



MUNDANE ROGUE ITEMS TABLE

(100 Miscellaneous Discoveries found on a Rogue)

With Eldorian Bonus Material including plotooks for two major adventures

by Keith Done

FOE



Mundane Rogue Items 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".

FoE Publishing (Friends of Eldoria)

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



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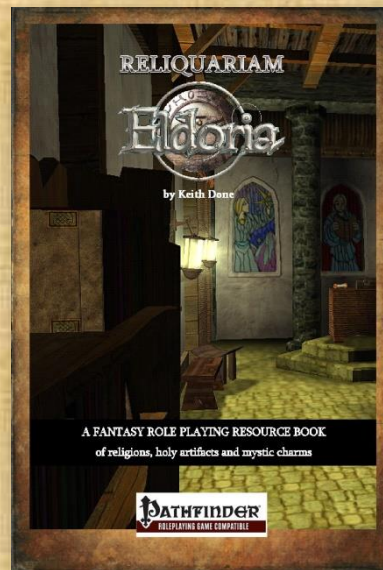
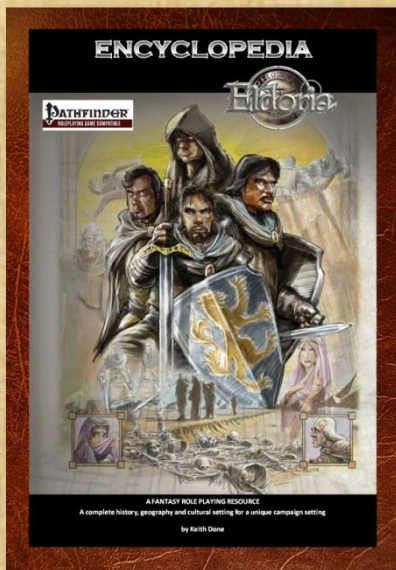
About this Publication

“We can’t leave yet you fool... P’tar’s got a list of all our passwords in his pocket!”

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

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 Rogue Item Tables

How to Use the Mundane Tables


Often players will be searching for 'stuff' that you have not planned for in your game design. This may be that they are searching the pockets of that enemy rogue they have just sent to a sticky end or they are going through the drawers and cupboards in the thieves' guild. Whatever the situation, the Mundane Rogue 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 Rogue Items Table is designed as a companion to the original 200 Mundane Items Table and the Arcane and Clerical 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 Rogue Items Table, one roll on the Mundane Arcane Table and three rolls on the 200 Mundane Items Tables. It's up to you how you want to use these tools!


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

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

Also available The Arcane Mundane Items Table and The Clerical Mundane Items Table!






Mundane Rogue Items Table

Roll	Table 1 Item
1	Marbles (ideal for tripping up pursuers)
2	Small periscope
3	Mechanical timer
4	Thumb manacles
5	Glass (fake) gems
6	Wallet of silver darts
7	Cut throat razor
8	Pet rat (trained to collect small shiny objects)
9	Black silk mask
10	Bag of coins (20cp) from a variety of countries
11	Mirror on an extendable rod
 12	Latest copy of Darringmoor Dart
13	Glass eye-dropper
 14	3 x doses of the drug Illixia
15	Loaded dice
16	Street map of the nearest city with the locations of Thieves' Guild safe-houses marked
17	Wooden comb with a lock pick hidden in a secret compartment
 18	Dragon cards
 19	Bag of favourite slide stones
20	A list of persons to collect debts from
21	A boot with a secret compartment in the heel
22	20' of snare wire
23	A vial of acid
24	Swag bag
25	Letter from a mother begging the owner to give up their life of crime



Mundane Rogue Items Table

Roll	Table 1 Item
26	Vial of a dye that changes eye color green for 1+1d4 hours
 27	Camathene Lamp
28	List of daily secret passwords for secure establishments
29	Glass cutter
30	Magnifying glass
31	10 x caltrops
32	Disguise kit
33	Garrotte
34	Black kid gloves
 35	Tiean Luck Coin (an Eldorian Charm)
36	Soft boots, black
37	Coil of rope 50'
38	Crow bar
39	Skelton key
40	Stiletto dagger
 41	Vial of poison (Grey Death)
42	Ivory handled penknife with secret compartment in the handle
43	Hair net
44	Bees wax
45	Ear horn
46	Bag of chicken feathers
47	Cured Goblin ears on a string
48	A book of noble etiquette
49	Ink bomb (a small glass sphere rigged to spray red ink over a 10' area when an item is opened)
50	Jester's cap



Mundane Rogue Items Table

Roll	Table 1 Item
51	12x Rat pelts
 52	Small stone carving of the Goddess Teia
53	Leather utility belt with six pouches
54	Invisible ink
 55	Blade Belt
56	Picture or painting with map disguised within the art-work
 57	Map of Blade's dungeon
58	List of dates and times of city watch guards of a nearby city
59	Uniform of a city guard from a nearby city
60	Nobleman's outfit
61	Love letter from a local prostitute
62	Brass Knuckles
63	Box with purpose built depressions for four potion vials
64	List of people to be eliminated with two already crossed out
65	Spy glass
66	Large round magnifying spectacles
 67	Pouch of Taak seeds
 68	A book "Darringmoor's Dark Secrets" with secret compartment in spine (lock pick set)
 69	Map of 'Rat's Nest'
70	Token used to identify thieves to each other (e.g. a red silk scarf)
71	Contact details of a local litigant
72	Medallion on a leather string with secret compartment (2 x lock picks inside)
73	Belt with secret compartment in the buckle (master key)
74	Signal whistle
75	Skull earring with a secret compartment containing a drug

Mundane Rogue Items Table

Roll	Table 1 Item
76	Necklace of 5 gems (each hollowed out and stoppered to hold small amounts of drugs)
77	Wallet of thieves' tools
78	Rolled up hood and cloak
79	Set of dark thieves' clothing
80	Soft gripped soles (climbing slippers)
81	50' Silk rope
82	Jar of body putty (skin coloured – for disguise and to hid lock picks under)
83	Wig
84	Vial of brown hair dye
85	Foldable scissors in a soft leather pouch
86	Miniature block and tackle
87	Gem cutting tools
88	Tear Away Clothing (Pathfinder Ultimate Equipment)
89	Masterwork hand crossbow and 15 bolts
90	Smoke Pellet (Pathfinder Player's Companion)
91	Small drill
92	Personal identification papers providing proof of being a merchant from a nearby city
93	1 pint of a highly flammable liquid
94	A copy of a key to the local lockup
95	High quality padlock and key (DC30)
 96	6 x pin heads of Averaach in a gold locket
 97	2 x fume jars
98	Elixir of truth
99	A Bag of Holding (Wondrous Item)
100	Minor Magic Item (GMs choice)



Eldorian Specific Items

Items on the tables featuring an Eldoria symbol 

The Darringmoor Dart (a newspaper)

Darringmoor is a bustling river city located on the northern coast of Elkia. The walled city is nestled in the 'corner' of the Areedah River and Darringmoor Bay and lies to the immediate south of that junction. There is a spill-over population on the other side of the river that is called Northshore, which has been in existence for the past 100 years. Darringmoor produces a news broadsheet, "The Darringmoor Dart", on an irregular basis, which is edited and cobbled together by a Gnome named *Ellytinkin Twinfirbling*. Elly's publication is a mixture of fact, conjecture and pure fabrication, gathered from her 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.

