



# MUNDANE RANGER ITEMS TABLE

(100 Miscellaneous Discoveries found on a Ranger)

With exclusive Eldorian Bonus Material *not included* in the Encyclopedia Eldoria

FOE



by Keith Done and Angela Caffery



## Mundane Ranger Item Table



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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".

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## About this Publication

*“It appears that you woodsman has been killed by the bear that lies close by, slain by his fine arrows. . . hmmm, 'tis an equally fine bow that lies there for the taking”.*

Have you ever felt the pressure and frustration of coming up with multiple mundane items as players loot the body of a ranger or search his abandoned camp-site? Then *the Mundane Ranger Items Table* is your solution. Not only are there a variety of mundane objects keyed to an outdoors character, the table also includes the macabre and unusual – perhaps even sparking an idea for a new adventure. The *Mundane Ranger 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 Ranger.

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 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 Ranger 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 pockets of that enemy Ranger they have just sent to a sticky end or they are going through their bedroll and packs at the Ranger's camp. Whatever the situation, the Mundane Ranger 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 Ranger 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 Ranger 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 Ranger Item Table








Roll	Table 1 Item
1	Whet Stone
2	A polished acorn
3	A pottery container of bee's wax
4	A calf skin cloak
5	A hardy dog collar engraved with the name "Pyppa"
6	A small grappling hook an knotted rope
7	A flail
8	A whip
9	A set of wooden pan-pipes
10	A parchment with drawings of ten different types of common animal tracks
11	A locket with a butterfly trapped in amber
12	A battered leather hat with a distinctive feather
13	A hard leather quiver containing ten arrows
14	A sling with a pouch of twelve iron bullets
15	An ivory box full of live slugs
16	Six snail shells, each with a different ancient runes painted on it
17	A horn lantern
18	A horse bridle
19	Saddlebags
20	A backpack with a secret compartment (DC22 Perception to find the compartment)
21	A thick winter scarf
22	A head band with a small knife concealed inside
23	A small vial of oil of cloves (for toothache)
24	A longbow
25	The untanned animal pelt (bear, badger, ermine etc.)

Mundane Ranger Item Table

Roll	Table 1 Item
26	Common survival kit (Pathfinder)
 27	Hunter's whistle
 28	Animal companion
29	A weighted net
30	Fletching tools
 31	Badge identifying the bearer as belonging to a specific company of rangers
32	Wolf head medallion
33	High boots
34	Hessian pouch of seeds
35	Warm mottled green woollen cloak with internal pockets
36	Book detailing edible plants found in the wild
37	Box of whittling knives and speciality pieces of wood
 38	Finely carved roundel set (with the pieces being animals)
39	Animal trap (jaw type with pressure plate)
40	Rat pelts on a rope
41	Wanted poster for a poacher
42	Map of a local forest region
43	Bottle of musk (to attract deer)
44	Letter of invitation to an archery contest
45	Bucket List
46	Throwing daggers (x4) with an ivory boar's head on each pommel
47	Ring with the insignia of a badger
48	Leather gauntlets embossed with animals
49	Belt buckle wrought in the shape of a rabbit
50	Letter concerning a rendezvous with a noblewoman regarding a mission



## Mundane Ranger Item Table

Roll	Table 1 Item
51	A piece of parchment with the secret name of a fey creature
52	Map of showing the lair of a group of smugglers
53	Masterwork leather armour
54	Piece of bone carved into the shape of an otter
 55	Leaf linen cloak
56	High leather boots
57	Tusk on a cord
58	Broad hat with an insect net
59	Pouch of trail rations for 2+2d4 days
60	Bundle of kindling
61	Oil for leather
62	Leather purse of tobacco
 63	A twin-tailed falcon
 64	Fey bracelet (a magic Charm)
65	Bone collection
66	A pouch of various dried healing herbs
67	Water-skin
 68	Liacca (2+2d4 doses)
69	Tree-climbing spurs (provide a +1 bonus to climb checks when ascending trees)
 70	Vial of Liraan's Water (a purifying agent)
 71	Ryeeka (an oil that masks scent)
72	A basic compass (lodestone in a sealed container of water)
73	Drawings of the anatomy of animals and birds
74	Skinning knife (treat as a dagger; causes Bleed condition on a critical hit in addition to damage)
 75	Hirath holy symbol

