



THE MUNDANE ITEMS TABLES

(200 Miscellaneous Discoveries)

BONUS Eldorian content including Nalarian Tiles and Red Averaach

Also includes Sorcerer's Marbles: not available in the Encyclopedia Eldoria

by Keith Done

FOE



Mundane Items Tables



This product makes use of the Pathfinder RPG Core Rulebook. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd. Paizo Publishing, LLC 7120 185th Ave NE, Ste 120 Redmond, WA 98052-0577 paizo.com

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Contents

Credits	2
About the Author	2
About this Publication.....	4
The Setting	4
Mundane Item Tables	5
Eldorian Specific Items	10
Copyright.....	19
.....	20



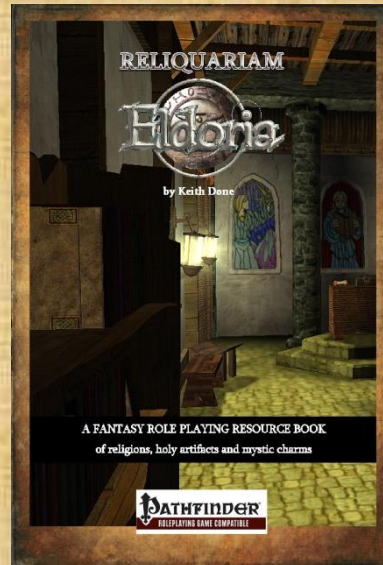
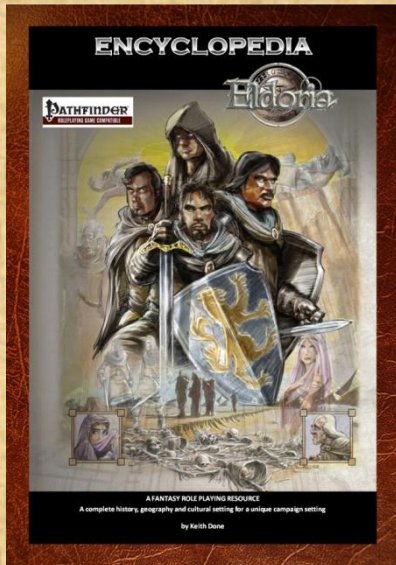
About this Publication

“I want to loot the body!”

Have you ever felt the pressure and frustration of coming up with multiple mundane items as players loot bodies or search rooms? Then *the Mundane 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 Items Tables* will add a rich layer to your own game.

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 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 they have just sent to a sticky end or they are going through the drawers and cupboards in a long-forgotten derelict. Whatever the situation, the Mundane Items Table is the answer

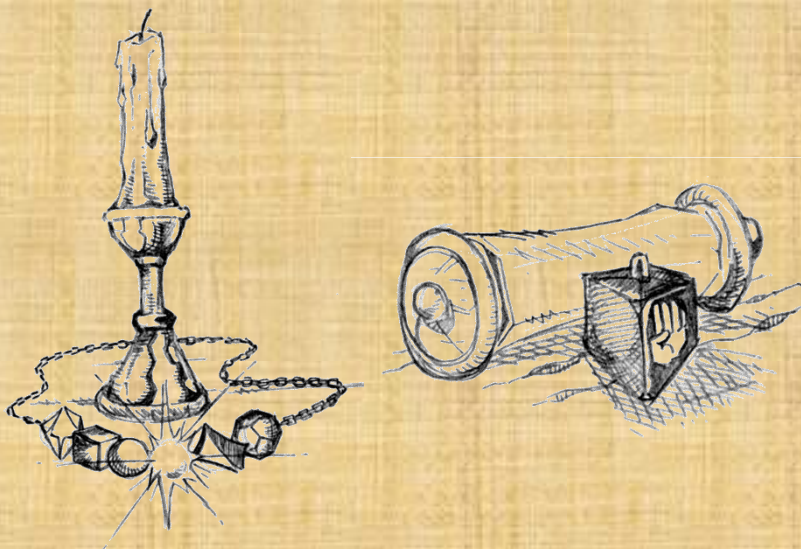
First determine how many things may be likely to be found; I often allow a single item or allocate a number of items equal to a die range such as 1d4 or 1d6 items. Then you can determine what they actually are by first rolling 1d10 to determine which table to refer to (1-5 = Table 1 and 6-10 = Table 2); then roll percentile dice to determine the specific item on the table just rolled.