GM Note: A copy of the Darringmoor Dart # 1 appears in the Player Handout section. Copies of the Darringmoor Dart 1-10 are also available on DrivethruRPG.



Illixia (a drug)

This drug comes in the form of mauve coloured powder with a subtle scent reminiscent of dates. It is a psychotropic drug with hallucinogenic qualities and is dissolved in liquid for consumption. It promotes a warm giddy felling and users find immense pleasure in everything, including pain.

Type: Drug (Plant), Ingested/Save: Fortitude DC15

Frequency: 1/hour for 2 hours

Initial Effect: 1d4 temporary Int damage/Secondary: 1d4 temporary Cha damage +1d4 temporary Wis damage

Side Effect: Exceedingly addictive. After the dose wears off, the affected creature must make a Will save (DC 16) or become addicted to Illixia. If failed, the addicted character must make a further Will save (DC 16) to fight the addiction each day that they do not take a dose of Illixia. Failure results in 1d2 Wis reduction and 1d2 Cha reduction. They can overcome the addiction by succeeding in making saving throws for two consecutive days in a row, however they may become addicted again if they ever take another dose of Illixia and fail the addiction save.

Camathene (a light source)

Also known as squidlight, this concoction is distilled from the ink of grey-mottled squids of the Emerald Deeps. It provides a dull green phosphorescent light when added to fresh water. It is a cheap source of lighting in places where there is a high-risk from fire. Camathene is contained in a sac within the head of the grey-mottled squid and a single sac usually contains up to 20 pints of the ink. When mixed with fresh water a green radiance is produced that will last for 1d4 hours. The light illuminates an area of 40' with a light that is the equivalent of 50% of normal daylight.



Dragon Cards (a game of chance)

Dragons is a popular three player card game played throughout northern Eldoria and the islands of the Sea of Souls. A typical deck consists of 50 cards, with nine suites, each represented by a different animal (lion, antelope, bear, serpent, spider, wolf, elephant, boar and monkey). There are five cards in each suite (numbered 1-5). Available to players is an additional suite of cards consisting of five unnumbered dragons of different colors (black, red, gold, green and white). This is a special suite that operates differently to the others. The game has similar elements to poker. You are dealt ten cards and have an option to purchase a new selection of 1-4 cards (discarding the same number as drawn).

You are trying to get the highest score after the second draw. The numbered animals of the same suite add their values together.

Only one animal suite can be used in this way. However, if you have one dragon you can use the scores of all animals in your hand. Two dragons allow you to also double all values. Three dragons triples values; four dragons quadruples. Nothing beats a hand which includes five dragons.

Slide Stones (another game of chance)

This is a popular game played in drinking establishments across Eldoria. Each player has five stones (usually collected from rivers). There are rules that govern the size of stones used in the game. This is usually self-regulated but the inn-keeper can be called on to make a ruling if necessary. A semi-circle is drawn on the floor next to a wall and a line drawn about 10ft from this. This is the line from which stones are cast. The object of the game is to take turns sliding your stones across the floor and into the semi-circle, knocking out your opponents' stones in the process. The winner is the player who has most stones in the semi-circle at the end of a round. Ties are broken by having stones being further away from the wall. The game is played over a number of rounds equal to the players with a different player going first each round. Many people who enjoy slide-stones keep a collection of their favourite or lucky stones.

Tiean Luck Coin (an Eldorian Charm)



The Goddess Tiea is the patron deity of thieves and the Charm associated with her Cult is the **Luck Coin**.

Description: a silver trade with the face of Tiea on one side and a curved dagger on the other.

Trigger: tossing the coin and invoking the name of Tiea for aid

DC: 15

Effect: if the coin comes up heads (Tiea) the bearer will receive a 20 on the next d20 die roll (excluding to-hit rolls). The bonus must occur in the round following the coin toss.

Cost: 5 gold pieces

Frequency: Uncommon

Usage: if the coin comes up tails, then the Charm is rendered useless and, by tradition, must be given to the first person the owner sees or meets

Religion: This Charm is made by the Cult of Tia (Neutral Evil/Domains: Trickery/Thievery/Luck/Curse/Fate). Tia shapes the known universe through acts of randomness. Mortals try to shape their world in defiance of the Goddess. The cult attempts to correct this by subverting the goals of those who obtain too much power in the eyes of Tia.

GM Note: More detail can be found in *Eldorian Charms Explained* section. Full details of Charms, including 27 pre-designed items can be found in the FoE publication, "Eldorian Charms".

Grey Death aka Garridia (a deadly poison)

Type: Poison (Animal), injury/Save: Fortitude DC 18

Onset: 1 minute/Frequency: 1/round for 6 rounds

Initial Effect: death/Secondary Effect: 2d6 Con damage



Description: Garridia is a dark, green colored liquid with the consistency of treacle and a sharp, acidic odor. It can damage nasal tissue if inhaled carelessly and causes a rash and itchy discomfort if it comes into contact with bare skin. Garridia needs to be introduced to a victim's bloodstream to become truly effective. It should still be handled with extreme care however, as the smallest cut is all that is required to receive a lethal dose. When successfully administered, Garridia begins to attack the victim's nervous system, starting with the target area. Survivors of Garridia poisoning describe intense feelings of shooting pain and severe cramping, combined with difficulty in breathing as the toxin gradually spreads into the abdomen and chest. Death from Garridia usually occurs from cardiac arrest, when the poison reaches the victim's heart. This is usually within a minute of exposure. The bodies of people killed by Garridia are often found in a foetal position, displaying expressions of extreme agony. There is always a large area of dark bruising centered on the site where the poisoning occurred.



Cure: There is currently no known specific antidote other than magic that can help a victim poisoned by Garridia. Standard techniques used by skilled healers for providing first aid to a poison victim may provide the usual benefits in reducing damage or slowing the effects however.