Mundane Ranger Item Table

Roll	Table 1 Item
76	Camouflage stains and clothing (provides a +1 Hide bonus)
77	A leather face mask
78	A booklet showing how to tie several types of knots (-1 to Escape Artist checks)
 79	Ohrmskaat (a lotion that repels normal insects)
80	A small sack of dried fruit and nuts
81	Leatherworking tool-kit
82	Basket making/braiding frame and tools
83	A small collapsible coracle
84	A small tent
85	Flint and tinder
86	Spy glass
87	Hunting horn with silver banding
88	Fishing rod and kit of hooks, flies etc.)
89	2+2d4 broadhead arrows (+1 non-magical damage and Con Save DC 15 or target receives the Bleed condition)
90	Pouch of belladonna
91	A bundle of 12 sharpened stakes (for a pit trap)
92	1d6 Pathfinder specialty arrows (refer special ammunition; GMs choice)
93	Wolf-collar (10% chance of cancelling critical damage against prey when worn by a hound)
94	2x masterwork short swords
95	Silver arrows (2d4)
 96	<i>Ellytinkin's stir-a-lot-a pot</i>
 97	<i>Ellytinkin's warm-a-lot pot</i>
 98	1d6 Luumus Pods (fire-quenchers)
99	Elven Cloak
100	Minor Magic Item (GMs choice)

## Eldorian Specific Items

(Items on the tables featuring an Eldoria symbol )

### Hunter's Whistle (aka a Mating Caller) Whistle

These whistles have the ability to copy the mating call of a specific normal animal. The whistle has a range of one mile and the GM must determine if there is an animal of the specific whistle type, native to the area and in range. If so, 1d2 animals of that type will make their way to the location. The whistle must be repeatedly blown over a period of an hour (but not continuously) for the animal to find the summoner. The animal is in no way beholden to the summoner and may attack, if a predatory creature. Once summoned, and finding no mate, a summoned creature will flee. If the whistle is used again it will make a Will DC Save to refuse the call. Each subsequent time it is summoned, it receives a cumulative +2 to the save.



### Animal Companion

This assumes that the ranger the players have encountered is a minimum of 4<sup>th</sup> level. At 4th level, a ranger forms a bond with his hunting companions. This bond can take the form a close relationship with an animal companion. The GM should determine the type of companion from the following list (or roll randomly).

d10	Animal Type	Base Statistics
1	Small Dog	Init +1/Melee bite +2 (1d4+1)/AC13/hp6/ Fort +4, Ref +3, Will +1
2	Cat	Init +2/Melee 2 claws +4 (1d2-4), bite +4 (1d3-4)/ AC 14/hp 3/Fort +1, Ref +4, Will +1
3	Bird (e.g. Raven)	Init +2/ Melee bite +4 (1d3-4 plus attach/ AC 15/hp 4/Fort +2, Ref +4, Will +1
4	Squirrel	Init +4/ Melee bite +8 (1d2-4)/ AC 18/hp 3/Fort +1, Ref +6, Will +1
5	Dire Rat	Init+3/Melee bite +1 (1d4 plus disease)/AC 14/hp 5/Fort +3, Ref +5, Will +1
6	Pony	Init +1/Melee 2 hooves -3 (1d3)/AC 11/hp 13/Fort +5, Ref +4, Will +0
7	Light Horse	Init +2/ Melee 2 hooves -2 (1d4+1)/ AC 11/hp 15/Fort +6, Ref +5, Will +1
8	Badger	Init +1/Melee bite +1 (1d3), 2 claws +1 (1d2)/ AC 13/hp 9/Fort +4, Ref +3, Will +1
9	Fox	Init +2/Melee bite +1 (1d3-1)/ AC 14/hp 5/Fort +3, Ref +4, Will +1
10	Wolf	Init +2/Melee bite +2 (1d6+1 plus trip)/AC 14/hp 13/Fort +5, Ref +5, Will +1

The animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. A ranger's animal companion shares his favored enemy and favored terrain bonuses. This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the ranger's effective druid level is equal to his ranger level -3. This animal companion is found in close proximity to its master or the camp-site of its master. It's up to the GM how the animal is introduced and what its disposition toward those it encounters. For example, the players may have come across the body of a ranger who is the animal's master and the ranger has been killed by bandits who wounded the animal; the wounded animal is guarding the body and is hostile toward anyone approaching. Alternately it may be that your players are scoping out the camp of a ranger while he is absent and discover the animal guarding the ranger's possessions.

