



MUNDANE PALADIN ITEMS TABLE

(100 Miscellaneous Discoveries found on a Paladin)

With exclusive Eldorian Bonus Material

FOE



by Keith Done and Angela Caffery



Mundane Paladin Item 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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About this Publication

"He died protecting those who were too weak to defend themselves - let us lay him to rest with the honour he deserves. . . hey, I like the look of that sword he was carrying".

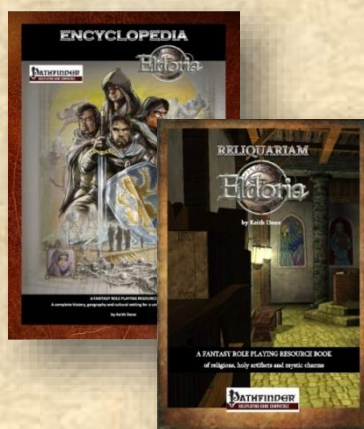
Have you ever felt the pressure and frustration of coming up with multiple mundane items as players loot the body of a paladin or search his place of worship? Then *the Mundane Paladin Items Table* is your solution. Not only are there a variety of mundane objects keyed a religious warrior character, the table also includes the odd and unusual – perhaps even sparking an idea for a new adventure. The *Mundane Paladin Items Table* is a stand-alone expansion to the original 200 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 of a slain Paladin.

Also look out for the companion books available via Drive Thru RPG:

- The Mundane Arcane Items Table
- The Mundane Clerical Items Table
- The Mundane Rogue Items Table
- The Mundane Fighter Items Table
- The Mundane Bard Items Table
- The Mundane Ranger Items Table

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 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 Paladin Items Table

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 pouches of that enemy Paladin they have just sent to a sticky end or they are going through the Paladin's bed chamber at the temple that he serves. Whatever the situation, the Mundane Paladin 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 Paladin Items Table is designed as a companion to the original 200 Mundane Items Tables and its companion Class 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 Paladin Items Table, one roll on the Mundane Arcane Items 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***.


Mundane Paladin Item Table

| Roll | Table 1 Item |
|--|---|
|  1 | Scroll with the words to the ballad, "And Who Will Save the Hero?" (page 11) |
| 2 | Travelling box that converts to small table with eating implements and a plate |
|  3 | Scroll case with documents acknowledging membership to a specific Order of Paladins (page 12) |
| 4 | 1d6 men at arms (FTRs levels 1-3). They are located within half a mile |
|  5 | Odressi Token (page 14) |
|  6 | Map showing the address of a Caldarthan swordsmith (page 14) |
| 7 | A pouch of 1d100 sp bearing the motif of the Paladin's deity (alms for the poor) |
| 8 | Holy Symbol |
| 9 | Linen bag with 4 platinum rings |
| 10 | Wooden training sword |
| 11 | Correspondence from a parent asking when is the next time they will visit |
| 12 | Dried posy of wildflowers |
| 13 | Mandolin |
| 14 | Quill and ink |
| 15 | Mantle edged in badger fur |
| 16 | White horse blanket stitched with silver thread |
| 17 | Embroidered formal clothing and shoes |
| 18 | Ladies favour in the form of a silk handkerchief with the letter "J" embroidered on it |
| 19 | Small repair kit to knock dents out of armour |
| 20 | Signal horn with a decorative platinum mouthpiece |
| 21 | Tortoise shell spectacles |
|  22 | Ormocean Holy Water; a very potent medium against undead (page 15) |
| 23 | Ermine trimmed white woollen cloak |
| 24 | Ermine trimmed white leather gloves |
| 25 | Samite shirt with embroidered with a sword motif |

Mundane Paladin Item Table

| Roll | Table 1 Item |
|--|---|
|  26 | Locket with a miniature picture of Paladin Saviour (page 15) |
| 27 | Lock of long red hair in a small enamelled round tin |
| 28 | Golden goblet engraved 'Vanquish evil, protect the Innocent' |
| 29 | Map showing the location of a goblin community |
| 30 | Half written love letter to an unattainable princess |
| 31 | Grooming kit (hair brush, moustache wax, small scissors) |
|  32 | Tournament of Steel poster (page 17) |
| 33 | Weatherproof hood and cloak |
| 34 | Banner displaying a family crest |
|  35 | Banner displaying an Eldorian Paladin Order (see page 12 for Siritar devices) |
| 36 | Family signet ring made from silver |
| 37 | Gold signet ring bearing the symbol of an Eldorian Paladin Order |
| 38 | Miniature portrait of a lady with black hair |
| 39 | Book - Prayers |
| 40 | Book -Tales of the Paladin Saviour |
| 41 | Book - Tales of Marriden Stormheart |
| 42 | Book- Court Etiquette |
| 43 | Book – Paladin Code |
| 44 | Book – Art of Warfare |
| 45 | Edict 38 (a religious contract allowing the Paladin to act outside the law) |
| 46 | Pack containing barding |
| 47 | Breastplate bearing the device of a two-headed dragon |
| 48 | 1d10 silver plated nails |
| 49 | Vial of powdered silver |
| 50 | Consecrated portable altar (unassembled fits in a backpack) |

