogue Items Table

Roll	Table 1 Item
76	Razor and soap
77	Hard leather cod piece
78	Compass
79	Bone comb
80	Letter challenging the bearer to a duel at a specific location in 1d6 days' time
81	Small hunting dog
82	Ferret
83	Gem stone (value 25+1d100gp)
 84	Recognition papers
85	Saddlebags
 86	Caldarthan sword
87	Needle and thread
88	Pitch
89	Four horseshoes
90	Small buckler
91	Waterskin
 92	Liacca Moss
93	Chainmail coif
94	2d10 blunt arrows (subdual damage)
95	Heraldic patent (identifying the bearer as a minor knight)
96	Silver-edged longsword
 97	Sirrix (a blood coagulant)
98	1d4 Cure Light Wounds potions
 99	Diamondwood Breastplate
100	Minor Magic Item (GMs choice)



Eldorian Specific Items

Items on the tables featuring an Eldoria symbol 

Taak (a beverage)



Taak is a powdered seed that is red in color and is the principal export of Rhenfara. It is added to boiling water to make a beverage that is popular throughout Eldoria, but is a particular favorite of the Elkian nation. It tastes similar to coffee with a lighter flavour and a hint of mint. While other cultures simply drink Taak on its own, a whole industry has emerged in Elkia devoted to adding different herbs and spices to the beverage and repackaging it. These include the famous labels such as Zaramoor Gold (flavored with Honeyberries) and Sunhollow Sunrise (flavored with cinnamon and aniseed). In addition to typical inns and taverns across the land, Taak Houses began to emerge in Elkia thirty years ago, specialising in serving the different blends of Taak that were emerging at that time. These establishments are still going strong today and are a favorite with both the ruling classes and the common folk.

Karva (a stimulant)



Type: Drug (Plant), imbibed

Save: Fortitude DC18 (imbibed). A successful save means the effects of the Karva did not work.

Frequency: 1/day

Initial Effect: None; Karva takes about 30 minutes for its effects to kick in, after which it prevents the user from suffering the Fatigue Condition as a result of not resting for a period of 20+1d10 hours. In addition persons under the influence of Karva receive a +1 to Perception Checks and a +1 Save against sleep based spells or attacks.

Side Effect: Once the effect of Karva ends, the body ‘crashes’. The user immediately suffers 2d4 temporary **CON** damage and receives the Fatigued Condition. These penalties can **only** be restored if the has a number of uninterrupted hours of sleep equal to 30 less their normal unmodified Constitution score. The effects of coming down from the initial dose Karva can be offset by drinking another dose of the drug but this is exceedingly dangerous. A successful Fort Save at DC22 is required to avoid a heart attack, which results in 2d10 temporary **CON** damage (a quarter of which is permanent, rounded up). You can keep on taking successive doses of Karva but the Fort Save against having a heart attack increase by +1 each time.

Description: Karva is a pale blue liquid with a fragrance like fresh-cut coriander.

Cure: There is no known antidote to Karva and the subject needs to wait until they have rested sufficiently before they can fully function without any penalties incurred by its use.

Background: Karva was originally developed by alchemists of the Court of Empress Taranae, as a means of keeping weary commanders on their feet during the height of a protracted battle. It has become a mainstay of many military units and city guards of modern Eldoria.

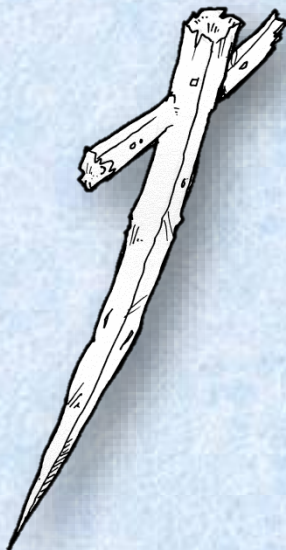
Creation: Karva is made from unripened Taak beans which are pulverised and added to the extract of the Dream-Rose, a flowering plant found in the Fens of Khromah (a disputed tract of land between Rhenfara and Y'sira). The resulting mix is boiled for a minimum of 36 hours and strained.

Market Price: Karva can be purchased from most alchemists and apothecaries, as well as quartermasters of military Orders.

Brindlethorn (an Eldorian Charm)

GM Note: Brindlethorn is a special low-level magic item called a Charm. Refer to the "How Charms Work" Section on page xxx. There are 27 pre-designed Charms available in the FoE publication, "Eldorian Charms" available via DrivethruRPG.

Description: A sprig from the brindlethorn bush that grows throughout Elkia, Sard and Llan. Certain off-shoots of this resemble a miniature sword (about 1" in length). The 'sword' is usually kept wrapped in a piece of cloth and kept upon a person.



Trigger: A successful natural 20 hit against the bearer of a brindlethorn sword.

DC: 15

Effect: The critical roll automatically fails, although the blow hits normally

Cost: 3 silver trades

Frequency: Uncommon

Usage: Once only. A person who survives what looked like a deadly blow always gives thanks to Siritar and then casts away the brindlethorn sword.