Background: Garridia is distilled from the toxin of a particular species of soldier ant, known as the Garridian Grey, a native of the Jungles of Po-Ka These inch long ants have a light grey carapace with long black legs. Their bite gives similar

symptoms to the distilled poison but a single ant bite is just painful, rather than dangerous (DC 10; 1 Con/1d2 Con). Being swarmed by a nest of Garridian Greys is an extremely painful way to die, however, and is sometimes used as a method of ritual execution by the vicious Arimah tribes of Po-Ka. Arimah witchdoctors were first ones to realize the potential for Garridia as a poison and seeing its effectiveness, they developed a means of extracting it without destroying its active properties. Due to the lengthy time and specialized additives required in creating the poison and the fact that its victims died in an extremely painful manner, Garridia generally only saw use during ritual battles or revenge killings. It was also sometimes used in the past to slay the tribal chiefs or champions of enemy tribes during times of conflict. Druidical orders in Rhenfara were able to learn the secrets of making Garridia in the 18th century R and since then, its recipe has been acquired by a number of apothecaries and alchemists in Rhenfara, who have found a market for prepared Garridia amongst 'shady' merchants from the northern realms.

Creation: A somewhat dangerous process that involves the capture and crushing of hundreds of Garridian Grey Ants. They are placed into a vat of warm oils and slowly simmered until the dead ants settle on the bottom and their toxins float to the surface, where the oils are collected. The raw toxins are then distilled over several days of further boiling at different temperatures, with alternating mixtures of fresh oil and water until the distilled poison remains. Garridia requires a Craft (Alchemy) creation check (DC 25) and a handle poison check (DC 20) to avoid accidental exposure to the poison. The basic recipe requires approximately 500 Garridian Grey ants and about 100gp worth of specific oils and reagents to produce 2d4 doses of Garridia poison. The thick treacle-like mixture retains its potency for 50+2d10 days. **Market Price:** 1200gp for 1 dose.

Tiea Goddess of Thieves and Trickery (an Eldorian deity)

References in the Ormocean Books of Law clearly show that the Goddess Tiea was actively worshipped in the Pre-Redemption Age and she continued to be remembered through the centuries that followed, during the Darktime, long after the original Tieran clergy had vanished from history.

As the patron Goddess of Thieves and Mistress of the Six Fates, her name was still invoked every time a



cutpurse needed the confidence to steal a money-pouch or a gambler drew a hand of cards. It was a superstitious ritual that many used to bring them luck, even though most who whispered a prayer to Tia had no real idea of the exact theology that surrounded the Goddess. The basis of Tia's philosophy is as follows; if someone or something 'shines' sufficiently to draw the attention of the masses, then it turns away attention that should be devoted to the Goddess and should be undone or otherwise diminished. This can be as simple as an entertainer gaining a strong following at a local tavern where he or she performs or as grand as a King who unites several warring factions and averts a full-scale conflict.

In each case, Fate is affected by the machinations of mortals and power must be restored to Tia, the Mistress of the Six Fates.



Blade Belt (a hidden weapon)

This is a leather belt with an ornate buckle which conceals a very small masterwork blade (2 inches in length). Damage: 1d3 (critical 20/x2).

A Perception Check of DC22 is required to spot the concealed blade.

This is usually used as a weapon of last resort, when its user has surrendered and wants to affect an escape. The blade is most often coated in a debilitating poison such as Blue Whinnis (see Pathfinder UE).

A Map of Blade's Dungeon (a pirate treasure map)

Blade was a notorious pirate who preyed on merchant shipping in the Sea of Souls for over a ten year period. His nick-name was derived from a harpoon blade that was used to replace his left hand which he lost to gangrene after suffering a particularly bad wound. Blade was not a signatory to "Jersal's Creed", an agreement between the pirate captains of Londar's Land and the merchants of the Guild of Gold, designed to mitigate piracy and prevent the destruction of trading vessels and the lives of their crew.

Blade attacked the merchantmen of the Guild of Gold, plundered their cargo and sank their ships. He was a law unto himself and incurred the wrath of both the Guild and the Captains of Maedori, who joined forces to hunt down Blade and his crew, aboard his ship, "*The Revenant*". This proved a difficult task, due to a number of factors. Firstly, "*The Revenant*" was a fast and hardy ship and its crew were excellent sailors. Secondly, Blade had a mistress who was a powerful sorceress and she used her arcane abilities to assist Captain Blade, providing him with thick fog to hide "*The Revenant*" from pursuing vessels. Last of all, Blade had established a secret lair in the Sea of Souls and, when the pressure was on and ships were on the look-out for him, he would disappear and lay low for a while.

the land, *Taak Houses* began to emerge in Elkia thirty years ago, specialising in serving the different blends of Taak that were emerging at that time. These establishments are still going strong today and are a favorite with both the ruling classes and the common folk.

“Darringmoor’s Dark Secrets” (a scholarly tome)

“Darringmoor’s Dark Secrets” is a book by the sage Larren Spindlthrift who has recently compiled extracts from a wide range of sources in order to examine the mystery and legends that have arose in the region of Darkmoor. Its focus is on the supernatural activity in Darkmoor that has plagued its inhabitants for centuries.

The following information has been taken from Spindlethrift’s book, “Darringmoor’s Dark Secrets” which were published in the news broadsheet, “The Darringmoor Dart”:

Records from the personal archives of the Empress Taranae in the Imperial Museum, Jasper

Kallad Thuul, who was numbered as one of the most powerful necromancers of the Serpent Kings and his terrible reign during the Darktime was detailed be a number of chroniclers of that age, including



Eronthale of Thander (who is considered a most reliable source). Thuul was involved in a series on protracted wars against rival sorcerers (which included none other than the notorious Gauroth the Abhorrent). He eventually had to flee north to the region of Estaran, which is now Darringmoor, where Thuul busied himself with creating defences to repel his rivals in case they moved against him. Records show that the local population were enslaved to build a fortification called Hurudaarg (the Grim Hall), the ruins of which are located at Horror Hill, near Little Briddip. Stories from those who survived the

slave pits of Hurudaarg tell of the creation of a secret army of the Undead, made to challenge the armies of Gauroth and his allies.

Eronthale says, “Kallad Thuul smote the earth so that the walls between the worlds were made thinner and breath of the Dead flowed forth.” It is not clear what he meant by that but it in later years it was discovered that the area of Darringmoor was beset by dimensional instability. Eronthale credits Thuul with the creation of this anomaly but the great cleric and Scholar Abbott Rallid, later proposed that this was caused by a meteor strike thousands of years before Thuul came to the north and the weakness was already there and simply exploited by him.