Mundane Paladin Item Table

| Roll | Table 1 Item |
|--|---|
| 51 | Trail rations for 5 days |
| 52 | Flak of oil and a cloth for maintaining weapons and armour |
|  53 | Letter of appointment to a Justicator (page 18) |
| 54 | Engraved greaves with the emblem of a raven |
|  55 | Cloak clasp with emblem of the Church of (refer page 12 for Siritar devices) |
| 56 | Silver flask of anointed oil for performing blessings |
| 57 | Chainmail shirt |
| 58 | Schedule of passwords for a temple |
| 59 | Manacles and chains |
| 60 | Warhound (use Pathfinder Riding Dog statistics). The hound will aggressively defend its master. |
| 61 | A non-bonded horse (use Pathfinder Heavy Horse statistics) |
| 62 | Full helm with a red-horsehair plume |
| 63 | Leather gauntlets set with silver devices of the Paladin's deity |
| 64 | A pouch of incense |
| 65 | Brass censer |
| 66 | Longsword |
| 67 | Bag of oats (for a horse) |
| 68 | Silver edged sword |
| 69 | A scroll containing a litany to drive away demons |
|  70 | Pewter Roundels set (page 19) |
| 71 | Prepared speech for a best man at a wedding |
| 72 | Healer's kit |
|  73 | Journal of a Paladin Vampire hunter (page 19) |
|  74 | Esmian Bauble (page 21) |
| 75 | Locket with the image of the Paladin and a woman |

Mundane Paladin Item Table

| Roll | Table 1 Item |
|---|---|
| 76 | Silver face mask (value 200gp) |
| 77 | Diary detailing recurring visions the Paladin has been having |
| 78 | Token for collecting a horse stabled at a nearby inn |
| 79 | Small wheel of cheese |
| 80 | Saddlebags |
|  81 | Liraan's Water - a purifying medium (page 22) |
| 82 | Blunted detachable lance head |
| 83 | Full set of field-plate armour bundled in a pack |
| 84 | A sword with a holy symbol incorporated into the pommel/hilts |
| 85 | Orders from the Church detailing a quest the Paladin is to undertake |
| 86 | A small gold statue of the Paladin's deity (valued at 100gp) |
| 87 | Medium round shield |
| 88 | 2 thick woollen blankets |
| 89 | Worn thick woollen gloves |
| 90 | Wanted poster of a local villain |
| 91 | Holy symbol of an chaotic evil deity (from a vanquished foe) |
| 92 | A +1 Masterwork (mundane) sword |
| 93 | A heath-giving tonic (5 doses) which sustains a person without food for 3 days per dose |
| 94 | Squire (Level 1 FTR) who will defend the Paladin to the death |
| 95 | A formal set of plate armour decorated with gold motifs and opal inlay (valued at 4,000gp) |
| 96 | A mundane religious artefact of the Paladin's Church (valued at 100gp but 1,000gp to that Church) |
|  97 | Brindlethorn- an Eldorian Charm (page 23) |
| 98 | A minor magic item (GM's choice) |
|  99 | Jillard's Portal Sealer - an Eldorian magical device (page 23) |
|  100 | Mantle and Sword of the Paladin Saviour |

Eldorian Specific Items

(Items on the tables featuring an Eldoria symbol 

“And Who Will Save the Hero?” (a Ballad)

Marriden Stormheart was a Paladin with a tragic history which is recounted in several artistic works, including “The Stormheart Saga”, a series of novels by Mylass Quill and “And Who Will Save the Hero?” the great ballad penned by Darvinn Gildermoor in 1878R. Gildermoor’s song was the winning piece of music, awarded recognition by the tribunal at the Festival of the Muse in Jasper that year. The piece, which (in its unabridged version) goes for an hour, rapidly became a popular song at inns and taverns across the north of Eldoria and in the Sea of Souls. It is even said to have been learned by Elven bards of the Circle of Nolamande in Tarimthol-Irl, such is the complexity of the music and the phrasing of its song.

The ballad recounts the love between the legendary Paladin heroes Marriden Stormheart and Leeyandah of Damettia (the first female Paladin inducted into a Sirtar Order. It tells of Marriden’s great friendship with the Ormocean Cleric, Gaius Truehand, and how all turned to darkness when both Stormheart and Leeyandah died at the Siege of Seaguard. Gaius went on to bring his friend Stormheart back from the grave, using the forbidden lore of Sirth, beginning a tragic series of events.

“And Who Will Save the Hero?” remained a popular ballad until 1900R, after which, it faded away and was replaced by shorter, less-weighty romances and sing-alongs. The ballad faded away, although it remained a firm favourite amongst the Paladin orders of the northern lands who celebrated their achievements at feasts and sang praises to their heroes of old. “And Who Will Save the Hero?” also became a classical work of music, taught to students at the conservatoriums and it found a following amongst the Elves of Leezeria, who found that its story of love, war and revenge resonated with their experiences during the Wars of Tears.

However, the ballad has recently come into fashion again after the Elven Bard Dalmechia of Eriana travelled to the Human realms and performed at the Festival of the Muse and stunned audiences with her interpretation of the classic ballad. Now Bards across Sard and Elkia are emulating Dalmechia’s style and “And Who Will Save the Hero?” can be heard in places as diverse as the concert hall of the Crystal Chamber and the common room of the Tippy Tinker inn.