THE FENS of KHROMA

(a Region of Eldoria)

The Fens of Khromah are an extensive marshland that surrounds the delta of the Nibfir River, which is the border dividing Rhenfara from Y'sira. The territory has been in dispute for centuries but since it has no real intrinsic value, skirmishes over the Fens have been few. However, these countries maintain garrisons on the edge of the Fens; at Kelen in Y'sira and Delinda's Canyon in Rhenfara. Both forts are considered poorly maintained and under-manned.

Over the past twenty years, The Fens have been occupied by a small colony of Gnomes originating from Rhenfara, devotees of Faar, the Goddess of Agriculture. Led by two clerics, An-del and Rhioric, they embarked on a unique venture to bring order and beauty to Khromah. Their vision was to create a natural botanic garden by dividing the Fens into specific areas, each of which would be sewn with a species of exotic plant. The Faarian experiment progressed well until a meteor strike during the March of Fire in 2068R devastated the colony and most survivors returned home to Rhenfara.

The clerics An-del and Rhioric were amongst the survivors and they alone stayed on, wanting to heal the damage done to Khromah as a result of the meteor strike. Little is known about their work since 2070R.

GM Note: "The Fens of Khromah" is a Eldorian Adventure soon available from DrivethruRPG.



THE SIRITAR FAITH (a Religion of Eldoria)

The Books of Law and other scattered references portray Siritar as a kind of ‘policeman’ of the Gods, called upon to bring others to the justice of a heavenly court. Essentially, the four existing paladin Orders of Siritar (five if you include the Silken Sword) share some common doctrine. Basically these run along the lines that their fighting prowess should be lent to benefit those who cannot defend themselves and to stop ‘evil’ from increasing its hold on the world.

While their combat ability is recognized and has been typified by the resilient defence of the city of Jasper by the Imperial Guard, the Orders of Siritar have been kept at a distance by influential Kings and the nobility. The swords of the religion owe allegiance to Siritar alone and not to the whims of worldly lords. Those rulers who win any of the Orders of Siritar to their cause also risk the possibility of having to defend themselves against those very same Orders, depending upon the subsequent actions they take.

Fighting according to the mandates of Siritar is an important part of the warrior doctrine and the chivalric ideals, contained within the “Vhellithron Codex” are what give guidance to a soldier of Siritar, providing a definition of what is acceptable behaviour in battle.



Children’s Book, “The Adventures of the Paladin Saviour” (a popular Eldorian folk tale)

This is a short picture book that tells the many stories that are attributed to the heroic Paladin Saviour; some of which are based on actual historical events and others the work of creative bards and storytellers. The origins of the Saviour story can be traced back to Tabias of Thungar, the son of Eloeyn, one of the great early war-chiefs of the ancient Kingdom of Khalast. Tabias is credited with founding the modern version of the Siritar faith, when he founded the Mahl-Gandrah (the Knights of Glory) a military Order whose code of conduct was directed according to the paladins who commanded it. Tabias was the leader of those paladins and was instrumental in bringing order to Khalast and laying the foundation stones for the Sardellan Empire.

A popular bard’s tale narrating his early life has Chief Eloeyn and his army having a stand-off against the massed warbands of the Dyramandi folk (a tribe who originated from Llan). Before blood can be shed, Tabias rides forth and is able to get his father and the Dyramandi Chief to agree to settle the battle with single combat. Tabias represents his father and the son of the Dyramandi Chief represents his people. Tabias wins the bout but refuses to take the head of his opponent, as tradition allows. The Dyramandi Chief is moved by the gesture but insists that his son, Vallarz, should be made hostage of Chief Eloeyn’s people. This is arranged and a strong friendship grows up between Vallarz and Tabias, in which they have many daring adventures and quests together (if you believe all the songs penned by the Horanda Dannis in his well-known work penned in the 17th century R, “Tabias, I am the Paladin Saviour”).

There are also many stories that attribute the identity of the Paladin Saviour to other historical figures who lived much later than Tabias, such as *Morvan the Just*, hero of the Battle of Lone Oak Hill in 1453R. While many historians claim this is simply a case of various political factions investing the qualities of the legendary Tabias in their own contemporary heroes, the renowned sage, Saalazar Veruna of Jasper, offered a different explanation for the proliferation of different Paladin Saviours documented across the centuries. Saalazar believed that the sword and mantle owned by Tabias of Thungar were imbued with his spirit after he died. These items have been passed down over the ages and, at times, a hero has arisen worthy of invoking the powers of these sacred items. Thus the legend of the Paladin Saviour has endured and continues.



GM Note: *The Sword and Mantle of the Paladin Saviour are listed as Eldorian artefacts in “The Reliquarium Eldoria”.*

High Seas (a board game)

Background

High Seas is one of the popular games that sailors who sail The Greater Inner Sea engage in to pass the hours. It usually takes the form of a small board made of wood into which forty evenly spaced holes have been bored (four columns of ten). The game can be played (theoretically) by any number of players but most games settle for two to four. Sets that are sold at markets from Port Lyrie to Cetairi, reflect this and usually include pieces for four players. These pieces are supposed to represent ships and range from simple bone pins favored by sailors from Port Lyrie to more elaborate miniature ships, carved from wood, popular in Quorull.