Thuul is said to have died at the hands of the undead creatures he sought to control. Folk tales say that he still inhabits the ruins of the Grim Hall in the form of a Lich.



“Turning Back the Shadows”, by Abbott Farlan Rallid

“Turning back the Shadows” is a well-known work amongst clerical circles that documents the terrible period in Darkmoor known as the Time of Shadows, when numerous and varied undead creatures roamed the region unchecked. It also is one of the most definitive attempts to catalogue the many types of undead creatures and contains numerous drawings and descriptions of the powers of these creatures. Research conducted by Abbott Rallid between 829R and 844R and detailed in his book, found that there were multiple areas of dimensional instability (known by the locals as the keenings) that he referred to as “Sirrith’s Veil. These existed in a temporary and random form across the region of Darkmoor, and made ‘portals’ for creatures from other realms to cross between the worlds. Darkmoor had become a place haunted by all manner of undead for centuries (an era known as the Time of Shadows).

Darkmoor was black mark on the map of the emerging Kingdom of Sardell; successive regents being unable to effectively deal with the constant incursion of undead creatures. No sooner had royal guards been sent to eliminate the threat, than a new threat arose. The problem was the keenings and they had to be shut down. Abbott Rallid convinced King Guillad to resource a contingent of Ormocean priests and Siritar paladins to base themselves in Darkmoor for an extended period and it was through his work that Rallid and his associates came to understand the nature of the keenings and, in consultation with arcane

masters in Jasper, they eventually devised constructs that effectively closed the gates between the worlds and ended Sirrith's Veil.

During the time that Rallid occupied Darkmoor there was a heightened period of terror, as the creatures of the shadow worked to destroy the priests and the good folk of Darkmoor town. The ferocity and ceaselessness of the attacks led to the construction of the "Sanctuary" a network of underground tunnels and chambers beneath Darkmoor, that were warded by the priests and protected by the paladins; a place, where the populace could seek refuge during the night, when the undead were most active. In 844R, after three years of relative peace and inactivity, Abbott Rallid declared Darkmoor a safe town and retired to Jasper, though the church has retained a strong presence in the area ever since. Darkmoor was renamed Darringmoor in celebration of the defeat of evil in the area.



The Keenings, a Study by Priest Caldwellyllin of the Church of Theydori

Although Rallid's belief that Sirrith's Veil was destroyed and the doors between the worlds permanently closed I find evidence that this assumption is false. My visits to the outlying regional areas that surround Darringmoor city have discovered many places of disturbance that locals say are the old keenings. The 'cracks' may have been 'plastered' over by the Ormoceans but they have not been fully repaired.

What is more, I find that there is a common thread of stories that started around three years ago concerning the Dark Walker, a figure of evil who haunts lonely areas and steals people who wander the roads at night, replacing them with soulless shells. I was introduced by locals to one of the soulless and I am convinced there is something to these stories.

People I have talked to swear that they shine with a blue light when the Dark Walker is abroad; it is a beacon they use to warn them of the evil that is still abroad.

If you want to learn more and are interested in acquiring a copy of Larren Spindlethrift's book "Dark Secrets of Darringmoor" you can purchase a copy from Elly Twinfirbling, at the office of the Darringmoor Dart, 27 Inkwel Way, Darringmoor.

A Map of the "Rats' Nest" (a place of adventure)

This is a map of the "Rat's Nest" (see player handouts), a tower located in a cemetery south of Darringmoor. Lately, the place has acquired an evil reputation and the Ormocean Church has been seeking the aid of brave adventurers who are willing to investigate stories of ghostly apparitions seen walking the graveyard at night.

The Rats' Nest is a derelict stone tower, which was originally a shrine to the Goddess Sé, the Eldoria deity of the sky. The loft of the tower was used by the Sé clergy as an aviary where they kept twin-tail falcons. These birds were used to carry messages throughout the region and played a significant role in providing communications between temples for the priests of Sé and for secular patrons (noble families, merchants and the like). The tower was originally called Kezrinn's Nest (Kezrinn being a divine servant of the Goddess Sé).

Living quarters for the priests and associated buildings such as a refectory and library were attached to the tower. As the Sardellan Empire rose in power, Kezrinn's Nest was taken over by the Sardellan Empire as part of its communication network; the church was outraged but financial restitution was made by the Trezkillian church and this seemed to appease the Sé priesthood. When the Sé priests abandoned the Nest, they released the falcons housed there, to roam free. Since that time, the tower has continued to be home to the falcons who roots in its upper storeys. This kept the name of 'the Nest' being used by locals when they referred to the tower.

When the Sardellan Empire went into decline and the Kinstrife tore apart the Imperial Homelands, the tower was used as a strongpoint by various factions. It saw many battles and swapped hands on several occasions. Many of the men who fought and died to take the tower were buried nearby and, in later times, it remained as the local cemetery.

The last occupation of Kezrinn's Nest as a military outpost was in 1676R. During a pitched battle, the outlying buildings were burned to the ground and the tower itself was badly damaged. The tower was abandoned and fell into disuse. However, in the years since then there have been various attempts to refurbish it by various parties. One of these was a miller who had grand ideas of converting the Nest into a windmill. No sooner had work begun, there was a terrible accident. A large beam of wood was being hoisted into place and the



KEENINGS

(aka Deadlights)

The region surrounding the city of Darringmoor is referred to as SIRRITH'S VEIL by the local Ormocean Church. It is a place of dimensional instability, caused centuries ago by the impact of a meteor which released a large amount of magical energy and 'cracked' the fabric of existence.

One of the most documented effects was the creation of the *Keenings*; temporary rips in the universe which come and go in random places and for varying durations.

Most appear for a few seconds at most, while others can last for up to an hour and on the rare occasion, much longer. The Keenings create links between different worlds and planes of existence. The portals that occur in SIRRITH'S VEIL seem to always connect to Shadowland, the extraplanar prison forged by the Gods to act as a prison for SIRRITH, Goddess of Death. When significant Keenings occur, Undead creatures will sometimes slip into the mortal world, from Shadowland and this was why the region became known as SIRRITH'S VEIL.

The Ormocean priesthood has observed this phenomenon for centuries and has come to the conclusion that the duration of a Keening limits the type of Undead that can pass between the worlds – usually they are minor Undead creature such as zombies and ghouls, however Keenings of longer durations have allowed more powerful forms of Undead to appear on rare occasions.

pulley system broke. The beam fell upon the miller's wife and infant child, killing them. A year later the miller killed himself by jumping from the top of the tower.

