



MUNDANE BARD ITEMS TABLE

(100 Miscellaneous Discoveries found on a Bard)

With new Eldorian Bonus Material *not available* in the Encyclopedia Eldoria

FOE

by Keith Done







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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Keith Done is the founding member of 'Friends of Eldoria' (FOE). FOE people write modules for the rich world of Eldoria created by Keith himself. Keith Done worked for Auran for many years and has had a number of modules previously published including Encyclopedia Eldoria, Shades of Grey, Guardian and Mindbane. He has just released an updated **Encyclopedia Eldoria** and the new **Reliquarium Eldoria**, a book totally devoted to the religions of Eldoria. He has also just completed "The Muddy Boots Inn", a module for the Eldorian 'Interesting Inns' series and he is busily doing a makeover on his old modules from the 1980's – "The Rats' Nest" and the classic, "Mindbane".

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About this Publication

“Alas he will play no more. . . but how much is that lute worth?”

Have you ever felt the pressure and frustration of coming up with multiple mundane items as players loot the body of a bard or search his writer’s garret? Then *the Mundane Bard Items Table* is your solution. Not only are there a variety of mundane objects, the table also includes the macabre and unusual – perhaps even sparking an idea for a new adventure. The *Mundane Bard Items Table* is an expansion for the original 200 Mundane Items Tables and will add an even richer layer to your campaign and allow you to narrow the scope of what your players find when searching the body or premises of a bard.

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

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

The 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 Bard Items Table

How to Use the Mundane Tables


Often players will be searching for 'stuff' that you have not planned for in your game design. This may be that they are searching the pockets of that enemy bard they have just sent to a sticky end or they are going through the drawers and cupboards in the Conservatorium which he is allied to. Whatever the situation, the Mundane Bard 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 Bard Items Table is designed as a companion to the original 200 Mundane Items Tables and its companion Class Tables. When your players are searching a person or building that has a connection with a specific character class, you may wish to 'mix-and-match', using the most appropriate tables when determining what they find. For example, you allow a roll of 1d6 to determine how many items are found and the players get a '6' on the die. You decide to allow two rolls on the Mundane Bard Items Table, one roll on the Mundane Arcane Items Table and three rolls on the 200 Mundane Items Tables. It's up to you how you want to use these tools!

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

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

Mundane Bard Item Table

Roll	Table 1 Item
 1	Sheet music of the ballad "And Who Will Save the Hero?"
2	A small lyre
3	Finger cymbals
4	An ivory plectrum
5	A Small drum with paintings of dancing ladies around the sides
6	Medium drum with geometric painting around the sides
7	Marching drum with a shoulder strap, embroidered with swords
8	Yellow and orange tunic trimmed with small silver bells
 9	Troubadour of the Swans livery (a blue and white tunic and blue hose)
10	Letter of introduction to a noble house for the bard, <i>Glondling the Rover</i>
11	Tuning fork
12	'Singing dog' (treat as a small dog). It howls at appropriate times when it hears music
13	Mouth organ
14	Rhythm sticks carved with birds
15	Horn
 16	Sardian military band uniform of black and silver, with a skull brooch
 17	Advertising poster for the Festival of the Muse, a great bardic event in the city of Jasper
18	A penny whistle
19	A collection pail for performances with "Donations gratefully accepted" painted on side
20	Bag of mixed coins (total value 10gp)
21	Cloak made of multi-coloured patch-work fabric
 22	Pharidor Sun-Sphere
23	Box of three wigs (red, blonde and brunette)
24	Song bird in a cage
25	Floral embroidered sash with hooks and straps to hold small instruments

Mundane Bard Item Table

Roll	Table 1 Item
26	A kazoo
27	Wooden pan pipes
28	Wooden recorder
29	Red hat trimmed with bells and ribbons
30	Elaborate feathered headdress
31	An expensive masterwork mandolin
32	One man band music kit (drums, cymbals, pipes)
33	List of addresses and dates where the bard is performing
34	Wooden box of gold rings (costume jewellery)
35	A small coffer of stage makeup
36	Box of elaborate jewels (costume jewellery)
37	Cloth sack with a live non-venomous snake (performance)
38	Set of eight opaque coloured silk veils
 39	<i>Damazia's Gift</i> (a drug)
 40	<i>Challidara's Liniment</i> (a drug)
 41	A glowing critical review from the Darringmoor Dart broadsheet
42	Spare strings
43	List of local music students with the best circled for prospective apprenticeships
 44	Letter from the renowned storyteller, Silvertongue
 45	Map of location of the inn, "The Topsy Tinker"
46	Black and white feathered cloak with a jewelled collar (fake gems)
 47	Belt with a large buckle with an iconic image of the Paladin Saviour
 48	Hall of Tiers banner
 49	Insignia of a famous bard (e.g <i>Glondling the Rover</i> , <i>Soorinda Saradelle</i> or <i>Silvertongue</i>)
50	Bunting in a performing troupe colour

Mundane Bard Item Table

Roll	Table 1 Item
51	A letter from obsessive fan confessing their undying love and how they murdered the bard's rival
52	Flame breathing kit (including flame accelerant, flame retardant, sticks and a CLW Potion)
53	Bag of multi-sized hoops
54	Performing animal (see notes in Additional Materials)
55	Small pot of honey
56	Water Proof scroll case contain popular ballads
57	Pressed flower and letter (20 years ago) from an adoring fan
58	Locket and picture of an Elven woman
59	Arm length gloves and feathered cap
60	Six papier-mache masks of different characters
61	Wooden stylised sun and moon symbols on sticks
62	Box of false beards, moustaches complete with adhesive and solvent.
63	An Ahridaar holy symbol
64	Small leather pouch containing a needle and thread and mixed buttons
65	Juggling balls
66	Masterwork throwing knives (well-balanced)
67	Nalarian Tiles
68	Dragon costume for two persons (two pieces –head and tail)
69	Collection of famous plays
70	Soft dancing shoes
71	Vocal trumpet (large brass cone with a grip)
72	A lexicon of the Xarian language
73	List of the famous 200 statues of Challidara (a muse) in the city of Jasper
74	Bottle of fine wine
75	List of witticisms to respond to hecklers