The game itself is basically a racing game whereby players try to move cargo in five ships representing their fleet from their home port to a trade port (the final space on the board). They must overcome obstacle spaces representing maritime hazards and use strategy to protect themselves against rival players. The winner is the first player to move all their five ships off the board.

The game is thought to have been Char-Endlese in origin. There are no direct comparisons of games played amongst the Char-Endlese today but certainly wooden boards and miniature game pieces very similar to the High Seas game are known to have been discovered in funeral ships over 500 years old. Apparently the game was a passing fad in the Char-Endlese culture and perhaps this may prove to be the case with the current interest in High Seas.

Whereas the southern version of the game revolves around trade and natural hazards, the focus of the Char-Endlese game seems to be one of plunder. The Char-Endlese also utilized rune-sticks to move pieces on the board, while the southern game uses dice, which did not become common in gaming circles around the Greater Inner Sea until 150 years ago. It is unknown who is credited with the creation of modern version of High Seas, which has been in existence for about one hundred years.



The Rules of Play

Although there are at least seven known variations, the rules listed below form the basis of the game and are the most commonly used.

Aim of the Game:

Each player has five ships. To win, the player must place these ships on the board, follow the ocean currents and, overcoming all obstacles, remove all ships from the position on the board representing the Trade Port space (the ship symbol with the sail down). Ships can never occupy the same space on the board simultaneously. Ships only move forward on the board by a roll of the dice. The number rolled must be applied to one ship only and the full number of spaces must be moved. If you cannot make a legitimate move, you lose that turn. If you can make a legitimate move, you must do so.

Paying the Piloting Fee:

Players must pay a piloting fee before they can place a ship on the board. The first player rolls two dice and must score a five in order to successfully pay the fee to the port authority. If they fail to roll five they pass the dice to the next player. If they do roll five they may place a ship on the first space (the ship with its sail up) and immediately roll another single die. You do not have to use a five to place a ship; you can also use it to move ships already on the board.

Tacking:

Once ships are on the board they can use a manoeuvre called tacking. If you roll a number that would place one of your ships on an opponent's ship, you exchange the position of the pieces. Tacking only takes place on the 'high seas', the second and third columns (i.e. only if an opponent's vessel is located there can you 'tack' him). Exception: Ships on Landfall spaces are immune to tacking.

Piracy: If you are able to land next to an opponent's piece you may engage in piracy. Both players must roll a die; the highest wins; draws result in a standoff; the winner remains. The loser must return their piece back to the nearest Landfall or to the Home Port. Piracy can only be initiated by the person who is currently moving their pieces and can only occur on the 'high seas' between opponents in the same column. Exception: Ships on Landfall spaces are immune to Piracy.

Maelstrom Spaces: You must roll seven or over for your ships to pass over a Maelstrom space, unless you decide to land on the Maelstrom. If you do this, you immediately roll two additional dice. If you roll three, seven or eleven, you get to roll an additional (single) die to move out of the Maelstrom; otherwise you must return to the last Landfall space.

Reef Spaces: Any ship that enters a reef space is destroyed and removed from the game. If this happens you lose, since you need five ships to win the game. You cannot pass over a Reef space until your pilot navigates through it. To do this, you can only cross the reef if the number that allows you to do so is even.

Landfall Spaces: These are safe ports of call that you can make repairs in. If you have to return to a Landfall space and it is occupied, you go back to the next Landfall space or, if that is occupied, the Home Port. If the Home Port is occupied, that ship must start again (rolling for Pilot Fee Payment).

The Trade Port: This is the last space on the board. To dock here a ship must land by exact count. It is then removed from play. If you are unfortunate to have a ship end up in the space prior to trade port and your dice roll allows no other legitimate move, you can use the score rolled to move that ship backward along the track.

Winning: The first person to remove his fifth ship wins the game. Alternately you win if you are the only remaining player.

GM Note: An image of the board for the game appears on page xx in the Player Handout Section. Permission is given to copy this and make a facsimile of 'High Seas' for your players.



The Guild of Gold (a powerful group of merchant bankers)

The Guild of Gold is Eldoria's most powerful group of merchant bankers. With their headquarters in the city-state of Tempest, they have a presence in most large cities throughout Eldoria. They are involved in high finance; deals that will not only net them more wealth but will allow them to wield political influence.

The Guild was formally established by successful traders operating out of Tempest in 1588R, as means of insuring cargo. The venture was extremely profitable, allowing the Guild to diversify and invest in many other projects, including the building of major cathedrals for the many religions of Eldoria. The Guild has a strong presence in Odressi, City of Temples; its representatives, have positions on the council of the Citylord, as well as being allowed to attend the Congress of Odressi, a clerical convention.

In 1999R the Guild of Gold introduced the Gold Trade to Eldoria and its merchants refused to deal with any other currency when making deals with foreigners. Gradually the currency has crept into the world and has become a means of exchange that cuts across many realms. Only the merchant houses in Y'sira refuse to use the Gold Trade or negotiate with the Guild of Gold.