Rumours started to be told that the Nest was cursed. The souls of the dead who were slain fighting for the tower were said to haunt the place. Furthermore, those who remembered that the Nest was once a holy shrine to Sé said it was bad luck to displace the sacred birds of the Goddess from their home. Some other families tried to make the Nest their home but they never stayed long and spoke of a sense of 'unease' during the time they lived there. Eventually it became a place feared and shunned by locals, where young lads would visit on dare as a test on their manhood.



About a hundred years ago the Rose Plague swept through the region and the cemetery that existed beside the Nest was used as a graveyard for the many dead. It was felt safer to bury the corpses away from the living, in the effort to prevent disease. The cemetery doubled in size and this served to augment the Nest's reputation.

Old wives' tales persists that those who stay in tower will be struck by a deadly illness; that the Rose Plague continues to linger in the area. Other rumours tell about ghosts, such as the 'Spectre of the Miller' and, in particular, 'Old Darian', a plague victim who was buried in the cemetery hill and now walks at night embracing those that he meets and passing on his deadly disease.

Today, all that remains of the original structure is the single standing tower, which has seen better days, nestled inside a large cemetery, which is surrounded by a fence of iron railings. The Nest stands on high ground and can be seen from most roads, and though the tower is in disrepair it is still quite sound.

GM Note: The "Rat's Nest" Map is provided as a player's handout, in the Player Handout Section of this volume. Simply design your own adventure to suit the map and the background provided or "The Rats' Nest" is available as a separate Eldorian Adventure Module on DriveThruRPG.

Averaach (a rare and dangerous crystal)

Averaach is a crystal that occurs throughout Eldoria as a result of periodic strikes by minute meteorites that manifest themselves for approximately two weeks during the year. At that time, the world passes through a belt of tiny asteroids and gasses and the skies flare with colorful displays and detonations. Occasionally these aerial pyrotechnics result in firestorms, whereby burning ashes are scattered over a wide area or, a rarer occurrence, a meteorite shower, is created.

Called “Daugron’s Fire” by the followers of the Goddess of Fire, most meteors burn up in the atmosphere but those few that do manage to crash to earth explode and can create Averaach crystals in the surrounding rock, as a result of the thermal dynamics involved during the impact. The crystals are exceedingly rare and most are no bigger than a pinhead in size, although larger specimens have been found, ranging from stones the size of pea to shards as big as a plum.

The most common type of Averaach is red in color and crystals are often mistaken for rubies. A DC Check of 20 is required by a character possessing the Skill, Profession: Jeweller, in order to differentiate between the two. Similarly, the jeweller skill is required to identify the difference between other forms of Averaach and gem-stones they mimic.

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

- 1 For each level of the spell cast.
- 1 For every 1,000 GP worth of magical items present (round up to the nearest 1,000).
- +2 Averaach is in contact with gold (at least equal to its own size).
- +4 Averaach is totally shielded by gold (e.g. a gold coffer).

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

The effect is determined by the size of the crystal and the distance of the target



TAS

Magical Energy

Eldoria is often referred to as the Arcane Realm, a place where hidden super-physical powers exist, that common-folk refer to as ‘magic.’ This unseen energy source is known as the Tas by more learned people. It permeates all living and non-living material and there are those skilled individuals who have discovered ways of drawing upon the Tas; allowing them to use its forces to create desired effects.

The common person is well aware of magic existing alongside the rest of the natural forces of the world, although they have little idea how the Tas works.

The ability to tap the powers of the Tas remains limited to a very small part of the population, making magic an uncommon event but not something that the ‘mundane’ folk are totally unfamiliar with. Most people in the cities and surrounding regions have witnessed acts of magic once or twice in their lives.

There are two main divergent understandings of how the Tas may be sourced – the way of the Wizard and the way of Cleric.

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



Mundane Rogue Items Table

from the epicenter of the. Larger pieces of Averaach may be included in a campaign at the GM's discretion and the appropriate damage assigned according to its size. Note that Ruby Averaach is destroyed when it reacts with the Tas. All other forms (except the pinhead size of each type) are not destroyed immediately. Each time they react with the Tas make a DC 10 check. If you fail the roll the Averaach crystal cracks and it is no longer has any effect. Ruby Averaach has the dubious title of "Wizard's Bane" due to its peculiar reaction to strong magical fields, which cause the crystal to react explosively, if a spell is cast in close proximity to the crystal. The size and reactive properties of Ruby Averaach are detailed on the Ruby Averaach Table. An example follows:

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

In addition to the destructive Ruby form of Averaach, the other varieties of the crystal exist and have only recently coming to the attention of the College of Arcane Science. These seem to have formed by their chance binding with certain dominant minerals present at the site of the meteor impacts. Although distinct properties have been identified, research continues into their powers and the applications that they can be put to.

GM Note: Other forms of Averaach are fully detailed in the *Encyclopedia Eldoria 2nd Edition* available at DriveThruRPG.

Size	Effect/Damage	Save
GRAIN Pinhead (common)	No damage (the crystal consumes itself in a short burst of flame. It will inflict 1d6 subdual damage to those in direct unprotected contact with it and it may ignite a larger fire).	DC 12 Reflex Save = no damage
GEM Pea-size (uncommon)	Damage is 1d10 (less 2 points of damage for every 5' the target is from ground zero).	DC 15 Reflex Save = half damage (rounded up)
STONE Grape-size (rare)	2d12 (less 2 points of damage for every 5' the target is from ground zero).	DC 15 Reflex Save = half damage (rounded up)
SHARD Plum-size (very rare)	3d20 (less 2 points of damage for every 5' the target is from ground zero).	DC 15 Reflex Save =half damage (rounded up)



Fume Jars (an alchemical weapon)

These are ingenious little devices, invented by the famous Llanish alchemist and engineer, Dorriad Falister. They consist of a pottery jar filled with two chemical agents, separated from each other by a horizontal layer of wax. A string is set into the wax layer and this has then been passed through a cork stopper that is also sealed with wax. The string usually ends in a loop or is attached to a small piece of wood, as something to grip. When the string is given a sharp tug, the wax layer inside is broken and the two chemicals mix to form a noxious bright green gas that affects most mammals, knocking them out. The user simply tugs on the string and throws the pot.



When it breaks it releases a billowing gas cloud that affects a 10' area around the point of impact. A Fume-Jar can be thrown as a splash weapon, with a range increment of 10 feet.