Mundane Bard Item Table

Roll	Table 1 Item
76	Leather roll of sculptor's tools
77	A Cookbook and box of spices
 78	A brooch from one of Eldoria's famous conservatoriums
79	A gargling tonic which helps the vocal cords
80	Bundle of folk tales from around the world
81	Special effects box (compounds such as flash powder, chemicals that produce mist etc.)
82	Velvet sack containing four marionettes
83	Contract of Employment with an inn for a set period
84	Personal grooming kit
85	Local history book which describes folk tales about hidden treasure hoards
86	Roll of art materials (charcoal, parchment, paints)
87	Leather case of finished portraits
88	A metronome
 89	<i>Harper's Biscuits</i> (an Eldorian Charm)
90	Tight fitting acrobat's clothing
 91	A large case with a banner, flag and bunting from the Hall of Tiers
92	Letter from a scholar proving a recent book was plagiarised from an older source
93	A jewelled porcelain face mask (value 500gp +1d4 100gp)
94	A masterwork rapier set with a 300gp emerald set in the pommel
95	A resonating crystal (emits pleasant harmonic sound when a specific tone is sung or played)
 96	A list of locations of four of <i>Malvorance's Dimensional Landscapes</i>
 97	A Mimicry Box
 98	Alchemy Pipes (a special musical device)
 99	A D'Cammazan lute (valued at 1,000 + 1d6 1,000 gp)
100	Bardic magic item (see sub-table in Additional Materials section)

Eldorian Specific Items

(Items on the tables featuring an Eldoria symbol 

Sheet Music of “And Who Will Save the Hero?”



Dalmezia of Eriana, the current champion of the Falkhonen Brooch Tourney with her inspiring re-imagination of the classic ballad “And Who Will Save the Hero?”

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

The ballad recounts the love between the legendary paladin heroes Marriden Stormheart and Leeyandah of Damettia (the first female paladin inducted into a Sirtar Order). It tells of Marriden’s great friendship with the Ormocean cleric, Gaius Truehand, and how all turned to darkness when both Stormheart and Leeyandah died at the Siege of Seaguard and Gaius brought his friend back from the grave, using the forbidden lore of SIRRITH.

“And Who Will Save the Hero?” remained a popular performance piece until 1900R after which it faded away and was replaced by shorter, less-weighty ballads and sing-alongs. It became a classical work taught to students at the Conservatoriums, although it did remain a haunting piece continued to be studied and performed by Elven bards across Leezeria. Recently it has made a return into fashion after Dalmezia of Eriana travelled to the Human realms and sang “And Who Will Save the Hero?” at the Festival of the Muse and stunned audiences with her interpretation of the classic ballad. Now bards across Sard and Elkia are emulating Dalmezia’s style and the epic tale of Stormheart, Leeyandah and Gaius can be heard in places as diverse as the concert hall of the Crystal Chamber and the common room of the Topsy Tinker inn.



The Troubadours of the Swan



The Troubadours of the Swan are a sub-group of *The Company of the Mask*, a well-known collective of actors and musicians which is permanently based at the Hall of Tiers, in Llan. The Swans are a travelling subsidiary of the Mask and they traverse the lands of Elkia, Sard and Llan, bringing culture and entertainment to regional areas. They pride themselves on their versatility and polished performances, having a firm belief that hard work and daily practice is the path to perfection (in the same way that a swans grace above the water belies the work the legs are doing below!) Their livery reflects the blue of the water and white of the swan.

Sardian Military Band Uniform



Sard is one of the most powerful military nations in Eldoria. It was once part of the mighty Sardellan Empire and the smaller country of Sard was formed as part of the territorial division known as the Treaty of Four Swords. This agreement ended the protracted civil war of the Kinstrife) which had torn the old Empire apart. Sard has a strict feudal society and maintains trained levies that can be rapidly deployed into service to support its standing legions. Its military has age-old traditions that trace their origins back to the Empire. This includes organised bands of players who provide rhythmic music for soldiers to march and drill by.

Often bards who are starting out will join such companies in order to earn their keep, distinguish themselves and receive credentials for future work opportunities. Although they have variations and adornments according to the legion they are attached to, the standard basic uniform of a bard serving in the Sardian military will be a leather hauberk, edged in silver trim and featuring a skull motif.

The Festival of the Muse

The Festival of the Muse is a key event on the calendar of bards all across Eldoria and even attracts Elves from Leezeria. It takes place over five days in the city of Jasper, the ancient capital of the old Sardellan Empire. The Festival serves as a showpiece for musicians, skalds and dancers; however, the most prestigious event held during the Festival is the storytelling competition, “The Falkhonen Brooch Tournament”. The Festival of the Muse was started during the reign of Empress Taranae as a celebration of the completion of the Conservatorium of Falkhonen Hall and it continued as an annual event after that, growing in size and including other bardic disciplines other than storytelling.