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!

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 Items Tables

Roll 1d10 then percentile dice		
(D10 roll 1-5 Refer Table 1 6-10 = Table 1 and 6-10-10 Refer Table 2)		
Roll	Table 1 Item	Table 2 Item
1	handkerchief (plain)	A piece of broken pottery
2	sewing kit	a pair of cheap cloth gloves
3	pair of bone dice	a pair of socks
4	bone comb	used under-garments
5	leather pouch of tobacco	a severed finger wrapped in crude bandages
6	1d20 copper trades	a block of cheese
7	dried food	a piece of hard jerky
8	leather hip flask	a metal flask filled with:
9	whetstone	fishing equipment - hooks, lures, and string
10	flint and tinder	a smooth river stone in the shape of a heart
11	Leather flask of oil	a clove of garlic
12	prepared poultice: <i>healing time for burns is reduced by 50%</i>	a cheap necklace made of beads
13	small carved animal	a small bell
14	magnifying lens	a black dragon playing card
15	handkerchief (silk)	a broken dagger
16	pouch of seasoning	a sprig of mistletoe
17	1d3 sticks of chalk	a bone needle and a bit of thread
18	lock of hair	a stone arrowhead
19	1d6 plain pieces of parchment	bird feathers
20	travelling cloak	a buckle from a belt
21	1d3 bronze spoons	wooden ring with mystic runes
22	ball of string	carved figure of a person
23	empty brass vial	roundel piece 
24	set of merchant's scales	map of a dungeon complex
25	battered leather cap	perfume-scented letter




Mundane Items Tables

Roll	Table 1 Item	Table 2 Item
26	well-worn leather slippers	brass knuckles
27	pig's tusk	iron file
28	coffer (with a secret panel compartment)	piece of amber (value 5gp)
29	penny whistle	rabbit's foot
30	1d6 silver pieces	large fang from mythical creature
31	small knife	horseshoe
32	lodestone	bar of expensive soap
33	packet of buttons	bounty poster
34	wallet of small tools	small silver button
35	brass torc	wooden comb
36	pair of woollen gloves	fur from a monster
37	quill and sharpening knife	wooden scroll tube
38	20 marbles (10% chance 1d3 <i>Sorcerer's Marbles</i>) 	1d6 copper pieces (foreign currency)
39	manacles (with key)	small lockable box
40	vial of perfume (valued at 100gp)	four-leaf clover
41	small silver mirror	A double-sided coin
42	red ribbons	pouch of seeds
43	decorative clay pipe	quartz crystal
44	charcoal	1d3 pieces of lead
45	peacock feather	bracelet made of glass
46	small abacus	bracelet of braided leather
47	1d4 metal platters	small bottle filled preserving fluid
48	2 pronged fork (damage = 1d2)	sewing thimble
49	bone necklace	deathwatch beetle in a cage 
50	Treasure map	piece of fresh fruit
51	a set of iron keys	a pouch of human teeth