Everyone within the resulting cloud must make a Fortitude Save (DC 20) or fall unconscious for 1d4 minutes, after which a second Fortitude save (DC 20) may be made to awaken; failure of the secondary save means affected creatures remain unconscious for 2d4 hours. The cloud lasts for 3 rounds in an enclosed space, but the required save DC decreases by 2 each round (DC 18 round 2, DC 16 round 3), and 1 round in an open or windy area. The sleep gas affects creatures that are immune to magical sleep effects, but not creatures that are immune to poison. Spells and effects that cancel or counter poisons (such as Neutralise Poison) are effective against the gas. Unconscious creatures are helpless. Slapping or wounding awakens the creature, but normal noise does not. Awakening an unconscious creature is a full-round action.

Construction: Craft: Alchemy DC 25; Cost 150gp each



SEERVATI

A Cleric Who Casts Spells

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

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

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

For more detail see **Encyclopedia Eldoria 2nd Edition and Reliquarium Eldoria.**

Eldorian Charms Explained

What Are Charms?

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

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

How Charms Function

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

The following modifiers are applied to all Belief Checks:

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

* In Eldoria, people believe in all the Gods in the pantheon but are sworn to one

Mundane Rogue Items Table

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

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

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



Terminology

The following references are used throughout the descriptions of Charms in this compendium:

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

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

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

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

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

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

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

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

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

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

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

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

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



Players' Handouts





- Published & Edited by Ellytinkin Twinfirbling - 27th Day of Earth 2150

ATTACK ON DARRINGMOOR'S HEART!

City Hall Fire Endangers the Holy Trinity Compound (26th Earth 2150)

A fire that began early in the evening of the 26th day of Earth morning killed three young men in our fair city of Darringmoor. Two further casualties - a man and a woman were also treated for burns along with their pet monkey. Inhabitants of the Holy Trinity compound and the city guard remained on the scene through the night to maintain order, though the fire was contained by midnight. Several local market holders in the vicinity reported seeing a tendril of smoke rising behind the doors to the compound. Eduard Quez, a stall holder was packing away the last of his wares, when he smelt smoke and alerted the local market guards. However, by this stage the fire was quite intense and local market holders pitched in with buckets to help put out the blaze.

Eduard said he saw the two casualties taken for treatment by the Esmians, along with the bizarre sight of a monkey walking beside them, 'as large as life'. Eduard said, "Ya wouldn't believe it but our lady mayor arrived on site and even took time to smile and talk to the monkey! She is a lovely lady, taking time to talk to a poor dumb creature which was very a-feared." The injured were said to be in a stable condition according to Sister Sane and were released the next morning. Darringmoor public safety devotee Steward Bertstone praised the quick response of market holders and occupants of the compound with keeping the blaze from spreading to neighbouring buildings and temples. "The fire was racing hard to the northwest corner," he said. "It was moving pretty hard and hot."

Carpentry crews made sure the building was structurally safe before repairs on the inside began. Captain Vourtan Shyweed of the Darringmoor city guard is investigating the cause of the fire. Shyweed said the guards have an idea about the cause but he wouldn't release any information without further investigation. Market spokesperson, Pentall Corp, said business was as usual inside and outside the compound the today. He said repairs began almost immediately with some of the city's finest carpenters arriving shortly after dawn this morning, ready to do battle with the damage inside the mayor's chambers. "Leafrina, our mayor will see things put right" he commented. Mayor Leafrina Hillbone herself, stated, "All is well, my wonderful clerks managed to save all our documents and the brave Darringmoor residents put out the blaze. I am proud to be mayor of this amazing city".

A WORD FROM OUR MAYOR

Darringmoor 27th Earth 2150

Darringmoor is reeling from bad news on so many fronts - the defeat of our forces at Marigold Hill and closer to home, damage to the very heart of our city, with an attempt to burn down-the Holy Trinity compound. Perhaps this is the most difficult time in our history. As we look across fair Darringmoor and see Llanish mercenary camps near the distant mountains and Sardian cavalry less than 10 miles from our gates, we are now tasked to a defence equal to any battle in any war in Eldorian history. But I know we have the sort of steely determination that it will require to overcome what we have seen in the last few weeks.

Unfortunately I can confirm that some of the small villages outside the Darringmoor protectorate have not fared well but can reassure the people of Darringmoor that you are safe within these walls. Our walls are strong, as strong as the steel in your hearts. We have a good supply of food, water and healing. This continues to be a very dangerous situation but we are on full alert and the paladins of the city are here to support you.

The mayor's chambers are a much loved part of Darringmoor. It is an honour for me to occupy them. It is the people's face of a thriving, sophisticated city. Last night, those very chambers were nearly destroyed by arsonists striking at the heart of our society (editor's note: see more about this treacherous act inside) It's near loss, is a loss that we will all experience and there will be other trials just like it. In outlying hamlets villagers suffer at the hands of the enemy, watching their houses burn, their crops ablaze, their churches defiled and their schools in ruins. There is a lot of grief and there is a lot of pain, not only here but across the whole region of Darkmoor.

Here in Darringmoor I wanted to acknowledge that the threat to our beating heart; the response to the attack on the Holy Trinity compound yesterday evening heartened me greatly. The way we acted as a city to the threat, putting out the fire in record time, is a great tribute to the people of this community. I am very proud of you. You acted without being asked. We had an enormous army of merchants, priests, fighters, city guards, clerks, families and emergency staff. It was an incredible effort overnight and I am very grateful to all of the people who helped out. When an event like this happens, you see the best come out in people and we've seen it already on our streets; people out there, lending a helping hand and coming to the aid of their neighbours; doing everything they can.

Can I say to Darringmoor residents; wherever you are, if you are in the markets, if you're in the chapels, if you're in your homes, if you're on the docks, the river, the White Quarter, the Inns, Taverns or at work - I say to every one of you, as we weep for what we have lost, and as we grieve for family and friends, and we confront the challenge that is before us - I want us to remember who we are.

We are Darringmoor; we are the people that they breed tough on the Dark Moors. We're the ones that they knock down and but get up again. I said earlier this conflict may break our hearts but it will not break our will. In the coming weeks and the coming months we are going to prove that beyond any doubt.

Together, we can pull through this and that's what I'm determined to do - with your help, we can achieve that.

Thank you.

Leafrina Hillbone

Mayor of Darringmoor City, 27th Day of Earth

VICTORY AT BORDER CROSSING

Border Crossing 24th Earth

News has just reached us that the Sardinian army has suffered its first major defeat in the war at Border Crossing on the Elkian-Llanish border. Reports are still coming in from the west but there are two confirmed accounts from a young villager sent to Darringmoor to provide the Protector with the news and from, Gilrand, the Courier of the Protector (who was on an errand in the region at the time).