THE WARS OF TEARS

The Elven culture that dwells in the Kingdom of Leezeria has been involved in a long drawn out series of bloody confrontations with their Goblinskynd neighbors who occupy the western territories of Ahr-Ganiz. For centuries the Elves have fought battles against the Goblinskynd and their population has been decimated, as a result. While there has always been continual unrest, the Wars of Tears are defined by three major engagements as follows:

First War of Tears (The Loss of Dalafor) 1458R-1468R

A Goblinskynd attack on the western province of Dalafor drives the Elves there into the southern fens. Goblinskynd forces turn west and a long protracted war is fought in eastern Leezeria. The Goblinskynd are finally pushed back into Ahr-Ganiz but Dalafor is lost for good. Many Elves migrate west to their lands in Lyrie.

Second War of Tears (The Sack of Tarimthol-Irl) 1603R-1606R

A major invasion of Leezeria by Ahr-Ganiz. Eastern territories are secured by Goblinskynd forces and the Elven capital, Tarimthol-Irl is besieged and parts of the ancient city are sacked. The Dwarven King Leozan of Karashar-Zahl lands with two ships in Leezeria, seeking land for his people. He allies with The Elvenking to drive the Goblinskynd back into Ahr-Ganiz. The Dwarves are given the eastern territories of Leezeria as reward.

Third War of Tears (The Neverending Battle) 1800R-1962R

Goblinskynd legions break out of Ahr-Ganiz and overrun the Dwarvish Kingdoms then besiege the Elven forts. For more than 100 years Goblinskynd control Leezeria until an alliance with Humans sees the Goblinskynd defeated at the Battle of a Thousand Arrows. The Goblinskynd army is totally destroyed and the Elvenking grants land to Humans in his western domain.



Eldorian Paladin Orders

Paladins in Eldoria will usually belong to one of the Knightly Orders serving the God Ormocea or Siritar. Ormocea is the God of Law and Siritar (his son) is the God of the Just Warrior. The Siritar Orders are the have the largest number of Paladins and are as follows:

The Knights of Glory

This company of Siritar Paladins is the most ancient of the Knightly Orders and has its headquarters in Thungar, in eastern Elkia. It sponsors two Chapter Houses, one in Port Lyrie, across the Straits of Thungar and the other in Denhaven.



The Protectors of the Faith

The largest of the Siritar Orders, the Protectors of the Faith have their main headquarters in Denhaven, with sixteen other Chapter Houses situated throughout Elkia.

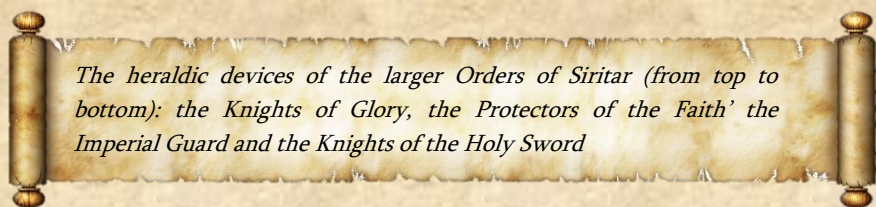
The Imperial Guard

Originally the personal guard of the Sardellan Emperors, this Siritar Order continues to defend the independence of the Imperial State and is often at political loggerheads with the rest of the Siritar Orders and the Holy Trinity. They have a single Chapter House in Jasper, the old capital of the Empire.



The Knights of the Holy Sword

This Siritar Order is based in Odressi and the Conclave recognizes them as representing the dogmas of the whole Siritar faith. The Order sponsors a second Chapter House in Carashal's Retreat, Maritaan.



There is also a smaller unique, all-female Siritar Order that exists only in Byalliz, capital of Y'sira. They are not formally recognized by the northern Orders. The Order is known as the daughters of the Silken Swords and was formed after the extraction of occupying forces in Y'sira by the Sardellan Empire. A large group of Sardellan women found themselves abandoned in the Y'siran capital of Byalliz and subjected to abuse at the hands of the new regime. Many of them were subsequently rescued by a group of Paladins and taught the ways of the holy sword.

There are also a number of Ormocean Orders of Paladins spread mainly throughout Elkia, the Holy Isle and Llan, which includes:

The Swords of Justice

This Ormocean Order has its headquarters in Denhaven, Elkia and sponsors twelve Chapter Houses throughout Elkia and Llan and in the Holy City of Odressi.

The Knights of the Silver Swan

This Ormocean Order has its headquarters in Denhaven and sponsors four Chapter Houses in Denhaven, Darringmoor, Tempest and (most recently) Brackendor, in Northland.

The White Lance

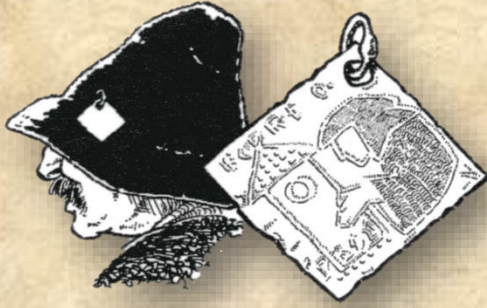
Only formed recently, following the Five Years Doom, this Ormocean Order has its headquarters in Odressi and sponsors small Chapter Houses throughout a number of major islands in the Sea of Souls.

The Forgiven

This elite and secretive Order of Ormocean Executioners has its only Chapter House in Odressi, although individual members reside in major towns and cities throughout Elkia and in Tempest. The smallest of the Ormocean Orders, it is made up of fourteen Paladins. The Paladins of the Forgiven are each of Character Levels 7 -10. They are recruited from the ranks of other Ormocean Paladin Orders into an elite group. GMs should consider only allowing players in higher level campaigns to assume the role of a Paladin of the Forgiven.