The honour bestowed for the best skald in the Falkhonen Brooch Tournament is a purse of 1,000gp and the highly prized silver ‘brooch’, which recognises the winner’s skill and unique ability. The competition is judged by senior officials of three of the major bardic Conservatories in addition to the head of

Falkhonen. Entrants can deliver their tale in any format (narration, song or even dance) but it must tell a story that enthrals and engages the audience. The respected bard Silvertongue of Darringmoor has won the title for five years running but last year he was soundly defeated by the brilliant rendition of the classic ballad “And Who Will Save the Hero?” performed by the Elven diva, Dalmecea of Eriana.

A poster for the Festival of the Muse is in the Player’s Handout Section.

A Pharidor Sun Sphere

This is a metallic sphere about the size of a large apple. It is constructed so that an outer shell is hinged over an inner shell, allowing it to be opened, revealing the inside in graduations. The interior of the sphere is treated with a permanent magical light. The devices are made by Pharidor religion, mainly in the Holy City of Odressi. They are used extensively throughout their temples to provide light and are sometimes gifted to persons who perform services to the Church.

Bards who manage to obtain a Sun Sphere often use it to illuminate their performances as the device allows the user to create a specific level of desired lighting.



PHARIDOR God of the Sun

The religion of Pharidor has its largest following amongst the Elves of Leezeria, with some worship amongst Human settlements in Y’sira. Of course, a temple also exists in Odressi, the City of Temples.

Due to the longevity of the Elves, the religion was largely preserved intact from the Dawn of Time to present day, with little influence from the references contained within the Books of Law. Even the Human clergy devoted to Pharidor derive their doctrine from Elven traditions. Pharidor is the bringer of life to the world, for without Pharys (the sun) people would soon perish. Sunlight brings health and healing to Pharidor’s faithful; the power of the God being felt as warmth upon the skin.

Followers wear clothing that leaves the arms and legs bare, so as to provide maximum exposure to the sun’s radiance. Where the cultural restrictions and prevailing climate permit, ardent disciples attire themselves in short kilts and go bare-chested (male and female alike).

The priesthood believes that the closer you are to Pharys, the more at one you become with the God. Temples are constructed in high locations – many Elven places of worship are located on wide platforms in the tree-tops. The temple in Odressi and Pharidor’s Watch are identical and their design is based around a great hall where the congregation can gather enmasse. A tall spire is located at the center of the hall with a spiral stair leading to its lofty heights.



AHRIDAAR
God of the Arts

Tharpyr Jann founded the modern religion of Ahridaar on the island of Eriana around 1100R. He was a wanderer, a poet and a storyteller, who had travelled most of known Eldoria in his lifetime and claimed to have been visited by the Kyseera. The religion teaches that, when Humankind were created, their life was empty and without purpose – they had no voice to sing praises to the Gods and no skills to carve divine images to set within their temples. So Ahridaar created five spirits from his own powerful aura and sent them into the world of Enshar to live as immortal beings and teach the Humans something of the culture of the Gods. The Kyseera are as follows::

Lorne is the teacher of art rendered by the hand, whose domain is painting, illumination, calligraphy, architecture and sculpting.

Damasia governs all aspects of music; her domain is song, the playing of instruments and the composition of music.

Xarish is the mistress of the spoken and written word; she inspires playwrights, poets, chroniclers and skalds.

Challidara is responsible for physical art; she teaches dancers, thespians, jugglers and acrobats.

Orsk is a lover of good food and drink and passes on his knowledge of the culinary arts and wine and ale making.

Damasia's Gift (a drug)

Type: Drug (Plant), Ingested/Save: Fortitude DC18 (against side effects)

Frequency: 1/hour for 2 hours

Initial Effect: 1d6 temporary bonus to vocal based Perform Skill

Side Effect: Damasia's Gift can have an adverse effect on the vocal chords, either temporarily damaging the voice or even destroying it permanently. When taken a DC18 Fort Save is made at the end of two hours. Failure results in the following:

Failed by 1-4 = voice is temporarily damaged for minimum of 24 hours. All charisma based skill rolls requiring vocals are made at – 4. All spells requiring a vocal component have a 25% spell failure chance. A second Fort save at DC18 is made each day, until successful) to recover from the side effects.

Failed by 5+ = same as above but if two successive saves are failed the effect becomes permanent.

A failed save of a natural 1 = the user of Damasia's Gift is rendered permanently mute.

Description: Damasia's Gift (or Curse as it is also known) is a green powder that tastes like sugar with a hint of lemon. A teaspoon amount is added to water to create an effervescent draught which must be imbibed while still bubbling; the mixtures properties become inert within 30 seconds unless consumed immediately. Damasia's Gift relaxes the vocal chords and gives the user a small feeling of euphoria and sense of empowerment.

Multiple doses do not stack and increase all saving throw DCs by 4 for each additional dose taken within 24 hours of each other.

Cure: Drinking milk will improve the recovery chances of temporary effects by providing a +4 to the saving throw but no current cure is known to restore any permanent damage caused by Damasia's Gift.

Background: Bards of the great Conservatoriums have been coming up with concoctions to improve the voice; some of these are simple, harmless home-made herbal remedies, others like Damasia's Gift are more complex and potentially dangerous. It is not known who actually first made the formula for the 'Gift' but it came to the attention of the clergy in the Ahridaar Temple on Eriana in the mid-1500s R, after an increasing occurrence of laryngitis amongst the priesthood and its associated bards. Eventually the cause of the malady was discovered and Damasia's Gift was banned from use by the Church.

Of course this did not stop individuals from using the Gift, especially before

Mundane Bard Item Table

important performances however the Ahridaar Church did impose strict penalties for its use, especially in bardic competitive events such as the Festival of the Muse. The Gift stains the tongue a dull green for an hour after its use and priests officiating at bardic events will inspect the mouths of entrants. Anyone found guilty of using Damasia's Gift at formal ceremonies or major events are cast out of their bard Company for life.