The Imperial Star (the highest award for bravery in battle)



The Imperial Star is an Eldorian military medal which recognises unparalleled heroism in battle. The medal takes the form of a five-pointed solid gold star emblazoned with a sundered skull, mounted on a Diamonwood shield. It was commissioned in 1534R by the Empress Taranae, to honour the deaths of twelve senior officers who were killed during the Battle of the Dead Dunes, a conflict that ended the reign of Viritath the Great and the power of the Y'sira. It was only through the actions of those men that the battle was won and many military historians have commented that this was the pivotal engagement between the Sardellan and Y'siran regimes; if the Sardellan legions would



ELKIA
(a Country of Eldoria)

Elkia was once part of the heartlands of the Sardellan Empire and its current regime emerged in the 1600's R after many years of civil war, following the Empire's demise. As such, the people of Elkia share much of the same culture as their kin in Sard, although their politics are radically different. The jewel in Elkia's crown is Denhaven, the capitol. Known as the Alabaster City, it features graceful towers and stately buildings, making extensive use of white marble colonnades and multi-storey dwellings with roofs of terra-cotta tiles.

DARRINGMOOR
(a City of Elkia)

Darringmoor is a bustling river city located on the northern coast of Elkia. The walled city is nestled in the 'corner' of the Areedah River and the Darringmoor Bay and lies to the immediate south of that junction. As a geographically strategic port, Darringmoor has changed hands a number of times between Sard, Elkia, and Llan.

Darringmoor was originally a Llanish town until it was annexed by Sardell in 950R and later taken back by Llan during the Kinstrife. Finally it was retaken by El kian forces shortly after the Treaty of Four Swords and has remained a bone of contention between both powers ever since. The majority of people in Darringmoor consider themselves Llanish, despite the fact that they are governed by El kian authorities.

have lost the day, then Taranae would have prematurely lost her Empire. The Imperial Star continued to be presented in both Sard and Elkia after the division of the Homelands, following the Treaty of Four Swords and remains the highest honour that can be awarded today. It is also recognised in a number of the regions that the Sardellan Empire encompassed at its height, such as Maritaan.

Militia Badge of Darringmoor (a mark of office)

Darringmoor is a large port city located in the north of Elkia. It maintains a city guard who are supported by a Sirtar military Order, "The Defenders of the Faith". In times of war or civil unrest the Mayor of Darringmoor can muster a militia made up of able-bodied men and women between the ages of sixteen and thirty. The militia are provided with a spear and receive one day of basic training from the city guard regulars. To identify themselves in battle, militia are also given a yellow fabric patch in the rough shape of an eagle, to stitch upon their clothing.



Dragon Cards (a game of chance)

Dragons is a popular three player card game played throughout northern Eldoria and the islands of the Sea of Souls. A typical deck consists of 50 cards, with nine suites, each represented by a different animal (lion, antelope, bear, serpent, spider, wolf, elephant, boar and monkey). There are five cards in each suite (numbered 1-5). Available to players is an additional suite of cards consisting of five unnumbered dragons of different colors (black, red, gold, green and white). This is a special suite

that operates differently to the others. The game has similar elements to poker. You are dealt ten cards and have an option to purchase a new selection of 1-4 cards (discarding the same number as drawn).

You are trying to get the highest score after the second draw. The numbered animals of the same suite add their values together. Only one animal suite can be used in this way. However, if you have one dragon you can use the scores of all animals in your hand. Two dragons allow you to also double all values. Three dragons triples values; four dragons quadruples. Nothing beats a hand which includes five dragons.

Poster for the Tournament of Steel (an annual joust)

A popular spectacle in Denhaven, the capitol of Elkia, is the annual 'Tournament of Steel', where knights of the four Siritar Orders do battle at the joust and grand melee. The competition is held as a week-long festival, on Marteen's Common, south of the city. Besides the knights of Siritar competing, there are twelve positions available for non-denominational warriors of any class to participate. If more than twelve competitors put themselves forward for the tournament, these positions are chosen by lot.

GM Note: A poster advertising the Tournament of Steel appears in the Players Handout Section. Permission is granted to copy this as a game handout.

Recognition Papers (a form of birth certificate)



Recognition is a common ritual performed by most Eldorian religions, by which a person is made known to one deity of the Pantheon 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.



SEERVATI

A Cleric Who Casts Spells

One Seervati is an ancient word meaning “vessel of God’s power”. Since the beginning of the Redemption, the word has also been used as a title for a cleric who has the ability to summon the Tas and cast spells. In Eldoria not all clerics usually have this ability; only a few who have a natural affinity for connecting to the Tas and have been schooled in the secret rituals and incantations of the religion they serve.

When a novice joins a religion, they are examined by the existing Seervati of their temple to determine their ability to harness and form spells. Usually they undergo a series of tests designed to ‘kick-start’ any latent talent they may have. Those who fail the tests are allocated to other administrative bodies within their temple and may still rise to positions of seniority.

Those who do show Seervati potential are taken under the wing of the *Seercandum*, an order of a temple that is devoted to maintaining the religion’s lore and the teaching of divine magic to its rising stars.