### The Badge of a Specific Company of Rangers

There are many established companies of Rangers throughout the lands of Eldoria. These often began as bands of hunters and woodsmen who frequented the same territories or had allegiance to a Druidical order. The larger of these companies eventually developed insignia which they displayed in the same manner as a knight's coat-of-arms. Major Eldorian Ranger companies include:



#### **The Quirrath Tairn**

An Elven band of Rangers who hate Goblinskynd and endlessly hunt Orcs across the dangerous wastes of the Crownless Lands. Their badge features two white crossed arrows against a circle of green.



#### **The Greyleafs**

A company ranges throughout Sard and Elkia, tracing their roots to the great Druid Izrach. They are known for keeping travellers who use mountain trails safe from bandits and Goblinskynd. Their badge is a grey leaf stained with a drop of blood.



#### **The Shadowthrix**

A company based in the Llanish highlands who keep the isolated farmsteads safe from the Bloodmane barbarian tribes. They also range across the unexplored forests of far western Llan and have contact with the hidden Elvish communities that were established there many hundreds of years ago. Their badge is a predatory black rabbit.



#### **The Suujakyn**

The expert desert trackers of Y'sira. They often escort caravans across the more remote dune seas of that land. Their badge is a scorpion with a curved dagger held in its claws.



#### **The Seawardens**

A group of Rangers who are skilled mariners, who serve the Church of Gurthor. They are mostly a Human following that originated in the island of Trith, in the Sea of Souls. They draw much of their knowledge from the lore of older seafarers, such as the Dwarves and Elves. Their badge is a golden seahorse on a blue background.

### A Finely Carved Roundel Set (with carved animal pieces)

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 unique pieces common to both players. 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).



### A Leaflinen Cloak

The Elves of Leezeria often wear cloaks, jerkins and britches made of valandia (called leaflinen in the Sardellan tongue). This is made from the large, broad leaves of the valandia-lily, an extremely tough, water-resistant plant. The leaves retain their properties of suppleness, strength and water-resistance many years after they have been removed from the parent plant. Rangers frequently invest in a leaflinen cloak to protect them against inclement weather. In Human realms they can be found in markets in the major cities of the north, where they sell for 20+1d10gp.



## Twin-Tailed Falcon

CR: 0.3 XP 135

**N** Tiny animal

**Init** +5; **Senses** low-light vision; **Perception** +14



### DEFENSE

**AC** 17, touch 17, flat-footed 12 (+5 Dex, +2 size)

**hp** 4 (1d8)

**Fort** +2, **Ref** +7, **Will** +2

### OFFENSE

**Speed** 10 ft., **fly** 100 ft. (perfect)

**Melee** 2 talons +5 (1d6–3)

### STATISTICS

**Str** 6, **Dex** 18, **Con** 11, **Int** 6, **Wis** 14, **Cha** 7

**Base Atk** +0; **CMB** +7; **CMD** 22

**Feats** Weapon Finesse; Flyby Attack

**Skills** **Fly** +7, **Perception** +14; **Racial Modifier** +8 Perception

### ECOLOGY and HISTORY

The twin-tailed falcon is a small, predatory bird found mainly throughout the northern regions of Eldoria, although they have been known to roam as far south as the islands in the Sea of Souls. They prefer cold and temperate climates and dwell in forested and mountainous regions. The falcons are a pale grey in color, with brown markings on the wings, neck and tail. The tail, which gives them their name, is forked and this provides the bird with excellent manoeuvrability. Their wingspan (averaging 60 inches) is larger than an average falcon, providing the bird with much greater speed. They are very territorial, especially during mating season and will attack relentlessly if they consider their young are threatened.

The Sé Church began taming twin-tails from around 1100R and including them as part of their aviaries in all Sé temples. The falcons proved to be an excellent bird for carrying messages between these temples, having excellent memories and homing abilities. Knowledge of the use of twin-tails by the clergy came to the attention of secular authorities and, over time, nobles, merchants and the military gave their patronage to the Sé religion in order to use their communication networks to deliver urgent messages and information, across most of Eldoria.