It appears that around the 24th Earth the Legion of the Black Widow seized the strategic village of Border Crossing in a bid to seal off the border with Llan. The local population were terrorised and brutalised by the occupying force and over 100 villagers were put to the sword as a warning to the good folk of Border Crossing to comply with all their demands. It appears that the Legion was using the village to resupply and stripped food and resources from the surrounding farmlands, before launching a cross-border incursion into Llan. It is reported that the Legion was commanded by a Trezkillian Invigilator.

However, the brave people of Border Crossing were not cowed by the actions of the Sardians and rose up against the occupying force. It seems that the Protector of Darringmoor has foreseen the potential threat to this important village and had sent a crack team of professional soldiers to Border Crossing. These stalwart Elkian fighters led the villagers into a well-planned attack on the Legion and a battle that raged for over a day ended with the survivors of the Sardinian force making a hasty retreat back southward.

The Protector of Darringmoor extends his personal thanks to the people of Border Crossing and especially to those individuals who were instrumental in coordinating the militia and

repelling the Sardinian force. The Protector is quoted as saying, “All people of Elkia, be you low or high born, need to follow the example of Border Crossing and oppose the Sardinian invaders at all costs. Fly the Eagle banner and give prayers to the Holy trinity – we shall not be defeated!”

Diplomats have been dispatched to Llan to warn our good neighbours of the Sardinian threat and persuade the King and the Guilds to join us against the common enemy.

CURFEW IN PLACE FROM TODAY!

Darringmoor 27th Earth



The Protector of Darringmoor has proclaimed that there will be a curfew in place as of sundown today. All activity at commercial establishments is to cease at the tone of three bells that will be rung from the watchtowers an hour before the sun sets. All unauthorised persons are to vacate the streets by the designated time or face arrest and detainment by the city guard.

Breaking of the curfew that cannot be explained sufficiently to the on-duty Justicator of the city dungeons will result in prosecution and arrest and/or fines.

Heed the warning! This curfew is for your own protection. Lock your doors and do not leave your house again until dawn, after five bells have tolled. Do not open your doors unless it is for the city guard or paladins of the Ormocean or Siritar Churches.

The curfew will remain in place until advised.

BAUBLE MYSTERY

Darringmoor 27th Earth

Our correspondents in the fair city of Darringmoor have received numerous reports of wedding baubles giving off strange lights in the dead of night. No one yet has an explanation for this strange phenomenon, except for the mayor Hillbone, who says, “It is a sign from the Gods that the people of Darringmoor need to stand firm and defend the city from the Sardian army”.

Many homes still display an Esmian bauble, in the form of a glass tear filled with blessed water from the Esmian Church. They were once a popular wedding gift and are said to bring good luck to the married couple. Usually, they were given by the bride’s parents, until about twenty years ago, when people started giving a present of money instead. However traditionalists still give present of a bauble, along with the contribution of money, although it has become more difficult to purchase them in recent times.

Edwyst Lockthrift, a resident of Westgate Road is the most recent person to have experienced a strange light emanating from his family bauble and is quoted as saying:

“The glass isn’t ours. Me Maam was given it by Granny Selinda when she married me Dad. But when Maamy died last year it was one of the things she left me and, although Bessa wanted me to sell it, I just didn’t have the heart to. Instead I set it on our mantle as a matter of family pride.

“Then two nights back we was having tea and, blimey, suddenly there was a bright blue light

blazing from the bauble. It right scared the missus and kids and our dog started whimpering and hiding under the table. Felt like doing it meself! Anyhows it was all over in a flash and, although it hasn’t done it again, I keep hoping. I think it was the spirit of me Mammy looking over us and I would like to try speaking to her if I happens again”.

Similar stories have been told by residents of Darringmoor over the past few weeks and it’s not just happening in our city. Stories from outlying communities have reported on similar things happening with Esmian baubles in several villagers. I have asked representatives of the Esmian Church and the Guild of the Magi for comment but there has been no word from either organisation so far.

FOR SALE: MONKEY DOLLS



Wonderful monkey dolls for your children!

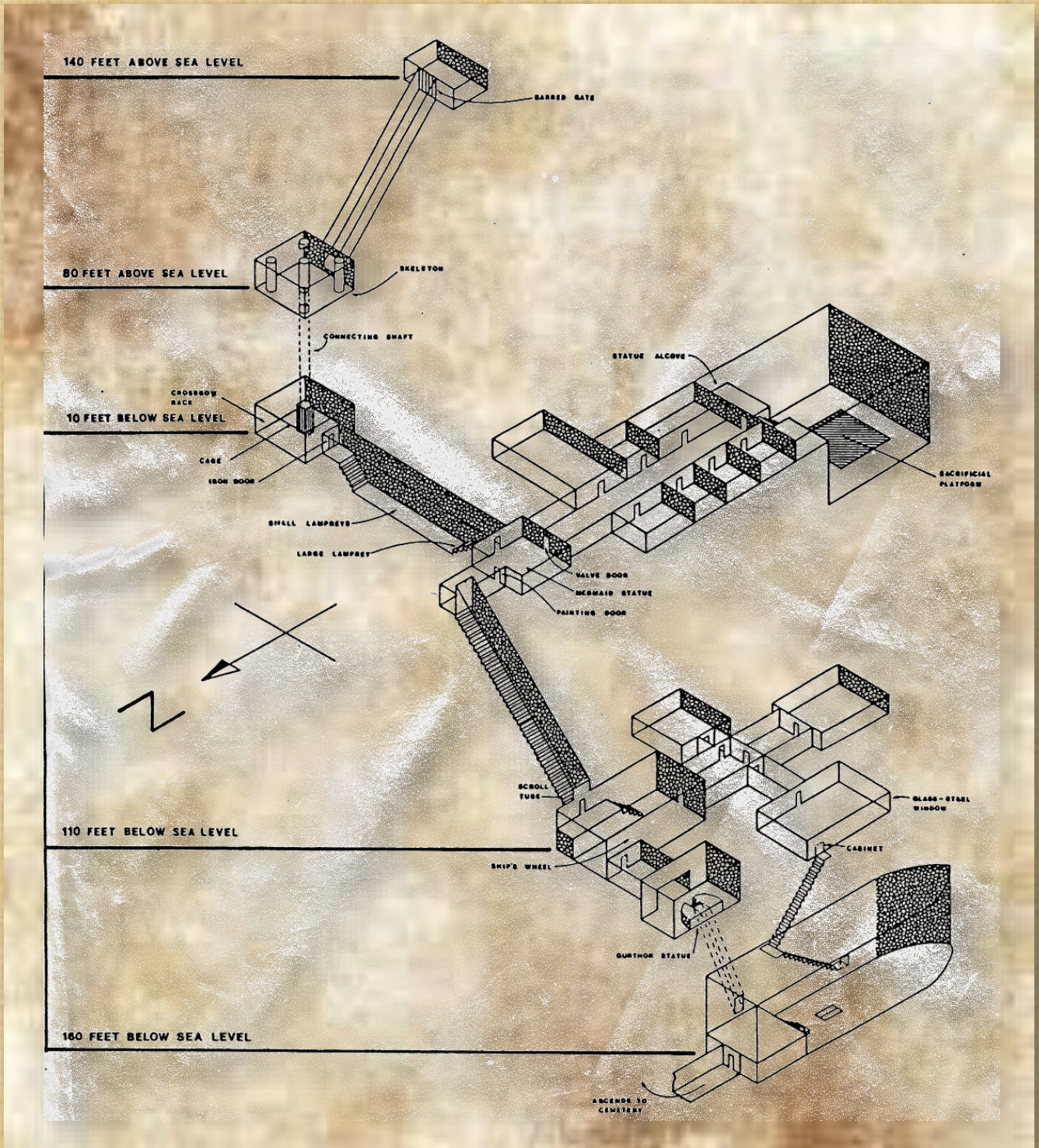
Expertly made by local crafters.