For more detail see [Encyclopedia Eldoria](#).

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.

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 of 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 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 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 50gp).

- 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 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.

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.

Caldarthan Sword (a special form of masterwork sword)

There are individual craftsmen amongst Human society in Eldoria who produce masterwork weapons and/or armor. The most renowned group is the Order of Caldartha, a guild of weaponsmiths who custom-make swords (and swords only) in the city of Denhaven, Elkia. The El kian Caldarthan smiths take their name from the old First Age Order who fashioned true magic weapons. Such is the skill of a modern Caldarthan weaponsmith that the weapons they create provide a +2 masterwork bonus adjustment.



The cost of a Caldarthan weapon is four times the standard value listed. However Caldarthan weapons are marched exclusively to the individual the strength, dexterity and fighting style of the person who it is made for. The weaponsmiths spend many days with their client, taking anatomical measurement and observing them fight a number of arranged duels with their apprentices.

Therefore, a Caldarthan sword is usually only +2 in the hands of the person who commissioned it. It is still +1 in anyone else's hands.

GM Note: If a person, other than its true owner acquires a Caldarthan sword allow a DC Check at 20 (no adjustments) to determine if the sword is actually a match for their abilities and will grant them a +2 bonus.

Liacca Moss (a natural healing medium)

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 moss as a healing medium began in Llan around 1900R, by people living 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 Liacca 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 moss growing 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 moss 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 moss turns pale ochre 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.

Creation: A dose of Liacca tonic is made by dicing a handful of Liacca moss and boiling it for 5-10 minutes in about a pint of water. The resulting liquor (when cool) can be drunk and starts having an effect within an hour.

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.

Sirrix (a blood coagulant)



Sirrix is a recent discovery that has only been available for around fifty years, although it was believed to have been formulated and used by the Ssirith Cult for more than 500 years. It greatly speeds up the coagulation of blood, allowing persons with grievous wound to be stabilized quickly. The Seervati of Ssirith Cult require fresh blood as a material component of all their spells and Sirrix was developed as a medium to stem the bleeding of priests who had inflicted minor wounds on themselves in order to perform magic.

Sirrix came to the attention of the Holy Trinity in 2100R after a quantity of Sirrix and its formula was seized after a raid on a Cult temple in Maritaan. The drug's effects were initially researched by alchemists employed by the Church of Ormocea and, after they deemed that it was a coagulant and not some kind of potion to control Undead, the formula was passed on to the Esmian Church. The Esmians were greatly interested in adding it to their stockpile of potions, treatments and remedies used in their Healing Halls.

Type: Restorative Drug (Animal), imbibed/Save: Fortitude DC 15.

Onset: 1 hour/Frequency: 1 hour for 1 hour

Initial Effect: None, however Sirrix remains in the system for 6+3d6 hours. While it is active it makes the user resistant to the *Bleed Condition* or any spell or effect which causes damage by blood loss. The user receives a Fort Save at +1 against any Bleed damage and, if successful, the Bleed Condition is negated. The Fort Save can be made every round until successful. Drinking multiple doses, within a 24 hour period does not provide any extra form of healing.

Secondary Effect: If a user of Sirrix is in negative hit points and over 50% of the damage was inflicted by slashing or piercing weapon types, the user of the drug will auto-stabilize providing the Fort Save is made (again at +1). This Save is made each round in addition to the standard auto-stabilize roll.

Side Effect: Sirrix can make its user ill. If the initial DC15 Save (made when drinking the drug) is failed, the user receives the Sickened Condition for 1+1d4 hours.

Description: Sirrix is a black, salty liquid with the consistency of honey. People often gag when imbibing the drug.

Cure: The recommended antidote for the Sickened Condition of Sirrix is to consume a cup of fresh blood (animal or Human). This allows a Fortitude Save at DC 20 and, if successful, the associated side-effects of Sirrix are negated. This is not generally known; the Esmian religion is opposed to the practice of consuming blood and have kept this remedy a secret.

Creation: Sirrix is derived from the concentrated bile of the *Red Tongue Gecko*, a lizard that is found throughout the islands of the Sea of Souls and in parts of Rhenfara. The gecko has marvelous regenerative properties and can take a lot of damage yet recover rapidly with no ill effect. The bile is mixed with brine and the seeds of pommeraje fruit and left for a minimum of 100 days.

Market Price: Sirrix is not generally available on the open market but vials stolen from Esmian Healing Halls can be sourced for around 50 – 100gp.



SIRRITH

Goddess of Death

Situated True SIRRITH cultists live only to serve the Queen of the Dead. They work toward gaining knowledge that will lead to the removal of the wards that encircle the realm of Shadowland, the prison that contains the Goddess.

Whereas the other Gods have withdrawn from the world, SIRRITH has vowed to return and make Enshar her personal domain, flooding the world with the power of the Shadow so only those instilled with Shadowlife can dwell there. By serving this cause in life and beyond, a true follower of SIRRITH is guaranteed an immortal place in the new order to come.