The church profited from these arrangements and its priests were privy to great deal of confidential information that passed through its temples. During the Kinstrife, following the collapse of the Sardellan Empire, many Sé temples were deliberately captured and destroyed by rival factions in order to limit war-time intelligence. Others were abandoned after the Kinstrife, as a result of the Sé priesthood consolidating its assets around 1700R. In many cases, the birds in the aviaries were set free and, as a result twin-tailed falcons can often be found living at the sites of old Sé temples, where they have continued to roost for centuries.

### A Fey Bracelet (an Eldorian Charm)

This an Eldorian Charm Bracelet made of entwined strands of bark stripped from Balsian oak trees (a native species of Llan and Northern Sard). 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.

For the complete list of popular Eldorian religious charms and how they function, refer to “Eldorian Charms”, available on [drivethrurpg.com](http://drivethrurpg.com)).

The Fey Bracelet’s statistics are:

**Trigger:** The presence of a fey creature within 50’ of the owner.

**DC:** 12

**Effect:** +2 save against any spells or spell-like abilities of fey creatures

**Cost:** 5cp

**Frequency:** Rare

**Usage:** The bark strands have a life of 10+1d10 days.



### 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 three ranks of 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

## Mundane Ranger Item Table

**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.





### 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.



## 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.



## HIRATH God of Animals

The religion of Hirath has both a Human and Elven following. The latter, like most Elven faiths, survived through the Darktime due to senior members of clans passing on the doctrine from one clan member to the next. So long as the clans survived, the lore of Hirath was passed on.

The Human following of Hirath is divided into two Druidical Orders who are bitter rivals; the Order of the Wurm and the Order of the Lion depicts the God as lion.

Common to both Orders of Hirath is the concept that Hirath made the Nender-Saahn (animals) of the land and that, given time, the Nender-Saahn would have evolved spiritually and come to achieve sentience in their own right. Phelltar, in creating the sentient beings, bypassed the vision of Hirath and populated the world with destructive races, gifted with reasoning minds but not mindful of the natural world.

The druids of Hirath act as guardians of wild beasts. This does not mean that they do not believe in hunting, for the predator is a natural part of the animal world. They do object to hunting for pure sport; what a mortal slays should be sufficient to feed the individual and their family. They also believe that animals slain for food should receive a ritual prayer of thanks for the provision of its sustenance, for the spirit of the dead animal may be a mortal soul, revisiting the world.

### Ryeeka (a scent inhibitor)



Ryeeka is a salve that is used by hunters to hide their scent when attempting to approach prey for a kill. It is often carried by members of the Ranger companies who are knowledgeable at making Ryeeka. Its main ingredient is the musk glands of the Tryppler, a relative of the squirrel, which has some similar traits to the rabbit, and prefers to live in a burrow. The Tryppler is native to the Sard-Elkia region, where the creature evolved to avoid its predators by spraying a

concoction from its scent glands that hides both its presence and trail. Ryeeka affects just about any kind of airborne odour and is thus effective in hiding the tracks of many Human and Demi-Human (although for some reason it does not have any effect with regards to the scent of Dwarves).

**Type:** Scent Inhibitor (Animal). Ryeeka is applied liberally to exposed areas of skin.

**Onset:** Ryeeka takes 1+1d4 minutes before it effectively masks the scent of the wearer and remains potent for 2+1d4 hours

**Initial Effect:** Hides the scent of the wearer. Ryeeka causes creatures/beings using Scent or Survival to track or otherwise sense targets by smell to incur a -4 penalty to checks.

**Secondary Effect:** None.

**Side Effect:** Ryeeka can cause blisters on the skin of the wearer (DC 15 Fort Save) causing 1 point of damage and a minor CHA modifier of -4 for 1+1d3 days.

**Description:** Ryeeka is an odorless grey sticky salve.

**Creation:** Rangers harvest glands from Trypplers and then the organs are desiccated and boiled, before being added to a binding agent, such as a sticky sap. The salve has a shelf life of around 40 days.

**Market Price:** Ryeeka can be readily purchased throughout Sard, Elkia and Llan in small hide pouches for 5gp (usually containing 3+1d4 applications).