Players may wish to portray Paladins associated with other Eldorian religions but they would not be a part of any large organization. Instead, they would be considered a lone warrior, supremely devoted to the God they worship, so much so, that they are capable of performing miracles in the name of their deity.





Pilgrim's Token of Odressi

Odressi is an Eldorian city-state, which was founded in 1002R. It is a unique city, unlike any other Human center, having been 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.



Caldarthan Weapons (a special form of masterwork sword)

There are individual craftsmen amongst Human society in Eldoria who produce masterwork weapons and/or armour. 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 Elkian 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 swords they create provide a +2 masterwork bonus adjustment.

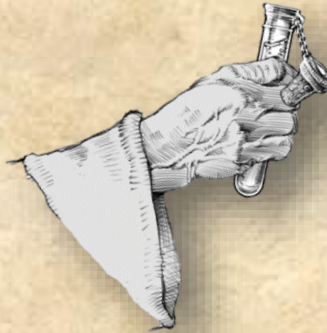
The cost of a Caldarthan weapon is four times the standard value listed. However Caldarthan weapons are matched exclusively to the particular strength, dexterity and fighting style of the individual who it is made for. The weaponsmiths spend many days with their client, taking anatomical measurement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

A Caldarthan weapon is recognisable by its hallmark of a crab clutching a sword in its claws.

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.

Ormocean Holy Water

Ormocea is the Eldorian supreme deity (like Zeus in the Greek pantheon) and governs the domains of Law, Protection, Nobility, Glory, Good and Knowledge. The Ormocean Church has been actively opposing the Cult of Sirrith, Goddess of the Undead, for thousands of years and has gathered much lore in its battle against Undead creatures. The Hoy Water of the Ormocean Church is far more potent when used against Undead than the Holy Water of other Eldorian religions.



Ormocean Holy Water inflicts maximum damage of 8 points when used against Undead and Outsiders and it delivers 4 points of splash damage.

The Paladin Saviour

The Paladin Saviour is a mythological figure, whose adventures are recounted in many stories and songs; 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 great early war-chiefs of the ancient Kingdom of Khalast. Tabias is credited with founding the modern version of the Siritar faith, when he created the Mahl-Gandrah (the Knights of Glory) a military Order whose code of conduct was directed according to the Paladins who commanded it.

A popular bard's tale narrating his early life depicts Tabias defeating Vallarz, the son of a Dyramandi chieftain, in single combat. Instead of taking his life, Tabias spares him and the two become friends. They end up travelling the lands, righting wrongs and having many adventures. Most of these are recounted in the series of short stories and songs penned by the Horanda Dannis in his well-known work 17th century R book, "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. Many historians claim this is simply a case of various political factions investing the qualities of the legendary Tabias in their own contemporary heroes. However, 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.



ORMOCEA God of Law

The organized worship of Ormocea that followed the Darktime is said to have been started by the Prophet Samroth, who received a vision of Ormocea, appearing to him out of the west and proclaiming that law and order would soon be returned to the troubled world. Samroth was directed to go forth and pave the way for the time of the Awakening so that the faithful would be able to travel to Kalidath when the Gods depart from Enshar.

The essential doctrine of the Ormocean church is one of creating an ordered society, by the introduction of its complex code of edicts, as laid out in the First Book of Law. The edicts of the church promote moral values of obedience to superiors, so long as those superiors act within the defensible confines of Ormocean Law. The church promotes an attitude of compassion in most of its affairs but will readily adopt a strict and unrelenting composure with those who transgress the law and refuse to seek absolution.



Mundane Paladin Item Table

Tabias of Thungar became the legendary Paladin Saviour who the tales say is immortal. He comes in time of need to right wrongs and protect the innocent from evil



The Tournament of Steel

A popular spectacle in Denhaven, the capital 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.

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 Thrison 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.

Justicator

A special Chapter the Ormocean Church is that of the Justicators. Followers of the Order of Justicators administer Ormocean Law throughout the many Human countries that have adopted the Ormocean legal system after being conquered or becoming an ally of the Sardellan Empire. Although Justicators are usually devotees of the Ormocean Church there are many secular Justicators in countries where the faith is not as strong but Ormocean Law is still the accepted means of dealing with disputes. As acolytes, Justicators study law under the tutelage of the Choir (the legal experts of the Church) and upon obtaining an acceptable level of competency; they are given a posting to maintain the law in a designated community within an Ormocean Protectorate.



They are responsible for arbitrating a wide range of claims and grievances, ranging from mercantile transactions to petty theft. Their decision on any issue is final unless an affected party opts to have the dispute taken to an Ormocean Audit (a higher court). In doing so, the person who requested an Audit hearing had better be sure of their case as they can be served with large fines and even imprisonment for wasting the time of the court. Justicators do not handle matters that involve the loss of life.

In these cases, they will undertake an initial investigation and detain any necessary suspects, but this information is automatically handed over to an Auditor to preside over. Justicators usually work hand-in-hand with the local militia or town guard in order to make arrests. A Justicator is often supported in their role by a Paladin, especially in remote areas or cities that have a high crime rate. The Paladin acts as 'muscle' for the Justicator, ensuring that perpetrators of crime comply with their directions. Generally, Paladins do not seek out positions of service with Justicators; the role is considered to be one that is unworthy of their skills and abilities. Often, a Paladin is assigned to a Justicator as a penance for some transgression that has occurred against the code of their Order.