Mundane Items Tables

Roll	Table 1 Item	Table 2 Item
52	a set of iron keys	gold cameo locket (value 5gp)
53	pack of Dragon Cards 	polished crystal (value 5gp)
54	1d6 polished stones (value 1gp each)	snuffbox (value 10gp)
55	spinning top	necklace with rose pendant (value 4gp)
56	1d6 candles	set of lead soldiers
57	50' coil of rope	a cat's ear
58	lantern	holy symbol of an evil god
59	box of fish hooks and lures	book of animal sketches
60	Razor (dmg = 1d3)	black lace mask
61	dog collar	metal bottle of mercury
62	hand bell	sea-shells
63	1d6 pieces of bitterwort 	scrimshaw
64	pouch of seasoning	bottle of live leeches
65	silver hip flask	handbell
66	journal	Jade jewellery box
67	vial of black liquid (poison?)	earrings of fairies (value 2gp)
68	1d10 gold pieces	bottle of paint for illuminations
69	eye-patch	a small decorative key
70	flash-powder (spellcraft DC18 to recognize)	Pottery figure of a witch
71	archery glove	copper ring with birthstone (value 5gp)
72	Silver charm bracelet	pipe carved from whalebone (8gp)
73	honeycomb	invitation to a celebration
74	coffer (with a secret panel compartment)	piece of amber (value 5gp)
75	a packet of candied almonds	wax seal kit
76	1d10 caltrops	baby bonnet
77	3x silver tipped arrows	a vial of honey

Mundane Items Tables

Roll	Table 1 Item	Table 2 Item
78	leather gauntlets	ring with a secret compartment
79	miniature crystal ball	pair of severed ears on a string
80	1d4 wooden stakes	cargo manifest
81	water-skin	a mousetrap
82	damaged chainmail shirt – only 50% AC	Jeweller's monocle
83	stout padlock and key	glass eye
84	ornate hairpin (value 6 gp/dmg 1d2)	set of measuring spoons
85	vial of iron filings	leather tape measure
86	skeleton key	topaz brooch (value 7gp)
87	collapsible telescope	gold knife and spoon in a wallet
88	scented talc	Odressi token 
89	packet of iron nails	bootlaces
90	decorative leather belt	vial of toothpicks
91	locket with a picture	cloth cap
92	silver hairbrush (value 10sp)	gingerbread biscuits
93	woollen scarf	set of Nalarian Tiles 
94	surgeon's knife	eggcup
95	1d4 doses of liacca moss	mandolin strings
96	healer's kit - half used	corkscrew
97	holy symbol of a Good God	make-up kit
98	potion (GM to determine)	bag of 1d10 gems (each worth 10x10gp)
99	1d3 averaach crystals 	ancient icon of a church (value 2,000gp to that church)
100	Minor Magic item (GM to determine)	Minor Magic item (GM to determine)

Eldorian Specific Items

Those items on the tables featuring a  symbol.



Roundels

Roundels is a popular board game throughout Eldoria, but particularly in Sard and on the Holy Isle, where tournaments are held. It has similar elements to chess but is played on a circular board with a stylised keep. 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 in addition to their common pieces. 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)

Sorcerer's Marbles



While the game of marbles is mostly a popular child's past-time (as it is in our world) its origins in Eldoria are very different. In Eldoria's dark ages there were many powerful rival Sorcerers known as the Serpent Kings, who ruled across what is now Llan, Sard and Elkia for hundreds of years, constantly waging magical wars upon each other. They were more skilled than their modern-day counterparts and had reduced the dependence on material components to one item, the fine mineral sands that were prevalent in the region. So instead of using bat guano and sulphur to cast a Fireball Spell, one of the Serpent Kings would simply use mineral sands.

When a spell was cast using this method, instead of being consumed, the sands would be converted into a sphere of glass, often with colored striations inside, which were linked to the type of magic cast. These were discarded and, over the centuries, these 'marbles' were littered all over the countryside. In the centuries after the fall of the Serpent Kings, people would find these marbles. They did not know their origin but they became keep-sakes and eventually, children began to play games with them. In addition to finding 'naturally-occurring marbles' glass-makers began to manufacture marbles around 1100R (these were cast-offs on the industry and it was recognised they could be sold as children's' toys).

Around 1700R artificers of the College of Arcane Science discovered that Sorcerer's Marbles occasionally retained a partial amount of their spell signature and that the original spell could be triggered by

Mundane Items Tables

channelling any spell (even a level 0 cantrip or orison) into the marble but not allowing that spell to take form.