### Hirath Holy Symbol

This is the holy symbol of the God of land animals and can take the form of an amulet shaped in the form of a dragon or a lion. The Church of Hirath divided into two distinct rival Orders in 1864R, after the establishment of a temple in the Holy City of Odressi. The traditional following of Hirath maintains its centre of power in the far northern Char-Endl; where the dragon remains its icon. The relatively new Order, based in Odressi, uses the lion as its emblem. There is no love lost between the two Orders.



### Ohrmskaat (an insect repellent)

Ohrmskaat is a shrub that grows throughout Rhenfara and in some parts of Maritaan. Its leaves produce an oily secretion in summer that makes the shrub unpalatable to locusts and other insects that often swarm in those regions. In addition to its properties as an insect repellent, Ohrmskaat is also poisonous to monstrous insects and insectoid races. Any creature hit by a weapon dipped in Ohrmskaat will take additional damage (see below).

**Type:** Vermin Repellent (Insects). Ryeeka is applied to exposed skin and repels most normal insects however it has no effect spiders.

**Onset:** Ohrmskaat takes 1+1d3 minute before it becomes effective in repelling insects.

**Initial Effect:** Ohrmskaat will prevent insects from making physical contact with the wearer for 3+1d3 hours. Insects must make a DC22 Fort Save to overcome the effects of the repellent.

**Secondary Effect:** The smell of Ohrmskaat is similar to the pheromones produced by female bears during the mating season. When using Ohrmskaat, there is a 25% chance of attracting a male bear within a radius of one mile. Rangers will often use Ohrmskaat as a lure when hunting bears.

**Side Effect:** Ohrmskaat is toxic to insectoid monsters and races. Any such creature that is struck by a weapon coated in Ohrmskaat must make a DC18 Fort Save or take 1d6 points of additional damage per round until a successful saving throw is made.

**Description:** Ohrmskaat is green lotion with black flecks. It has an earthy odor.

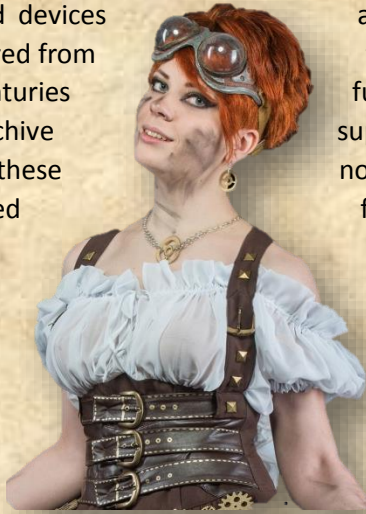
**Creation:** The leaves of the Ohrmskaat shrub are boiled to make a lotion that, when applied to exposed skin, provides similar protection from many insect species.

**Market Price:** Ohrmskaat can be purchased for 1gp a vial in Rhenfara and Maritaan (a vial contains 3+1d4 applications). It is more rare in the northern lands where it costs anywhere between 5gp and 10gp.

### Ellytinkin's Practical Magic Utensils

Ellytinkin Twifirbling is a famous (some would say infamous) Gnome tinkerer who resides in the Elkian city of Darringmoor, where she is the editor of the news broadsheet that goes by the title of "The Darringmoor Dart". The broadsheet is published on an irregular basis, which is edited as a mixture of fact, conjecture and pure fabrication, gathered from Elly's sources across northern Elkia and abroad. Many say that "The Dart" is a poor cousin of the more famous and respected "Tempest Journal" (produced by the city-state of Tempest) but Elly would beg to differ.

Elly was born and raised in the Gnomish community of Bramblethatch Delving, in the far distant western highlands of Llan. She was the apprentice to the Delving's sorcerer and, from an early age, she was fascinated by the mechanical contraptions and old devices that the Gnome elders had acquired from the Human world over the centuries and squirreled away in their Archive at Bramblethatch. Most of these artefacts were broken or drained of Tas but that did not deter Elly, who studied the craft of their manufacture from scrolls and tomes kept by her master. Whenever she had a spare moment she could be found in the Archive with her nose in a book or working at a bench with a large selection of tools, trying to replicate the constructs that held her attention.



Elly wanted desperately to make magic items like the ancient artificers had made in the Twilight years but her master had neither the time or skill to assist her and Elly wasn't the greatest sorcerer in the world. She was always distracted from her studies and this often resulted in her spells not functioning quite like they were supposed to. Try as she might, she could not create devices that could rain down fireballs or summon an army of skeletons (and why would any respectable Gnome wish to do so anyway, Elly rationalised). So instead, Elly concentrated on developing (what she would later call) **Ellytinkin's Practical Magic Utensils**. These were minor arcane devices that had real applications that everyday folk could benefit from.