Creation: Damasia's Gift is available on the black market from alchemists and rogues, mainly in Human cities where the Conservatoriums are located. The quality can vary so use the following table when players buy the Gift. It is made from the seeds of the Red Lotus Lily, cut with a small dose of the drug Laqueera (see the *Encyclopedia Eldoria*). The seeds are crushed and boiled in the Laqueera until a small green residue remains. This is dried over a few days and then desiccated and ground continually. The process repeated multiple times until a powder is formed.

Source	Reliability	Cost
Regular Usual Supplier (Alchemist)	95% Reliable (otherwise all DCs are increased by 1d2)	Market +10%
Referred Supplier (Alchemist)	80% Reliable (otherwise all DCs are increased by 1d4)	Market price
Rogue Supplier	60% Reliable (otherwise all DCs are increased by 1d6)	Market price -25%
Unknown Street Supplier	50% Reliable (otherwise all DCs are increased by 2d4)	Market price -50%

Market Price: 100gp per pouch (usually contains 5+1d3 doses).





Challidara's Liniment (a drug)

Type: Drug (Plant), Applied to the body/Save: Fortitude DC15 (against side effects)

Frequency: 1 DC Check after 8 hours, then every 24 hours to recover.

Initial Effect: 1 point of temporary Dex and Con bonus and the user is immune to the exhausted or fatigued condition for 24 hours

Side Effect: Extended *Muscle fatigue*. If the Save is failed the user suffers 2d6 temporary Dex loss and the exhausted condition. Check every 24 hours for recovery. If the liniment is applied

repeatedly within a 24 hour period, the effects do not stack and the DC recovery roll is increased by 4.

Description: Challidara's Liniment is a clear oily fluid with a strong smell similar to aniseed. It is usually applied to the leg or arm muscles and initially produces a mild burning sensation. It reduces strain and fatigue caused by intense exercise. It is poisonous if imbibed Fort Save DC20 or lose 1d6 temporary Con per hour/3 consecutive saves to stabilise.

Cure: Inducing vomiting will improve the Fort Saves to DC15.

Background: Challidara's Liniment was originally used in Y'sira for the treatment of lame horses. At some stage it was used by dancers and physical performers entertaining the K'luud and soon became a popular cure-all at the K'tinka's Palace, the Bardic Conservatorium in Byalliz. From here it was introduced to the Ahridaar Church and the other great Conservatoriums. Its distillation is known to these organisations and it is easily available in the cities where bards train. Unlike Damasias's Gift, the liniment has never been subject to scrutiny or prohibited from use in tournaments or Church rites.

Creation: Challidara's Liniment uses an age old recipe known to horse-breeders and is simply repackaged as a Human treatment; the aniseed was introduced to mask the original odour of the liniment, which smelled like old fish. The main constituent of Challidara's Liniment is the oil from the *sakapor pod*, a plant native to Y'sira and Rhenfara. Sakapor oil in its raw form is used as an insect repellent and is rubbed into the skin by field-workers. When the oil is distilled into a condensed form and mixed with a mash made from honeyberries and yellow whip grass, it takes on its muscle restorative properties.

It is known by a variety of names such as *Falkhonen's Soothing Lotion*, *Dancer's Oil* and *Mistress Pensyll's Mystic Restorative* but a common 'brand' known across the northern countries of Eldoria is "Challidara's Liniment", sold in its distinctive purple glass bottle. This is made in Tempest and distributed to many lands by the Guild of Gold on behalf of the Hall of Tiers in Quorull.

Market Price: 10gp per bottle (usually contains 10+1d4 applications)

Glowing Critical Review in the Darringmoor Dart

The ‘Darringmoor Dart’ is a news broadsheet which is sold in the market square of the Elkia city of Darringmoor. The newspaper is run in an ad-hoc style by the infamous Ellytinkin Twinfirbling, who has a passion for dimensional magic, tinkering and a passing interest in the news of the city and beyond. One day, Elly was reading the “Tempest Journal” (Eldoria’s respectable and most-read broadsheet) and came up with the idea that she could make a ‘proper’ newspaper with fewer big words and lots more pictures. And so, the Darringmoor Dart was born. Her other passion in life is for tinkering and inventing quasi-magical devices, which has led to an abundance of unusual contraptions she has engineered and is well known for. These ‘wondrous’ items work with varying degrees of success. Elly’s critics believe her interest in crafting magical items, a gross waste of her time and resources but she firmly believes her work fills an untapped void in the market – just like the “Darringmoor Dart”.

The item in the Bard’s Table is a cutting from the Darringmoor Dart about the performance of a musician names Barswynn Heartsong (his performing name of course). Feel free to substitute your own name for plot purposes. The review appears in the Players’ Handout Section of this book.



A Letter from the renowned storyteller, Silvertongue

This letter appears in the Player’s Handout Section.

Silvertongue is an elderly bard whose speciality is the dramatic telling of legendary stories using prose and poetry. He holds the record for winning the Falkhonen Brooch for storytelling on five consecutive occasions, he was finally defeated last year by the Elven singer Dalmecia of Eriana. He was born Kallad Danspar, the son of Jarrack Danspar, a sergeant-at-arms in the city of Jasper. His father hoped that he would follow him into the military but all that changed when young Kallad suffered a bout of Halocean fever which left him weakened and infirm. This did not sour the relationship Kallad had with his father; Jarrack spent a great deal of time with his son, regaling him with old war stories and tales of heroes of the Fist Age. It was these storytelling sessions that set Kallad Danspar on his path to becoming a master skald.