Pewter Roundels Set

Roundels is a popular board game throughout Eldoria, but particularly in Sard and on the Holy Isle, where tournaments are held each year. It has similar elements to chess but is played on a circular board with a stylised keep at its centre. The game is abstract and is supposed to loosely simulate a siege. There is an attacking player and a defending player and each side has some pieces common to both players and some unique pieces for their role as the attacker or defender. A Typical Roundels set costs 10+1d6gp.



The etiquette of playing Roundels requires players to participate in two games, one as the attacker and the other as defender. Some of the pieces include:

- The King
- The Knight
- The Cleric
- The Foot-soldier
- The Ram (unique to the Attacker)
- The Cauldron (unique to the Defender)

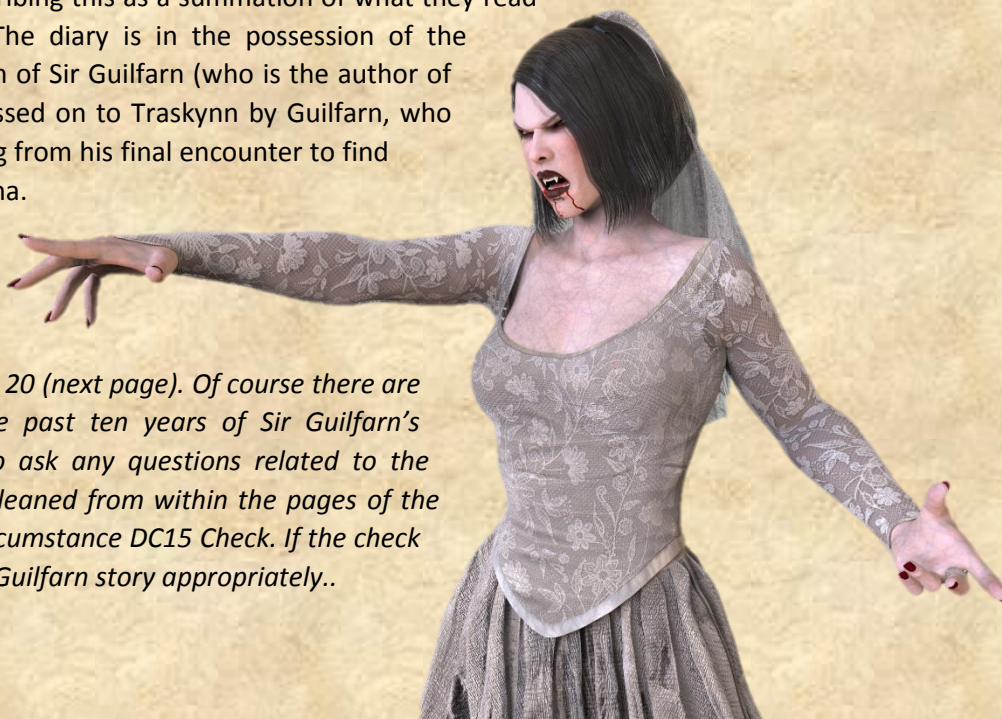
The game is often played by members of quasi-military orders, such as the Ranger companies of Eldoria, where the pieces are often depicted as animals (e.g. the King is a Lion).

Journal of a Vampire Hunter (Sir Guilfarn)

The following information is from the introduction to the FoE Adventure Module, "Sanctuary" and is an excellent plothook for involving a group with that scenario. You can provide your players with as much information as you want, describing this as a summation of what they read from the journal they find. The diary is in the possession of the Paladin Traskynn, a companion of Sir Guilfarn (who is the author of the the diary); it has been passed on to Traskynn by Guilfarn, who feared he may not be returning from his final encounter to find the female Vampire, Maedranna.

GM NOTE:

In summary, Guilfarn's journal describes the events on the player handout on page 20 (next page). Of course there are many other details about the past ten years of Sir Guilfarn's exploits. If a player wishes to ask any questions related to the Paladin that are likely to be gleaned from within the pages of the journal get them to make a circumstance DC15 Check. If the check is successful, elaborate on the Guilfarn story appropriately..



I am a Paladin of the Order of the Knights of Glory the younger, Guilard of Thungar, who holds lands Elkia. Many years past I was commanded to investigate rumours of unusual happenings in a village on the Elkian border. It was in a place called Wyndor's Rift, a pleasant, isolated rural community located high in a mountain valley. I took my company of loyal men up to the Rift and I considered it an easy mission, we would no doubt find that the rumours were indeed that - just local gossip that had taken on a more grandiose mantle. I had my young son Dacian accompany me to act as my esquire and to see something of a knight's life, before being sent to House Daltham for his training with my Order.. Alas, that I was not gifted with the power of foresight to see what misery this was to bring.

I was wrong in assuming Wyndor's Rift contained no threat - often evil is attracted to the most idyllic of settings. When the Order arrived at the Rift, villagers who were intent on not letting us near their homes confronted us. As I tried to negotiate passage, an arrow was let fly and my men retaliated. Before I could try to calm things down, I was busy defending myself from crazed villagers. During the struggle, someone put fire to a house and the whole village was ablaze before the fighting was over.