Over the short space of one year, Elly created over a hundred 'practical utensils' with varying degrees of success. They were mainly magic devices to help with cooking, cleaning, grooming and many other associated domestic tasks. Some worked; some didn't; others had unforeseen effects. It was after the mayor of Bramblethatch used one of her utensils designed to clean and style hair and ended up totally bald, that Elly was ordered to cease her work before something disastrous happened. This broke Elly's heart; magic and mechanics was what she lived for! So there was nothing for it but to leave the Delving and spread her wings in the wide world and she did so in the company of some like-minded young Gnomes who also found Bramblethatch a bit too conservative for their liking. Elly went on to have many adventures with her companions and it is rumoured that she once walked the hallowed halls of Godshome itself, the ancient ancestral home of the deities of Eldoria, where she beheld (and made copious notes about) the artefacts of the Gods. On the following page are two of Ellytinkin Twifirbling's practical magical utensils which can be purchased from the Ellytinkin's Eldritch Emporium, located beside the offices of "The Darringmoor Dart". They are of 'practical' use to Rangers in the wild.



## ISMODIAN MAGIC

In Eldoria there are two distinct types of magic items; Caldarthan devices which were crafted thousands of years ago and Ismodian devices; modern magic items, which are a pale reflection of those ancient creations.

Caldarthan magic items were fashioned by magic practitioners with far superior knowledge of the manufacture of artefacts and thousands of weapons and constructs were fashioned for the Usurpers in their war against the Faithful during the War of Power.

Caldarthan magic items are those items listed in Pathfinder source books that have permanency and do not rely on charges to function. Note that there is also a modern cabal of weaponsmiths in Eldoria who make non-magical +2 masterwork swords. They also use the name of Caldartha in honor of those ancient artificers.

Ismodian magic items began to be made thousands of years later, when Wizards and Clerics began to comprehend the art of binding magic to constructs again, after a vast amount of knowledge was lost during the Darktime. All Ismodian magic devices and weapons run on charges. Each begins with 50 charges when first created and uses a single charge to activate its power temporarily. When all charges are used, the device becomes a mundane masterwork item, which can never be recharged.

### Notes on Ellytinkin's Magic Items

All Elly's utensils are based on *Ismodian Magic principles* and therefore run off charges. As Elly does not fully understand the magic she uses, any item that she crafts may be flawed and simply cease functioning or produce an unusual effect. Each time a magic device made by Elly is found or purchased the GM rolls a d20. The result is the degree of fallibility that is inherent in the device. As an example, if a 15 was rolled, this means that every time the Ellytinkin Practical Magic Utensil is activated (usually by a command word) the GM rolls an unmodified DC15 failure check. If the roll is equal to or in excess of the DC, the device functions perfectly, otherwise consult the following table:

Failed by	Result	Effect
1-5	Temporary Failure	Item does not work and ceases to function for 4+1d10 hours
6-15	Unusual Effect	Item creates a unique effect (refer to each specific item)
15+	Permanent Failure	Item does not work and ceases to function permanently

You would think that people would avoid using Elly's inventions but they are dirt cheap compared to standard magic items!

### Ellytinkin's Stir-a-Lot-a-Pot

**Aura** feint transmutation; **CL** 3rd; **Weight** 2 lb (small iron pot) **Market Price** 200gp

#### Description

This is a small unremarkable iron pot, with a carrying handle. When the pot's power is invoked, the contents will be magically stirred at a slow speed. This will last for 1hour and expends one charge. The stirring motion can be made to stop at any time by invoking a word that deactivates the item.



## Mundane Ranger Item Table

### Construction Requirements

Spellcraft; Craft Wondrous Item, Magehand; iron pot and spoon costing 5sp.

### Failure Effects

If the DC Failure check is unsuccessful, the following unusual effects will take place. Note that the pot cannot be deactivated for 6 rounds when an unusual effect takes place. Roll 1d20.