Initially, as a teenager, he found work as a scribe with a local usurer in Jasper and his diligent work saw Kallad secure different jobs in that field, eventually landing him a position as a transcriber of documents

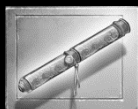


LEEZERIAN RELATIONS AND THE ROD OF PASSAGE

The Elves of Leezeria have always been a distant folk and, for centuries it was forbidden for non-Elves to travel freely through their lands. The Elves say that this has never been about 'race' but the fact that long-term contact with other species has a 'degenerative' effect upon their spiritual aura. Human scholars are divided about this, with many of them saying this is just an Elven excuse for their policy of isolationism.

However, Leezeria has opened itself up to more Human contact since 1970R, following the Third War of Tears, when an Elven-Human alliance drove back a huge incursion of Goblindynd into the Elven lands. As a result, the Elvenking ceded Leezeria's eastern territories for colonization as freehold land; opened the University of Pharidor's Watch to Human sages; and established a number of Elven embassies in key Human cities.

Travel by non-Elves to territories in Western Leezeria was still restricted and those found travelling that region were arrested and detained for years. In order to safely journey the West, Humans must give good reasons for wanting to enter Leezeria and obtain a Rod of Passage from an Elven embassy. This is a wooden scroll tube, emblazoned with Elven runes and contains documents on the regions that visitors are permitted to visit.



in the Hall of Falkhonen, the bardic Conservatorium located in the city. He relished his work here where he was charged with creating summarised versions of historical and fictional documents.

His later extensive knowledge of ancient lore and legends was seeded while working in this role. Inspired by what he was reading on a day-to-day basis and by the performances of Falkhonen skalds that he attended, Kallad eventually began composing his own prose and entered a competition for amateur storytellers at the famous annual bardic celebration, the Festival of the Muse. He stunned the judges and audience with his reworking and dramatic telling of the "The Paladin Saviour and the Quest for the Nine Keys". He was asked to join the hall of Falkhonen and formally train under the tutelage of master bards.

Kallad did so for ten years and during that time he plunged himself into the great legends and rich histories of Eldoria and the world of Enshar. Eventually he developed wanderlust, desiring to visit many of the places he had read about. He joined adventurers who were in search of old treasure troves and spent the next seven years travelling through Y'sira, Rhenfara, Maritaan and (lastly) Leezeria, land of the Elves. It was in Leezeria that he found himself cast into the dungeons of the Mountains of the War-Watch, along with his comrades at the time. This was because they had intruded on sacred Leezerian lands without the proper consent (such as a *Rod of Passage*).

After a year of incarceration Kallad's knowledge of Elven lore piqued the interest of the Elvenking and he was brought to the court where he delighted the assembled clans with myths and stories of their people that even they did not know. At the end of his audience, the King said, "It must be said, Kallad Danspar, that you have the soul of a Leezari. I cannot keep such a songbird caged and I release you and your compatriots. I have been moved by your words and tales of our people which flow effortlessly from a tongue, gilded, as it were, in silver."

Kallad and his colleagues were released and journeyed back to the port of Darringmoor, while Kallad, himself, returned to Falkhonen in Jasper. Within a year, he finalised the stories and poems that he had collected in his travels and embarked on a five year tour of Sard, Elkia, Tempest and the Holy Isle – performing in the common rooms of taverns, the houses of noble families and the great halls of bardic Conservatoriums. Inspired by the words of the Elvenking, he performed under the pseudonym of "Silvertongue". This cultural extravaganza culminated in a grand performance before the assembled priests of the Churches at the Congress of Odressi, where his adaptation of ancient tale of "The Battle of Madriss and the Fall of Kordaas" was enhanced by imagery and effects provided by the local Guild of the Magi. It brought the house to a standing ovation.

Mundane Bard Item Table

Since then, Silvertongue has become a name widely known throughout northern Eldoria. He married in 2137R to Debreen D'Rallid, a noblewoman of Darringmoor that he had fallen deeply in love with. Debreen was descended from the famous Ormocean Abbot Farlan Rallid and they were able to acquire the land where Rallid's sister, Jillard once lived. They built a villa there, just outside that city, and called it "The Bard's Retreat". However, Silvertongue continued travelling in order to acquire new knowledge for stories, and to perform occasionally in places to which his journeys took him. This absence placed a strain on his marriage with Debreen and she took company with another man, eventually divorcing Silvertongue in 2142R.

Shortly after this, Silvertongue went through a dark period, in which he turned to drink and stopped writing altogether. Eventually, his good friend and publicist, Malfaarn Cafanda, helped him over his depression, entering him in the Festival of the Muse, in the Falkhonen Brooch Tournament for storytelling. He did not win the event that year (he received an honourable mention) but the experience inspired him to return to his craft and continue to engage with the Festival each year. He eventually won the event five years running.

Silvertongue continues to reside at "The Bard's Retreat", outside of Darringmoor. Being a lover of history, he was loathe to give up an estate with a link to such a notable figure and secured the house and land as part of his divorce settlement with Debreen. He continues to seek out material for his stories and perform at the Festival of the Muse (although he is notorious for also telling tales' incognito' in the local taverns of Darringmoor, after a few ales). He has won the Falkhonen Brooch Tournament each year from 2144-2148R, losing last year to Dalmeicia of Eriana, an Elven singer. He is busy planning a comeback.



A Map Showing the Location of the Topsy'Tinker Inn

"The Topsy Tinker" is an isolated inn located in the West Sardian Way, a valley in the north-most part of the Grand Escarpment in Sard. The valley connects to a series of established trails that cross the escarpment from east to west. The inn does not see a large volume of traffic because it is far from well-travelled roads but despite this, has become a 'must see' place to seek out and visit, its reputation being spread by word-of-mouth. Many bards frequent "The Topsy Tinker, drawn by its beautiful surroundings, its locally brewed ale and the rumours about the other 'strange' patrons of the inn. For it is said that Fey folk are attracted to this place and can be observed both at "The Topsy Tinker" and in the surrounding region.