I tried to reason with some of those we captured to find out why they were willing to cross simple hoes against the steel of seasoned soldiers. They were tight lipped, but by morning, I had my answer. During the early hours I was busy trying to help many of those we had harmed, I forgot about Dacian, whom I thought was safe in my pavilion. But not safe from the evil that stalks the night...she sought him out and stole away my boy's life.

She was a Bloodseeker, a Vampire, one of the accursed of Siritith's brood. She had made some pact with the people of Wyndor's Rift and they gave her sanctuary in return. She brought Dacian to my encampment before dawn, his broken body drained of the last drop of blood. Her name was Maedranma and I gathered she was of a most ancient line. She assumed the form of a wolf and fled into the night. I grabbed my trusty hunting bow and begged with all my soul for Siritar to make my arrow fly true but it struck a branch and, although it pierced the wolf's shoulder, it missed the foul creature's heart.

As Siritar had abandoned me, so I abandoned him. I no longer took solace within the temples of the Lord of Paladins, I devoted my life to hunting down my son's slayer. Six years I trailed her about the lands of the north and at last I found that others had beaten me to my quarry. In Fort Lyrie I learned that she had been discovered and was destroyed by a local mob, her body burned. For a time I returned to my home but something still troubled me, a feeling of unease that told me that Maedranma still lived.

I departed my family and friends, fighting with my dear brother and returned to searching for any word or sign that Maedranma was still abroad. I found nothing, except the evil that men do. I began to think I was mad. Short of money to upkeep my steed I answered a call for help from the bailiff of Sherrimoor, a village on the coast of Lan. With me is the loyal Traskynn, last of my companions who have continued the quest with me. It is here, in this dying village that we found my quarry gone to ground again, like she had at Wyndor's Rift, bewitching the locals. In truth, I think the fool of a bailiff does not know who the tenant of Charlen Keep really is. He thinks he deals with mere slavers.

My life has been for naught and I now sharpen my sword to do battle with my nemesis. I have ordered Traskynn to return with my journal to my brother and make peace with him, as when I last saw him I departed his house after harsh words were spoken between us. I hope the thoughts I have put into this journal will explain something of what I have been through. Please know brother Guilard that I love you and go to my fate with him and his family in my thoughts. I know that it is likely too great a task to ask of you but I beseech you, if I am unsuccessful in slaying Maedranma, I beg that you finish my quest and avenge my son. Destroy this evil creature and end her centuries of depravity. Swear to me an oath that you will end Maedranma's reign..

Esmian Bauble (a 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 Esmia, 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.



ESMIA

Goddess of Healing

The Esmian faith found its rebirth in the eastern regions of Elkia some twenty years prior to the discovery of the Books of Law by the Prophet Samroth. The religion first emerged amongst the Nelandai people dwelling in the east El kian region called Vhellithron, a land bounded by the Passage of Thungar in the east and the Eaglesroost Mountains in the west.

The Esmian faith believes that only by cleansing the body and the mind can one truly be at peace. They promote ceremonial washing and grooming as part of the ritual to honor Esmia and clerics are expected to bathe twice per day, after rising and at noon. Senior clergy of both sexes often shave all their hair off as a further gesture to the Goddess of their personal cleanliness.

The purification of the mind involves the casting out of all ill thoughts. An Esmian will spend an hour each day in silent meditation within the temple Salandrum (a special chamber that has been ritually purged of all evil). Contained within the Salandrum is the temple font. The Holy Water of the Esmian faith is an especially important medium, symbolizing the healing tears of the Goddess.



LIRAAN

Goddess of Rivers Streams and Lakes

Liraan has a minor following amongst Humans, with some Elven clans of western Leezeria also holding the Goddess of the Waters in high esteem. The Human sect traces its origins back to the Llanish highlands where Pre-Redemption rituals and ceremonies were practiced in the latter years of the Darktime, well before the discovery of the Books of Law. The ancient temple at Lake Revelation is said to be the birthplace of the theology of the Liraanian movement and it remains a hallowed site for pilgrims to visit, although the temple based in Odressi has become the center of its theological dictates.

Both Human and Elven beliefs in Liraan acknowledge that the Goddess's lifeblood is the clean, fresh water that flows in the rivers, streams and lakes of the world and that to dam or pollute these waters is an affront to the Goddess. Water is essential to all life and every cup that is downed cleanses the soul and brings the true believer closer to Liraan. Thus many rituals of the church revolve around water, requiring the ceremonial drinking of or bathing in water.

Followers of Liraan bury their dead in the ground but the body is placed in a water-filled container; in northern realms this usually consists of a wooden coffin sealed with pitch. Y'siran worshippers of Liraan prefer the use of large urns made of terracotta or brass to bury their dead.

Liraan's Water (a purifying agent)

Liraan's water is a colourless liquid that was first perfected and utilised by the clergy of Liraan, Goddess of the Rivers and Lakes. It was used to remove most of the impurities from fresh water, eliminating most disease-causing bacteria.



Type: Purifying Agent (Plant), added to water in a ratio of a quarter pint per gallon/Save (for bacteria): DC 19.

Onset: 1 hour (all bacteria will be neutralized in that time).

Initial Effect: destroys all contaminating bacteria (DC19).

Secondary Effect: None.

Side Effect: Gives the water a slightly bitter taste and will have a laxative effect if more than two pints are consumed within an hour (Fort Save DC17 for every pint consumed in excess of two).

Description: Liraan's Water is a colorless liquid that smells of jasmine.