D20 roll	Result	Effect
1-5	Whirlpool	The stirring motion becomes excessive and the contents are thrown from the pot.
6-10	Maelstrom	All small items weighing 1lb or less are caught up in a small circular maelstrom within 5ft radius of the pot. Creatures within the maelstrom take 1d4 points of damage per round (No Saving Throw).
11-15	Magnetic Field	The pot generates a powerful magnetic field and all metallic items within 5ft are pulled toward it. A successful STR DC25 is required to prevent being drawn to the pot.
16-20	Transmutation	The contents of the pot are transformed into another foodstuff (GM's choice)

### Ellytinkin's Warm-a-Lot-a-Pot

**Aura** feint evocation; **CL** 3rd; **Weight** 2 lb (small iron pot and spoon) **Market Price** 200gp

### Description

This is another magical construct of Elly's that uses a small iron pot. When this pot's power is invoked, the contents will be magically heated to just below boiling point over a period of 5 minutes. This expends one charge and the heat will remain at a simmer for 1 hour, after which a charge is expended. The heating motion can be made to stop at any time by invoking a word that deactivates the item.

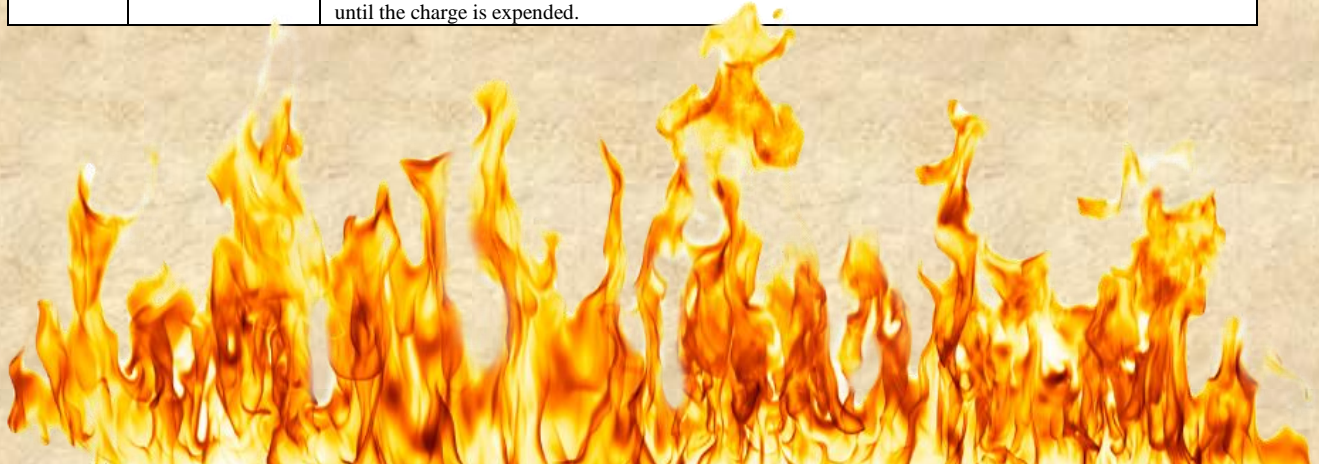
### Construction Requirements

Spellcraft; Craft Wondrous Item, Burning Hands; iron pot costing 5sp.

### Failure Effects

If the DC Failure check is unsuccessful, the following unusual effects will take place. Note that the pot cannot be deactivated for 6 rounds when an unusual effect takes place. Roll 1d20.

D20 roll	Result	Effect
1-5	Overheating	The pot rapidly boils and the contents may be spoiled by the excessive heat.
6-10	Heat Blast	The pot emits a burst of radiant heat in a 5ft radius of the pot. Creatures within the area of effect take 3d4 points of fire damage (Ref Save DC 15 halves damage).
11-15	Heat Metal	The pot generates a Heat Metal effect (as per the 2 <sup>nd</sup> Level Druid Spell) but only within a 10ft radius. The Will Save for objects is DC15.
16-20	Fire Elemental	The pot creates a small Fire Elemental which has a 50% chance of being hostile. It will exist for 6 rounds until the charge is expended.