Comes with three sets of beautifully detailed clothes. Be the first on your street to own one.

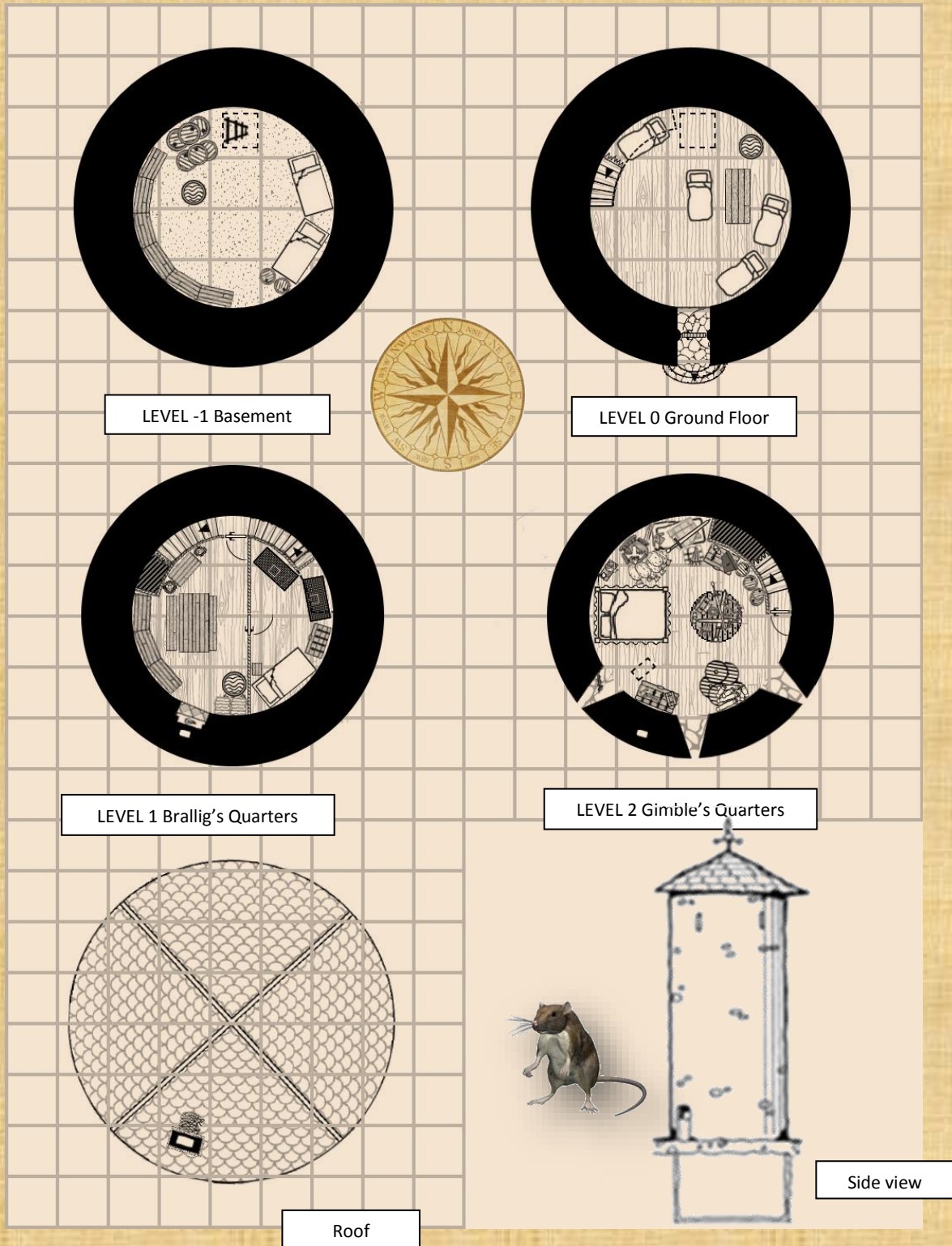
Limited supply, so hurry! High quality – none of your Y’siran rubbish. 3 silver pieces

Available from Neesta’s Clothing and Embroidery Shop

Map of Blade's Lair



Map of the "Rats' Nest"



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

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

Mundane Cleric Items Tables, Pathfinder Compatible. (2017).Friends of Eldoria. Magic User Mundane items source material set in Eldoria.

Mundane Rogue Items Tables, Pathfinder Compatible. (2017).Friends of Eldoria. Magic User Mundane items source material set in Eldoria.

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

Quorull – A City of Guilds, (2017) Pathfinder Compatible, Friends of Eldoria. City set in Eldoria.

Rat's Nest, (2016) Pathfinder Compatible, Friends of Eldoria. Module for levels 1-4, set in Eldoria.

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

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

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

Online Community Pages



There is a Facebook page '**Eldoria**' with information on this world here:

<https://www.facebook.com/pages/Eldoria/443402119036225>

There is a '**Friends of Eldoria**' Facebook group where players can chat and get some additional information here:

<https://www.facebook.com/groups/358804577530186/>

Previously Published Modules

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

Web of the Widow (Harnworld adventure) Columbia Games 2000

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

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

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

Sanctuary (d20 adventure) Auran Pty Ltd 2002

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



Mundane Rogue Items Table



Mundane Rogue Items Table

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MUNDANE ROGUE ITEMS TABLE

(100 Miscellaneous Discoveries found on a Rogue)



"We can't leave yet you fool... P'tar's got a list of all our passwords in his pocket!"

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

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

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