Creation: Liraan's Water is made from resins contained in the stems of Brindlespear Rushes, which grow in the waterways of Sard, Elkia and Y'sira. The resin is mixed with a number of other plant extracts, which combine to bring on the purifying effect, once they are boiled and distilled.

Market Price: The formula for Liraan's Water is a closely guarded secret of the Church of Liraan and it is only available from their priests. It costs 10gp per pint.

A Brindlethorn Sword Charm

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 Sirtar and then casts away the brindlethorn sword.



Jillard's Portal Sealer (a Magic Device)

A Wondrous Item

Aura Strong Abjuration (Good); **CL** 12th; **Slot** n/a; **Price** 26,00gp; **Weight** 1lb

Description: This device was conceived by the famed Abbott Farlan Rallid, and constructed by his sister, Jillard, who was a talented artificer. It uses the principles behind the pre-Redemption artefact, the Emyrean Ward (see "The Reliquarium Eldoria") by consecrating an area with positive Tas energy; its primary function being to temporarily close minor gateways between the Prime Material Plane and Shadowland, the realm of the Undead.

A *Jillard's Portal Sealer* is a small metallic sphere about the size of a large plum. There is a square button on its base; pressing this activates the device. There is a red button on the top of the sphere and once this is depressed, the Sealer goes into a locked position and cannot be 'disarmed'. The device begins emitting a chime every five seconds. On the third chime the sphere disintegrates, releasing a flood of purifying Tas energy that suppresses all



CHARMS

A Minor Magic Item

Charms are minor magic items prepared by priesthoods according to rituals passed down over generations. They are used by members of the priesthood and often sold to the general populace as a source of revenue to each church.

Although the magic of a charm is not as powerful as a spell effect, their creation is a closely guarded secret and usually involves the crafting of mundane items that are then blessed by a Seervati. Many charms of different kinds exist within each religion. In this section the best know charms are described. GMs may wish to develop their own versions of these items.

Charms are imbued with a small amount of Tas energy that reacts to specific circumstances triggered by fluctuations in a person's aura. 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. The chance of this is determined by the GM making a DC roll (referred to as a Belief Check). Each charm has its own DC listed in its entry.

See "ELDORIAN CHARMS" available from Drive ThruRPG for more information on Charms

existing negative energy fields in a 10' cube. A wave of force is released from the epicenter, inflicting 5d4 points of force damage to any non-Undead creature type within the area of effect. A successful REF saving throw of DC15 halves the damage. Undead sustain 5d4 points of force damage (no save). For every round Undead remain in the area of effect created by the Sealer, they sustain an additional 5d4 points of force damage.

The Jillard's Well Sealer's main purpose is to remove all negative energy from a defined area. The removal of negative energy from a portal such as a Keening will immediately close it. Any portal closed by a Sealer will remain closed for $50+2d100$ years. The effect which damages Undead dissipates, after remaining in place for $3+1d4$ days.

Construction Requirements

Craft Wondrous Item; Symbol of Sealing, Dispel Magic Greater, Creator must be an Ormocean Cleric; Cost 13,000gp.



The Sword and Mantle of the Paladin Saviour

The mounted figure rode slowly down the main street of the village and the braver inhabitants peeked from behind shutters to see who this mysterious visitor could be. It was old Tolwin who called out first, crying, "Do you not see! Are you blind! See there, his sword bears the sign of Thungar! And look beneath his grimy covers and you shall spy the White Mantle. The Paladin Saviour has returned to drive evil from our midst!"

Mantle: strong healing; CL 20th; weight 1lb

Sword: strong evocation, divination and compulsion; CL 20th; weight 8lb

These great artefacts were given to Tabias of Thungar by Captain Persyene, a mysterious divine servant of Siritar. Legends have it that Persyene walked the mortal lands during the Darktime, aiding people oppressed by evil and, when the Books of Law were found again, it was time for him to return to Evelaar (Siritar's Heaven). Pedryene is said to have taken Tabias on his last great quest and, when they parted company, he gave his sword and mantle to Tabias, as a gift. Tabias used these artefacts to convey the divine power of a Paladin upon himself; any character of Good alignment can use the powers of the Mantle and Sword.

The Mantle is a full length white hood and cloak, which fastens at the throat with a gold heart-shaped catch and chain. Its fabric cannot be permanently damaged by normal means. It can be torn and stained but the damage is magically repaired within 24 hours by a permanent improved form of the spell, Mending, which both mends and cleanses the mantle.

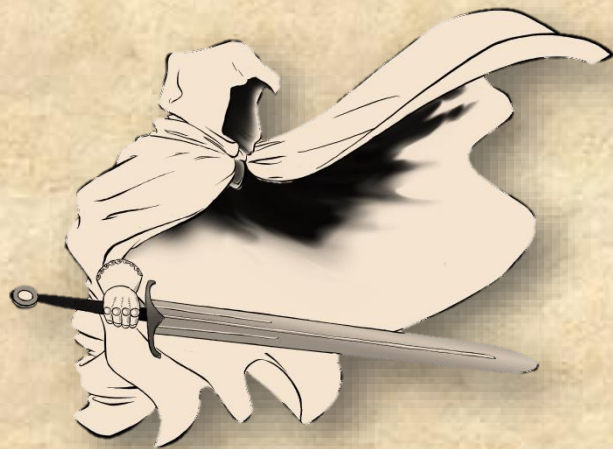
The Mantle conveys the following Paladin abilities while it is worn:

- Lay On Hands
- Divine Grace
- Divine Health.