### Luumus Pods

Luumus pods are small green globes that grow amongst the foliage of the Luumus tree, which is native to Rhenfara in the south of Eldoria. Being a dry country, Rhenfara experiences regular forest fires during the summer of the March of Fire and the Luumus plant has evolved a unique form of protecting itself. Its seeds are held in leathery pods that form high in the canopy of the tree approximately 10-15 years after its initial growth. These seeds are very light in weight and shaped like a small propeller, allowing them to be carried on the wind for long distances. In addition to the seeds, these pods also contain thousands of spores which contain fire-retarding chemicals.

During a forest fire, the Luumus pods react to the heat and burst, expelling their seeds and spores. The seeds are carried away safely by the updraft of hot air and dispersed safely, while the spores (which are somewhat heavier) rain down on the fire, effectively extinguishing an area of a 20' wide circle around the base of the Luumus bush. The chemicals in the spores remain active for 20+1d10 hours.



The properties of the Luumus pods have been known to Druids and Rangers in Rhenfara for over 1,000 years but it has only become recent knowledge outside of that country after the company of the Greyleafs were formed there 150 years ago and its members travelled to Llan to establish a relationship with the Greyleaf Company there. They brought with them Luumus pods gave them as gifts to the northerners. Since that time there has been an attempt to cultivate Luumus bushes in the Llanish highlands and a small grove has been established near Jurgenstown.



### RHENFARA

Rhenfara is one of the more exotic countries of Eldoria, with landscapes ranging from dense tropical jungles in the west, through to the wide grasslands of the Eritaani Plains. It also has some of the most beautiful coastlines of the Sea of Souls, with its white sand beaches and colorful coral reefs.

Rhenfara's people live in extended village communities and, at first glance, it would be easy to assume that they are a primitive culture, similar to the barbarian tribes of the Outlands. However, that is far from the truth; the Rhenfaran civilization is highly sophisticated and advanced. Their antiquated dwellings and technology are a reflection of their choice to live in harmony with the land, under the guidance of the Druidical order of the Brotherhood of the Dead Tree. They fully understand advanced concepts such as stone-masonry, engineering and metallurgy but have no need for such things in their way of life. They have developed alternatives that have served them well for generations.

### THIRRISH

Thirrish is a fire retardant paste that is painted on buildings to protect them during the firestorms that occur in the March of Fire season. It is a bright blue in color and comes from a plant that grows on the volcanic island of Loakiish in the Sea of Souls.

## Mundane Ranger Item Table

A single Luumus pod will extinguish a 20' circle of fire in 2+1d4 rounds. The pods have an efficacy DC of 5; a d20 roll of 6+ must be rolled for pod to overcome the initial fire otherwise they are consumed and have no effect. If successful in quenching the flames the chemical in the spores continue to prevent flames from starting up again in that same area for a period of 20+1d10 hours.

There has been some conjecture about using Luumus pods as a cheaper replacement for the popular flame retardant *Thirrish*, which is painted on many buildings in the north during the March of Fire. However *Thirrish* has a higher degree of permanency and remains effective for more than 80 days, while Luumus pods have a much shorter life. Instead, there has been interest of late, in major cities acquiring Luumus pods for their militia to use in fighting outbreaks of fire. The most common current use of the pods by Rangers is to quickly quench camp fires, especially if an enemy is detected.

**Market Price:** 1cp for a sprig of three pods in Rhenfara; 1gp in the north, where they are in much shorter supply.



*A backstreet in the Dimside district of the Elkian city of Darringmoor showing the extensive use of the flame retardant paint, Thirrish. Most people will coat their properties with Thirrish at the beginning of the March of Fire and the concoction fades over an 80 day period, being washed away by the rain during the March of Air.*



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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/>

## Previously Published Modules

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

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

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

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

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

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



Mundane Ranger Item Table



# Mundane Ranger Item Table

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Mundane Ranger Item Table

# MUNDANE RANGER ITEMS TABLE

## (100 Miscellaneous Discoveries found on a Ranger)



*"It appears that yon woodsman has been killed by the bear that lies close by, slain by his fine arrows. . . hmmm, 'tis an equally fine bow that lies there for the taking".*

Have you ever felt the pressure and frustration of coming up with multiple mundane items as players loot the body of a ranger or search his abandoned camp-site? Then *the Mundane Ranger Items Table* is your solution. Not only are there a variety of mundane objects keyed to an outdoors character, the table also includes the macabre and unusual – perhaps even sparking an idea for a new adventure. The *Mundane Ranger 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 Ranger.

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



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.