The original signature still contained inside a Sorcerer's Marble is much weaker than the original spell. All aspects of the triggered spell are the same as if cast by a 1st level magic-user, regardless of the level that it was originally cast at. For example, if a 8th level wizard triggered a Sorcerer's Marble with a Fireball signature still active inside it, a 1d6 Fireball would result.

In addition, a Sorcerer's Marble has a 25% chance of failing completely. Regardless of the spell functioning or failing, the marble becomes a mundane glass sphere at the end of the process.

The existence of Sorcerer's Marbles is known to anyone with at least one rank in *Knowledge Arcana*. That person knows that a *Detect Magic* spell (or any similar spell) is useless when trying to identify the properties of the marbles, as the magic actually activates the spell in the marble. In this case the GM may be required to designate a random target or random direction for the spell.

The type of magic stored in a marble can be identified by a Knowledge Arcana check at DC12:

Abjuration = solid white with silver striations

Conjuration = clear with yellow striations

Divination = clear with orange and green striations

Enchantment = clear with yellow striations

Evocation = solid red with orange bursts

Illusion = clear with blue stars inside

Necromancy = solid green with black striations

Transmutation = clear with red and black striations

A successful Spellcraft Check at DC15 *by a person with Knowledge Arcana*, will identify the actual spell contained in the marble.

Deathwatch Beetle This is a charm of the Ormocean religion. Ormocea is a lawful good deity opposed to Undead. The Deathwatch Beetle is a small insect native to the islands of the Sea of Souls as well as parts of southern Elkia and Sard. It is a lustrous black in color with white markings that resemble a skull. The beetle is placed within a miniature silver cage about 1 inch in diameter. The cage is blessed with special wards and etched with Ormocean sigils.

If negative energy (such as that which is manifested by the Undead) comes within 1' of the Charm, the beetle emits a high-pitched shriek for 2+2d6 minutes. The beetle dies at the end of the effect and a new beetle must be found. The cage can be reused).



Mundane Items Tables

Dragons (a Card Game)

Dragons is a popular card game throughout northern Eldoria and the islands of the Sea of Souls. A typical deck consists of 50 cards. There are 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). There are also 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 five 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 five dragons.

Bitterwort (a mild poison)

Type: Poison (Plant), ingested/Save: DC15

Onset: 1 hour/Frequency: 1/minute for 3 minutes

Initial Effect: 1d4 Str damage/Secondary Effect: 1d6 Str damage

Description: This appears as a watery liquid, a rich red in color, with a slightly soapy consistency. Being a water-based liquid it mixes well with most beverages and absorbs easily into foods. It has a strong strawberry smell that is quite pleasant, but by contrast, it has a bitter taste. Its olfactory and culinary qualities can somewhat limit its usefulness; it works best in sweets or strong-smelling foods that can mask its odor and taste. After consuming a sufficient quantity of Bitterwort, the victim almost immediately begins to feel quite ill, as its active ingredient reacts with the victim's digestive fluids. The effects begin with a feeling of nausea and wind, sometimes accompanied by a painful pressure in the chest and back, caused by severe indigestion.

As the toxin progresses, it causes stomach cramps and cold chills. In more severe cases it may also cause vomiting and diarrhoea as the victim's body tries to purge itself of the toxin. It has never been known to kill anybody but can leave people of lower constitution, particularly children or elderly victims, incapacitated with nausea and stomach cramps for days.

Cure: Being a strongly acidic toxin, its effects can be lessened by drinking lots of milk or cream. Doing so immediately reduces the effects by -1 damage per die but only to rolls not yet made. In addition, an increased recovery rate applies of 1 point of strength damage recovered every hour.