The sword is a +2 two-handed Good aligned greatsword with a gold heart set into the cross-piece as a decoration. Its wielder receives the following paladin abilities when the sword is drawn and in use:

- Smite Evil
- Detect Evil
- Turn Undead

All of the abilities listed above are conveyed at a minimum of 5th level of ability or at the character's level if greater than 5th level.



Mundane Paladin Item Table

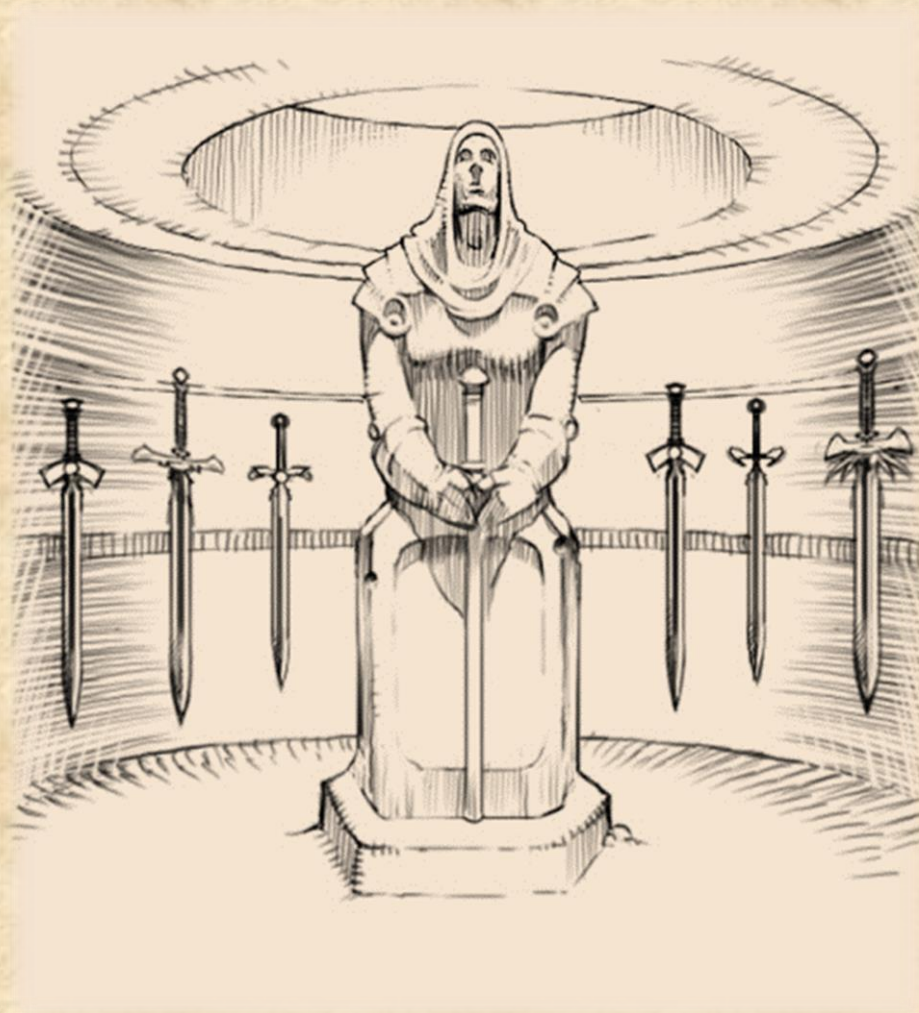
If a Paladin uses these artefacts their own abilities that are the same as those conveyed by the mantle and sword are treated as though they were 3 levels higher.

Both artefacts are warded against the possibility of being stolen away by Evil characters. Should the Mantle or Sword become the possessions of Evil, for more than a day (or become otherwise lost) they are magically teleported to the Shrine of the Paladin Saviour, the legendary hero Tabias of Thungar.

The Shrine was built in the far distant west of Akalastia and here, the Mantle and Sword can be reclaimed by someone worthy enough to take up the cause of the Saviour. Over the ages, there have been seven incarnations of the Paladin Saviour and because of this, folklore tells that he is i the same man, being an immortal knight.

GM NOTE:

See page 12 for additional information on the Paladin Saviour



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

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

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

Mundane Paladin Item Table



Mundane Paladin Item Table

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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.

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Mundane Paladin Item Table

MUNDANE PALADIN ITEMS TABLE

(100 Miscellaneous Discoveries found on a Paladin)



"He died protecting those who were too weak to defend themselves - let us lay him to rest with the honour he deserves. . . hey, I like the look of that sword he was carrying".

Have you ever felt the pressure and frustration of coming up with multiple mundane items as players loot the body of a paladin or search his place of worship? Then *the Mundane Paladin Items Table* is your solution. Not only are there a variety of mundane objects keyed a religious warrior character, the table also includes the odd and unusual – perhaps even sparking an idea for a new adventure. The *Mundane Paladin Items Table* is a stand-alone expansion to the original 200 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 of a slain Paladin.

Also look out for the companion books available via Drive Thru RPG:

- The Mundane Arcane Items Table
- The Mundane Clerical Items Table
- The Mundane Rogue Items Table
- The Mundane Fighter Items Table
- The Mundane Bard Items Table
- The Mundane Ranger Items Table



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