A map showing the inn's location appears in the Players' Handout section on page 41.

Belt Buckle Depicting the Paladin Saviour



This is an ornate belt buckle attached to a broad leather belt. It displays the legendary Paladin Saviour, a character often depicted in stories and song. The origins of the Saviour story can be traced back to Tabias of Thungar, the son of Eloeyn, one of the great early war-chiefs of one of the ancient Kingdoms of Akalastia. Tabias is credited with founding the modern version of the Sirtar faith, when he founded the Mahl-Gandrah (the Knights of Glory) a military Order whose code of conduct was directed according to the paladins who commanded it. Tabias was the leader of

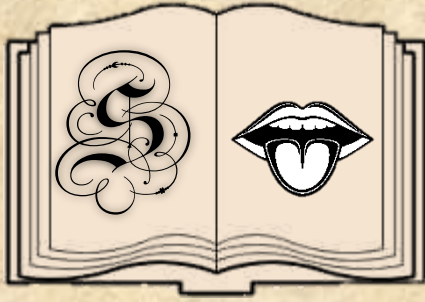
those paladins and was instrumental in bringing order to Akalastia and laying the foundation stones for the Sardellan Empire.

A popular bard's tale narrating his early life has Chief Eloeyn and his army having a stand-off against the massed warbands of the Dyramandi folk (a tribe who originated from Khalst). Before blood can be shed, Tabias rides forth and is able to get his father and the Dyramandi Chief to agree to settle the battle with single combat. Tabias represents his father and the son of the Dyramandi Chief represents his people. Tabias wins the bout but refuses to take the head of his opponent, as tradition allows. The Dyramandi Chief is moved by the gesture but insists that his son, Vallarz, should be made hostage of Chief Eloeyn's people. This is arranged and a strong friendship grows up between Vallarz and Tabias, in which they have many daring adventures and quests together (if you believe all the songs of Horanda Dannis in his well-known work penned in the 17th century R, "Tabias, I am the Paladin Saviour". There are also many stories that attribute the identity of the Paladin Saviour to other historical figures who lived much later than Tabias, such as Morvan the Just, hero of the Battle of Lone Oak Hill in 1453R. While many historians claim this is simply a case of various political factions investing the qualities of the legendary Tabias in their own contemporary heroes, the renowned sage, Saalazar Veruna of Jasper, offered a different explanation for the proliferation of different Paladin Saviours documented across the centuries. Saalazar believed that the sword and mantle owned by Tabias of Thungar were imbued with his spirit after he died. These items have been passed down over the ages and, at times, a hero has arisen worthy of invoking the powers of these sacred items. Thus the legend of the Paladin Saviour has endured and continues.

The Insignia of a Famous Bard

Besides wearing the colours and regalia of their Conservatoriums and companies, as bards gain reputation they will adopt their own devices and insignia and will display this on the front of an inn or hall that they are performing at. Shown here are the devices displayed on the banners of three bards who have a significant following in the northern lands of Eldoria:

Kallad Danspar (Silvertongue)



Silvertongue is arguably the most famous bard in recent years, having won the Falkhonen Brooch Tournament five years in a row. He is an accomplished skald with a talent for delivering many ancient and obscure legends and historical stories to a diverse audience. He writes in a style that appeals to both nobles and common born folk. Recent personal upsets saw him go into early retirement but he returned to performing last year and is currently preparing to compete for the next Falkhonen Brooch.

Glondling the Rover

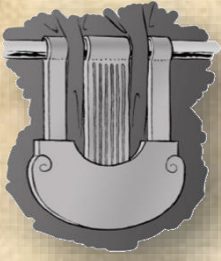


Glondling is a 'jack-of-all-trades' with a good reputation for performing at the feasts and ceremonies of noble house across the north, from Gablehead to Darringmoor. He is accomplished in juggling, magic, fire-breathing and a range of stringed instruments. While more 'cultured' critics of the arts consider Glondling's act something more suitable for the common rooms of inns, he has developed a solid following amongst many of the regional noble houses, especially those in north-east Elkia. He is kept very busy and is never short of work. Glondling is a member of the bardic company, the Troubadour of the Swans.

Soorinda Saradelle



Soorinda Saradelle was born in the distant land of Y'sira where she initially trained at the K'tinka's Palace, but as her specialty was dance, she arranged to travel to Llan with a group of entertainers and sought entrance to the Hall of Tiers, which had a more established dance academy. She excelled in her craft and was granted a place with the prestigious dance troupe, "The Graces". However, after five years of performing with the troupe she found that her creativity was being stifled and she decided to go solo and develop her own blend of traditional Y'siran and Sardellan classical dancing. Her work was criticised by her peers and the Ormocean Church frowned at her choices of costume but after performing at the Festival of the Muse in 2147R she became an instant hit with the people and received offers to play to houses and taverns across the north. Her star is rising.



Ahridaar Holy Symbol

Ahridaar is the god of the arts and culture and, as such is the patron deity of many bards. Ahridaar is depicted as a heavy-set man with long hair and a plaited beard. He wears colorful robes and carries a harp strung with Excellium strings. His holy symbol is a brooch shaped like a harp. Ahridaar is served by five semi-divine beings, collectively known as the Kyseera (the Muses), who inspire mortals to create great works of art. They are:

- Lorne (a male aspect). Lorne is the teacher of art rendered by the hand; his domain is painting, illumination, calligraphy, architecture and sculpting.
- Damasia (a female aspect). Damasia governs all aspects of music; her domain is song, the playing of instruments and the composition of music.
- Xarish (a female aspect). Xarish is the mistress of the spoken and written word; she inspires playwrights, poets, chroniclers and skalds.
- Challidara (a female aspect). Challidara is responsible for physical art; she teaches dancers, thespians, jugglers and acrobats.
- Orsk (a male aspect). Orsk is a lover of good food and drink and passes on his knowledge of the culinary arts and wine and ale making.