Because of the past actions of the House of Wisdom in trying to have the SIRRITH Cult removed from Odressi and declared a banned religion, the cult instills its members with a fierce hatred of the priesthoods that serve Ormocea, Esmia and Siritar.

Any cultist who is able to bring harm to their followers (without attracting the attention of the Congress of Odressi) is highly regarded by the hierarchy of the cult. Elves are equally hated by SIRRITH cultists for, in death, they enter the state of Priatharia, denying SIRRITH any claim upon their souls.

For more detail see

Reliquarium Eldoria

Diamondwood Breastplate (a rare piece of armor)

Eldoria is the timber from the Diamondwood tree, a species unique to Southwind Island, the main land-mass that makes up Londar's Land. Diamondwood is highly prized for its hardness; it is far-stronger than the best steel, yet retains the lightness of most woods. It is a difficult medium to work with and the remaining glades of the Diamondwood Forest, on Southwind Island, are maintained by an Order of Druids, the Diamond Sisterhood, whose duties are two-fold; they protect the Diamondwood from those who would seek to steal it and they regulate the supply of the wood to those able to afford its exorbitant cost.

Diamondwood armor is a prized possession amongst the gentry of Eldoria as it is as hard as steel but does not incur any armor penalties due to its light weight

Diamondwood has a Hardness of 22 and Hit points of 50 per inch. Its binding with the Tas also gives it a save against magic with a +7 bonus to all Saves. It is the premium construction material - light-weight, extremely tough and resistant to magic.

The average cost of Diamondwood is 6d100gp per pound.



Eldorian Charms Explained

What Are Charms?

Charms are minor magic items prepared by priesthoods according to rituals passed down over generations. They are used by members of the clergy and often bestowed as gifts to those individual who are patrons of the Church. In certain cases; Charms are even sold to the general populace as a source of revenue. Although the magic of a Charm is not as powerful as a spell effect, their creation is a closely guarded secret of their religion and usually involves the crafting of mundane materials that are then blessed by a Seervati. Many Charms of different kinds exist within each religion.

GM Note: More information on creating Charms can be found in the FOE production *'Eldorian Charms'* (available on DriveThrRPG).

How Charms Function

Charms are imbued with a small amount of Tas energy that reacts to specific circumstances. The Tas is the term for the magical matrix which surrounds and permeates all things in Eldoria. These are usually triggered by fluctuations in a person's aura or in the immediate Tas Web which surrounds them. The strength of a person's belief in the Gods and the belief in the Charm itself determines if the magic is activated according to its divine purpose. Note that some Charms are rendered useless once their power is triggered; others continue to be usable until the item is broken or otherwise worn out. When the specific circumstance that activates a Charm occurs their particular effect may take place, depending upon the belief the person has in their deity. The chance of this is determined by the GM making a DC roll (referred to as a Belief Check). Each Charm detailed in this compendium has its own base DC listed in its entry.

The following modifiers are applied to all Belief Checks:

- +2 If the person using the Charm is a cleric of the religion that made the Charm
- +1 If the person using the Charm is Recognized to the religion that made the Charm*
- +1 If the person using the Charm had demonstrated regular religious convictions to the GM (e.g. they pay tithes to Churches, they visit temples whenever they can to pray etc.)
- +1 for each point of CHA modifier
- 2 If the Charm being used by the person was made by a Church with an alignment opposed to their religion (e.g. their patron God is of Good Alignment and the Charm is made by an Evil Church or vice-versa).

** In Eldoria, people believe in all the Gods in the pantheon but are sworn to one of those Gods in a service that takes place before their first birthday. This ritual is called Recognition. In terms of other game settings, this simply means that they receive a +1 bonus to the Belief Roll if they use a Charm made by the religion of the God they worship.*

The above adjustments are cumulative (e.g. you would expect a cleric to have at least +3 as they would also be Recognized to their deity). The cumulative figure is their 'Belief Bonus' which is added to their roll. A DC roll of 1 is always a failure.

If the Belief Roll equals or exceeds the DC, the Charm's power manifests and takes effect. If the Charm's power is listed as single-use, the Charm will no longer function. The wearing of multiple Charms displays a lack of faith in their Patron God. If a person has more than one Charm (of any kind) on their person, then the Belief Bonus for every Charm worn incurs a -4 penalty.

Terminology

The following terms are used in reference Charms:

Religion - The religion that knows how to make the Charm.

Description - A brief description of what the Charm looks like and construction components.

Trigger - The circumstances that trigger the effects of the Charm.

DC - The unmodified difficulty check for the Belief Roll that activates the Charm's effects

Effect - A description of the effects that the Charm provides if Belief Roll is triggered.

Cost - The amount in *trades* that the Charm usually costs on the open market. 'Trades' are the Eldorian term for coins.

Permanency - How many times the Charm can be triggered; usually only known by the GM.

Frequency - A measure of how rare the Charm is. Charms are rated as being common, uncommon, rare and unique (see below):

Common - this Charm is made by novice Seervati of the temple as part of their daily routine using Craft Charm They are sold both by the temple and by merchants who purchase them from the temples to sell in cities and in regional areas. These can be obtained easily by anyone, regardless if that God is their Patron deity.