Background: Bitterwort is a plant growth, commonly found on shade rocks in the forests of Llan. The wort grows in long pale green clumps, on the base of rocks, close to the moisture of the ground and only during late spring to early summer. The people of Llan have always known that Bitterwort is toxic and causes mild nausea, if the hands are not washed after coming in contact with the growths. However, the actual process of distillation that increases the potency of the wort is not widely known. In fact, if cooked, Bitterwort is

Mundane Items Tables

still very bitter to taste but loses its toxins and becomes quite safe to eat. It is known that people in the Llanish shire of Hallesta add Bitterwort to their pies and jams. As a poison, it is occasionally made by Rangers, who use it to drive troublesome animals away from human settlements.

Creation: Bitterwort is scraped from rocks and dried; then it is mixed with various herbs, syrups and juices and left to stand and ferment in the sun for a few days. Water is slowly added, and as the level drops, the color turns a darker red. The process continues until the majority of water content has evaporated. At this point, the remaining residue is transferred to an air tight container for storage, where it will retain its effectiveness for about 1-2 years.

Bitterwort requires a Craft (Alchemy) creation check (DC 15), but has a relatively low handle poison check (DC 3). The recipe requires 5 handfuls of the wort (the scrapings from about twenty good sized rocks) and about 15gp worth of materials, mainly syrup and fruit juices, to produce 1d4 effective doses of Bitterwort poison.

Nalarian Tiles (a divining medium)

“The Crystal....the Rose....and the Skull. Sire, I counsel you to postpone your campaign this day. Retire to your most steadfast sanctuary and wait four full days before you venture forth.”

Final words spoken by Delerith, soothsayer to General Landas Kedriz, before the Battle of Thunder Ridge.

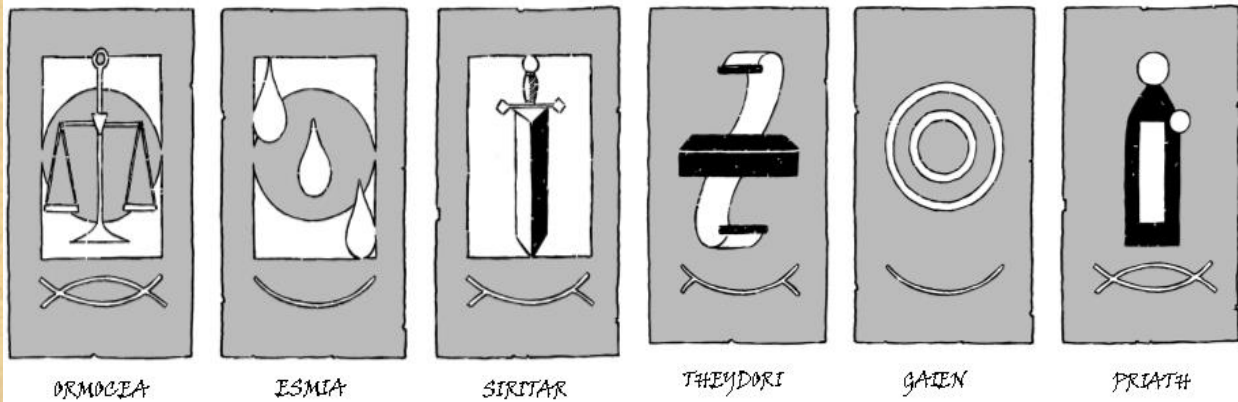
The Nalarian people have wandered the lands of Eldoria for generations and are the equivalent of our gypsies. They maintain a belief that nobody owns the land, it is there for all to use. As a consequence, they have always moved from place to place, living a hunter-gatherer lifestyle; at times, of their own volition, and at times, under the threat of local authorities. As regions of Eldoria became more urbanized and it was difficult to find food by traditional methods, the Nalarians bartered their skills with established communities in return for money or supplies. They have always been adept at such crafts as woodcarving and tapestry work and they have found a market for their creations, wherever they travelled. Whereas gypsies in our culture are often treated with suspicion and hostility, Nalarians are always welcomed by the common-folk, for their craft, their knowledge of ancient medicines and their colorful entertainments. Their only opponents are draconic officials who do not like their ‘disrespect’ for regional boundaries, taxes and bureaucracy. Being a superstitious folk, the Nalarians often look for portents and omens to aid them in making decisions or in providing guidance to where their tribes should venture next. Since the Darktime they have used “the Tiles” to predict the future and this part of their culture also proved to be a popular way of earning money and favors from communities that their wagon trains camped near. The image of the Nalarian fortune-teller casting the Tiles became commonplace throughout Eldoria, so much so, that the practice was adopted by the College of Arcane Science and the University of Pharidor’s Watch, in teaching the oracular arts to their Diviners.