A Lexicon of the Xarian Language

This is a book which explains and details translations of spoken word concepts into musical equivalents. It is a little known language developed by the reclusive Ahridaar cleric, Antonia Forlora in the 15th Century R. Antonia was a young devotee serving as an Ahridaar novice on the island of Eriana. She was a follower of the Kyseera Xarias, a Muse of the Church who was the mistress of the written and spoken word. However, following a stroke brought on by Halocean Fever, Antonia suffered a disability whereby she stuttered when speaking. Because of this she found it difficult to communicate with others who devoted themselves to Xarish and withdrew from the main activities she had been engaged in up till then. Instead she became fascinated with music and how notes and musical passages could invoke emotion and imagery. For a period of sixteen years she worked passionately to develop a language based on music and eventually presented her findings to Prelate Galien Elbreen, the Pontiff of the Church. Antonia called it the *Xarian language*. Galien was most impressed by the concept of communication made solely by music and began to introduce Antonia's teachings throughout the Ahridaar temples that existed on islands in the Sea of Souls in the 1400's. Unfortunately, a great schism rocked the Ahridaar faith shortly after, when Prelate Elbreen introduced the "True Believer's manifesto" which sought to place limitations on creativity within the Church. As a result of division within the Church, Antonia's Xarian language was not widely implemented and faded into obscurity with her death in 1453R. It is now remembered as an oddity by scholars and bards who come across it in old libraries and in records of the Ahridaar Church.

A Guide to the 200 Statues of Challidara

The Kyseera are the avatars of the Ahridaar faith, semi-divine beings who inspire artists, singers and dancers. The muse governing physical art (dance, acrobatics etc.) is Challidara who is depicted as a young and beautiful woman. The most enduring works of art concerning the muse Jasper are the (in) famous Statues of Challidara which are located throughout the city of Jasper, the old Imperial capital of Sardell.

These are two hundred life-size nude effigies of Challidara, cast in bronze, each one being an individual piece of work, depicted in a different pose by the renowned artist, engineer and wizard, Saalazar Veruna during the reign of the Empress. They are spread across the city and appear at street corners, in squares and even in foyers and courtyards of major buildings. Everywhere you go you run into a statue of Challidara.

If you are a serious aficionado of the arts, you can purchase a set of parchments from the Ahridaar Church, which depict images of all the statues and where they are located. When visiting Jasper, travellers will often engage an acolyte of the Ahridaar Temple to take them on a circuit of the city to inspect each statue. One of the stories spun by the acolytes who take people on the tour of the statues is that the Wizard Veruna was besotted with the Empress Taranae and that the statues of Challidara bear a passing resemblance to the Empress! Whether it is true or not, Taranae was reputed to have been pleased with Veruna's work.

The item on the Bard Table is a guidebook from Jasper which has drawings of each statue and its location in the city.



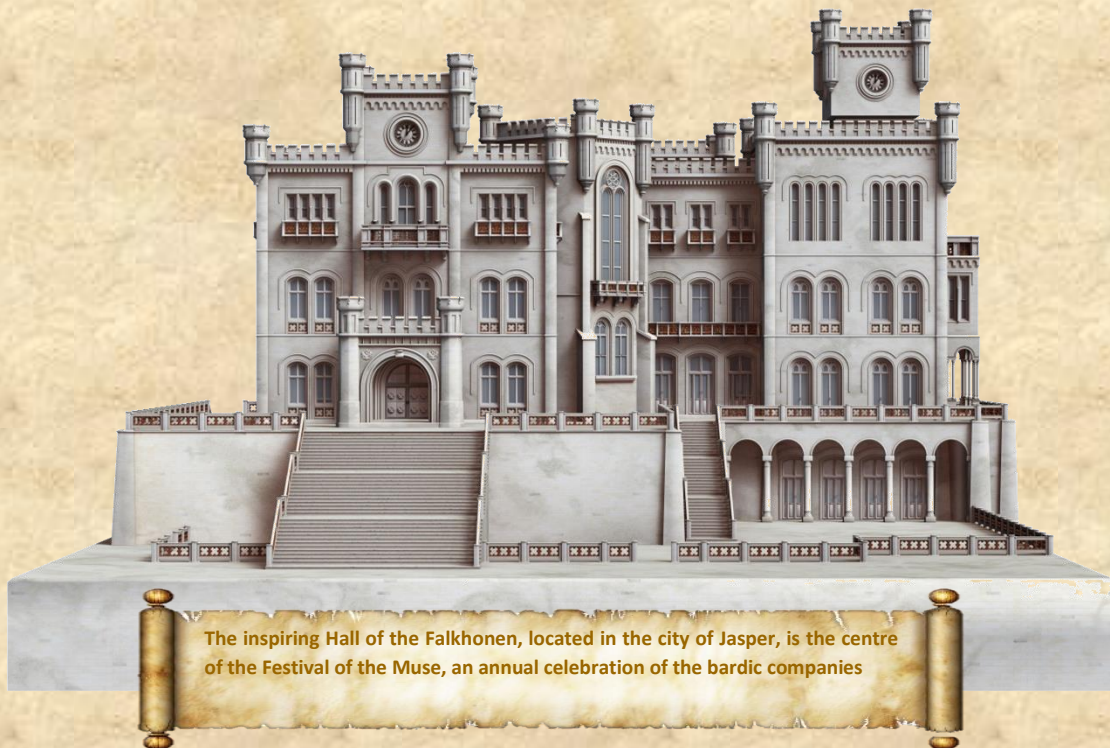
A Brooch from One of the Bardic Conservatoriums

Most bards have been trained at one of the nine Great Conservatoriums of Eldoria and would belong to one of the five Companies of the Muse, established during the 15th and 16th centuries R. Although Human bards do not go through the laborious training that is expected of a student Wizard of the College of Arcane Science, the Conservatoriums have long-established ties with the Guild of the Magi and exchange lore that they acquire from their research for the training of their more talented prodigies in the magic arts. Thus a Bard's magical skills come from an association with the 'less-talented wizards' who maintain the Guild Houses across Eldoria.