Uncommon - This Charm is made by novice Seervati using Craft Charm and sold by the temple to persons Recognized to the temple or those religions who share Recognition agreements. Persons buying this Charm may be subject to a Read Aura spell (see the Encyclopedia Eldoria) by the clergy of the Church they wish to purchase it from.

Rare - This Charm is only made by senior clergy using Craft Wondrous Item and sold to Recognized Church members or given as gifts to allies of the Church.

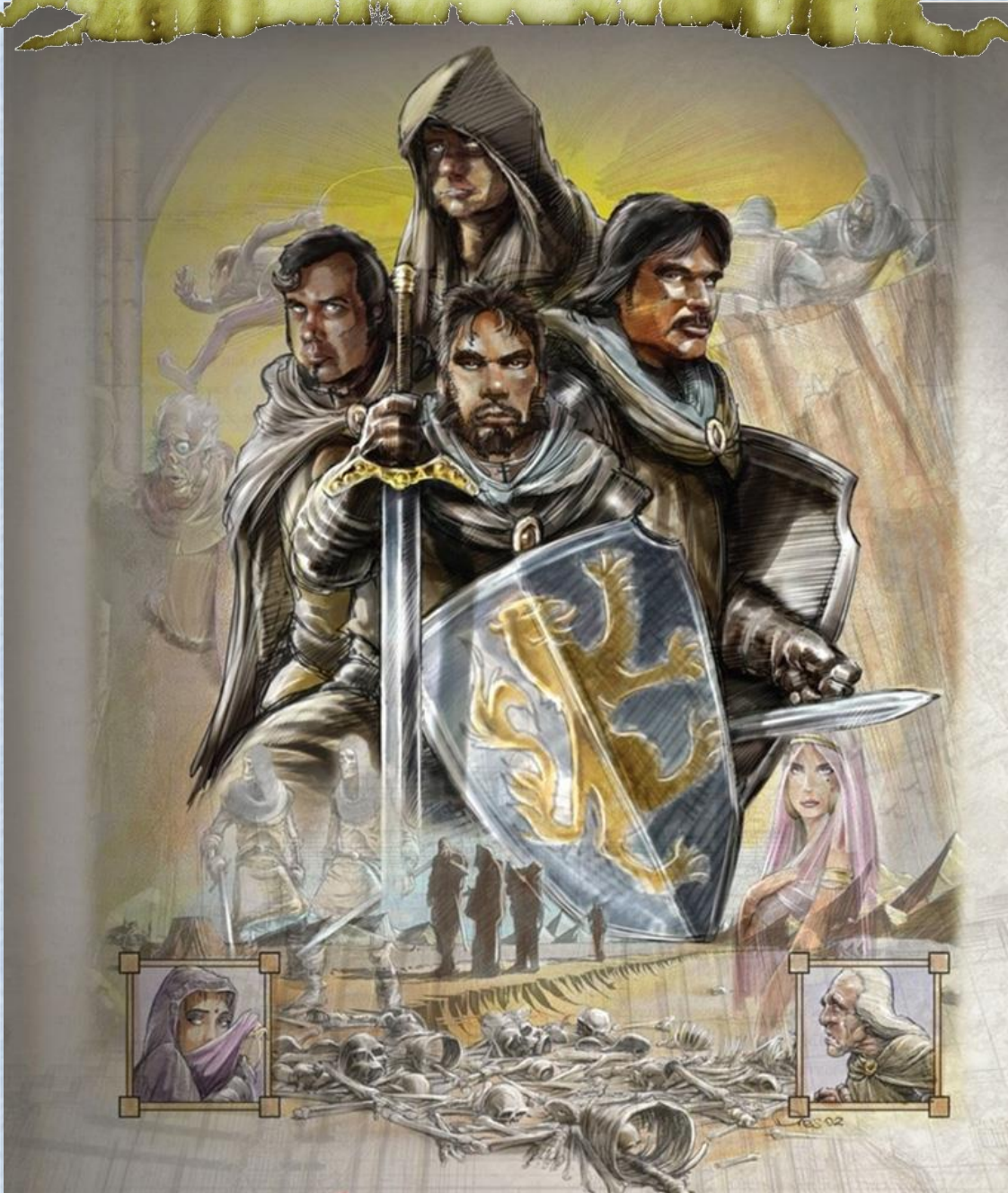
Unique - This Charm is only made by senior clergy of the Church using Craft Wondrous Item and given to Church officials or allies of the Church as a special reward for services provided.

Usage - How long the Charm remains potent and will still manifest its effect.