A set of Tiles always consists of twenty-seven pieces, each representing one of the Gods of the Pantheon. These can be as simple as runic symbols etched onto river pebbles or as intricate as porcelain disks, each painted with a detailed representation of a God. The most expensive set ever made was reputed to be owned by the Empress Taranae and consisted of cards made from wafers of Diamondwood, with images rendered in layered gold, Excellium and jade.

Mundane Items Tables

Symbol	God	Associated Meanings
Scales	Ormocea	Law, prison, father-figure, balance, justice, order, authority
Tear drop	Esmia	Healing, relief, safety, sanctuary, comfort, grief, mourning
Sword	Siritar	Fight, duel, champion, sword, son, hero, courage, guardian
Scroll and Casket	Theydori	Teaching, a lesson, education, mystery, puzzle, ancient number
The Circles	Gaien	Mother, birth, women, secrecy, marriage, sister, disagreement, fertility
The Dream	Priath	Sleep, dreams, prophecy, time, priority, warning, prompt action
Harp	Ahridaar	Arts, music, food, drink, dance, travel, color, celebration, Bard,
The Four Seasons	Faar	Seasons, weather, rural, farm, simplicity, livestock, harvest
Unicorn	Rhioria	Health, vitality, beauty, youth, innocence, love
The Winged Moon	Tarimth	Night, lost, missing, stars, portent, Elves, exploration, inaction
The Figure	Phelltar	Self, other races, of the body, commoner, poverty, rebellion
The Sun and Serpent	Pharidor	Daytime, snakes, light, revelation, tower, great height, gold
Tree Cross	Ulliah	Forest, wood, nature, sylvan creatures, Druids, growth, wilderness
The Eyes	Yhancia	Land, mountains, Dwarves, rock, gems, unwavering, underground
Lion	Hirath	Animals, hunting, meat, Rangers, lion, bear, king
The Shell	Gurthor	Sea, ships, ocean voyages, sea creatures, ports, sailors, pirates
Waterfall	Liraan	Water, bridge, obstacle, purity, a link, swim, border, direction
The Feather	Se	Storm, conflict, quick action, lightning, bird, surprise, sudden change
Pierced Skull	Trezkillian	War, Goblinkynd, castle, battle, soldiers, control, domination
Flame	Daugron	Fire, heat, desert, cleansing, uncompromising, total change
Lightning Bolt	Imaar	Magic, arcane, power, arrogance, Averaach, unstable, otherworldly
The Emerald	Xullia	Fear, monsters, illusion, blindness, cowardice, darkness
The Hung Skeleton	Sirrith	Death, undead, prison, trap, blood, outcast, ward, constant
The Pierced Die	Tiea	Deceit, assassin, a thief, hidden enemy, broken trust, betrayal, lies
The Shattered Flask	Sadir	Apocalypse, disaster, ruin, downfall, impending doom, breakage
The Triangles	Yaarneya	Lust, jealousy, wealth, indulgence, corruption, selfishness
Rose	Kharic-Ohrm	Hurt, harm, pain, pestilence, insect, disease, suffering, malady

Mundane Items Tables



Images of the complete set of Nalarian Tiles are provided in the Encyclopedia Eldoria with permission to reproduce them so you can make your own physical set of the tiles to use in your campaign.