Slayers' Hardouts



High Seas Board Game

ALL YOU NEED TO MAKE YOU OWN COPY OF THE GAME

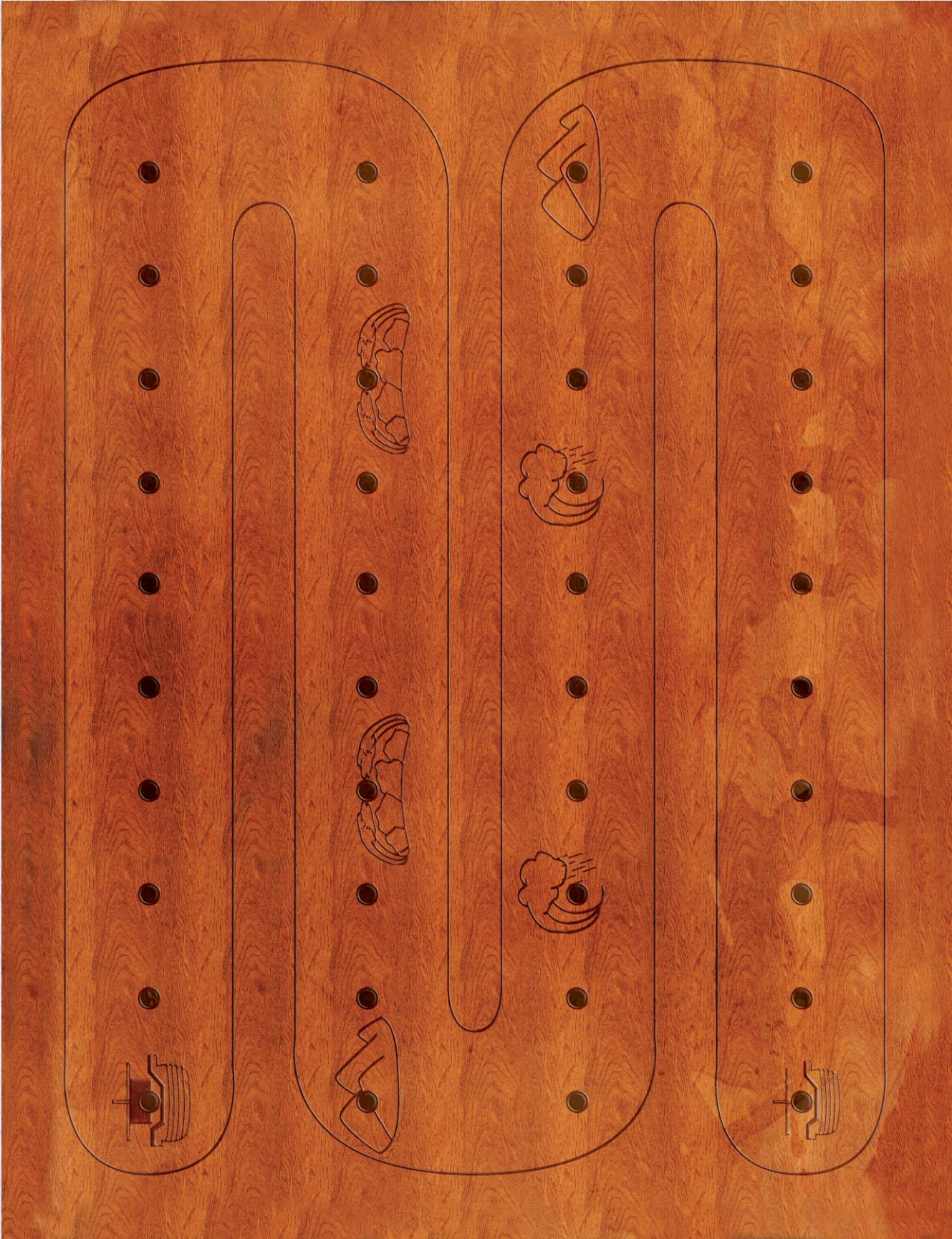
“High Seas” is a popular past-time which first originated as a game to pass the time while travelling by ship. It is now played all over Eldoria, although it is a game more popular with commoners; nobles prefer the highly strategic game of *Roundels*.

The rules for High Seas are on page xx. Here we have provided a copy of the board; the legend for interpreting the symbols carved into it; and images of typical pieces used to play “.High Seas”. These are usually four sets of five wood or bone ‘ships’, each in a different color (allowing for 2-4 players). The ships have pegs, allowing them to be slotted into holes on the board.



Playing Pieces





The Tournament of Steel

Seven days of martial competition



Daily entry to Marteen's Common 1sp

Tournament entry fee 50gp

This year's Tournament of Steel will be held on Marteen's Common, Denhaven from Festival Day to Ahrilon Drydanzar, the March of Life. Persons without patents of heraldry must ensure they arrive early on Festival Day to enlist in the commoner's elimination rounds.

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

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Mundane Rogue Items Table

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Mundane Rogue Items Table

MUNDANE FIGHTER ITEMS TABLE

(100 Miscellaneous Discoveries found on a Fighter)



"The sword is mine... I leave the armor and the other weapons to the rest of you"

Sven Ivinia, Char-Endlese mercenary

Have you ever felt the pressure and frustration of coming up with multiple mundane items as players loot bodies of slain soldiers or search rooms belonging to the city guards? Then *The Mundane Fighter Items Table* 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 Fighter Items Table* is an expansion for the original *Mundane Items Tables* and a companion for the *Mundane Arcane Items Table*. They 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 fighter.

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

"The Mundane Fighter Items Table" has been written using the Pathfinder RPG but it is light on rules and is easily adaptable to other systems.