A set of Tiles is kept within a small, decorated coffer, called a **Thirrin**. It is usually decorated with mystic symbols and contains a tablemat (the **Thar**) used to lay the Tiles upon, during a reading. It is very important that only the person, who the Tiles were made for, ever touches them, otherwise their prophetic potency is said to be lost.

When performing a prediction of future events, the caster of the Tiles enters a trance-like state, reciting a calming mantra. During this time they stir the Tiles with their left hand, and, upon completion of the ritual, they grasp a fistful and draw them from the Thirrin. The Tiles are then dropped upon the **Thar** and if there are more than three Tiles upon the tablemat, the excess are discarded with the priority being given to face-up Tiles being cast aside, followed by those closer to the right hand side of the Thar. At the end of this process, only a maximum of three tiles can remain for the reading.

All remaining Tiles are turned face up and the interpretation is made. No specific questions are asked of the Tiles; they simply give a hint of what is to come, unless the individual acts to prevent the course of events. Each Tile has a multiple number of associated meanings and from this events of the next one to three days can be divined. A serious practitioner of Nalarian Tiles will not overuse them. Traditionally, they should only be consulted once between the rising and setting of the sun (darkness clouds the powers of divination).

A GM can easily include Nalarian Tiles in a campaign as they know the general immediate future that 'might' be in store for players. The skill required for reading the Tiles is Craft: Nalarian Tiles. Also, an Oracle who selects Lore as their Mystery can select Craft: Nalarian Tiles as one of their Revelations.

To see the future, use a DC of 15 for a typical reading. Make the DC roll secretly for the NPC or player character divining the Tiles and also roll 1d3 for the number of Tiles placed upon the Thar. In the case where a player has the required skill and is telling their own fortune or the fortune of someone else (and the roll is successful) the GM should select Tiles that would be pertinent to the immediate future of the subject. In the case that the DC was failed, the required trance-like state was not achieved or no tiles fell upon the Thar.

Mundane Items Tables

In the case where an NPC is telling the fortune (and makes a successful DC) use the level of success as a guide to how accurate you should be in your interpretation of the Tiles. The twenty-seven Tiles and their common meanings appear in the table on page 14.

An example of a Nalarian reading follows. Drusara the Seer has +2 ranks as a Nalarian Tile Reader and she has been asked to cast Tiles for a party of adventurers who are travelling through a short cut in the mountains over the next few days in order to make a deadline to board a vessel bound for overseas. As GM I secretly roll 14 and add my +2 rank and +1 INT bonus to the roll. The result of 17 means I successfully read the future. I roll for the number of tiles and draw 3. I know I have planned a bandit encounter in the mountains and that may delay the players sufficiently that they miss their ship. I select the following tiles as a portent of what may come:

(The Shell) meaning a sea voyage

(The Dreamer) meaning time is of the essence

(Pieced Die) meaning thieves

As GM, I am trying to convey that there will be an attack by thieves that may cause the players to miss the ship unless they do not delay.

Ruby 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

Mundane Items Tables

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 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. Other forms of Averaach are fully detailed in the ***Encyclopedia Eldoria***.



Mundane Items Tables

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)

Odressi Token

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

There have been some recent 'innovations' in Odressi in the last 50 years. One of these is a new pilgrim's tax, designed as both an income generator and a means of limiting the stay of foreigners to the city. Getting inside the gates of the city proper can be an arduous affair for base-born people, who often have to spend several days queuing outside Commoner's Gate, before being allowed inside. If granted entrance,



foreigners are issued with a tin token stamped with a date of expiry (usually five days from the date of issue). These 'pilgrim badges', as they are called, cost an exorbitant fee of 10 gold trades; pious common-folk use all their savings to make the journey to Odressi, once in their lifetime. It is most important to keep your token on you at all times and have it renewed before it expires, otherwise you face heavy fines and even imprisonment on the island penal colony of Pilgrim's End, south of the Holy Isle.

Mundane Items Tables

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