The Bard Table lists a brooch that is the insignia of one of the great bard Conservatoriums. Choose from one of the following:

The Hall of the Falkhonen

This grand establishment is situated in Jasper, in the Imperial State and is one of two Conservatoriums owned and administered by the Company of Skalds, tellers of epic tales who use no music in their craft, relying solely on their dramatic storytelling abilities.



The Crystal Chamber

The exquisitely decorated theater maintained by the Company of the Golden Voice. The Crystal Chamber was once a well-to-do 'watering hole' located in Zaramoor, Elkia, and was originally called the Crystal Inn. It was renowned for the quality of entertainment its owners provided as well as the culinary and wine-making skills of its proprietors. It rapidly became the haunt of many talented people, most of whom were gifted singers or cooks. When the Inn faced financial ruin following the Kinstrife, several of

the more prosperous past artists banded together to buy a major share in premises and keep it afloat. The most influential of these new owners were members of the Company of the Golden Voice. In 1775R, the Golden Voice started building a Conservatorium and theater on the site of the Crystal Inn, receiving generous funding from local wealthy patrons. No expense was spared and the finished building incorporated polished floor tiles of Balasian Oak and artwork by Gustyn Canther and Habalian Trune. The Golden Voice specialize in vocal talents and its members are amongst the most gifted singers of Eldoria. The famed Dalmezia of the Island of Eriana is an Elven Bard of the Golden Voice and she is known to have the gift of singing at a pitch that can shatter delicate glassware.

The Shrine to Saint Tira

This Conservatorium is located in Tempest and is home to the Company of the Master Troubadours. This Company is made up of talented musicians; players of lutes, pipes, tambours and kadizas. The Shrine has the privilege of being located on one of the three main islands of the Tempest group and, in addition to its music halls, features an extensive mausoleum devoted to the memory of Tira Thrule, the cleric of Ahridaar responsible for the foundation of the Companies of the Muse.

The Hall of Tiers

This is the magnificent indoor theater in Quorull, Llan, which houses the Company of the Mask. The Mask is representative of thespians, mummer-troupes and more physical forms of entertainment (juggling, acrobatics, dancing and suchlike). It is perhaps the most diverse of the four companies and caters for many artists who are best described as 'jacks-of-all-trades'.

In addition to these four larger Human Conservatories, there are also five other establishments of note that are the centers of talent for more regional Human Bards and Demi-Human Bards such as the Stonekin and Leezari.

The Tellers' Dome

This is located in Port Lyrie and operated by Skalds, it is one of the few Conservatories frequented by Elves.

Songheart Reach

Situated in Rhenfara and operated by the Troubadours. It is a remote retreat for Bards who wish to escape the woes of the world, being an isolated commune near the Tiered Falls.

The Runehall

This Conservatorium is mainly a gathering place where Dwarves remember the old songs and tales of their elders and is not governed by any of the Muse Companies, although some Humans study here. The Runehall is located in Karhaven, Sard.

K'tinka's Palace

Another Troubadour Conservatorium located in Byalliz. It is famous for a particular style of music, called Hyallah, which begins at a slow pace and gradually builds tempo over repeated passages.

The Circle of Noland

This is the only formal institution for Elven Bards, located in Tarimthol-Irl.

Harper's Biscuits

Harper's Biscuits are a Charm, prepared and blessed by the Church of Ahridaar. They work under certain circumstances and rely on belief to empower them (see Additional Materials and the section – 'How Charms Work').

Description: A small honey-flavored pastry, often shaped like a harp, but they can be shaped in many other forms according to the region they are baked. They are normally provided in a small wooden box containing five biscuits. The box is painted with the symbols of the Kyseera (the muses)

Trigger: Eating the biscuit

DC: 10

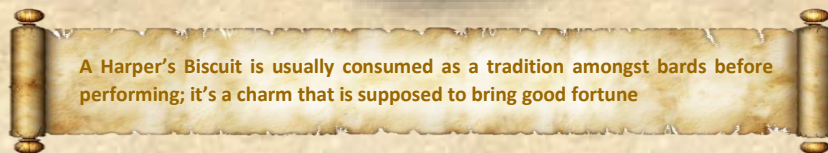
Effect: The owner will gain a +4 bonus to their next Perform DC Check (provided this is made 1d3 hours after consuming the biscuit. The effect does not stack if more than one biscuit is consumed.

Cost: 20 gold trades or five biscuits (usually only purchased by wealthier artists and performers).

Frequency: Rare.

Usage: The biscuits will totally lose their potency 10+1d10 days after being created.

Religion: This Charm is made by the Church of Ahridaar (Chaotic Good/Domains: Travel/Exploration/Trade/Luck/Knowledge. Their main goal is the perfection of the arts as inspired by Ahridaar's divine messengers, the Kyseera (the muses).



A Banner from the Hall of Tiers



The Hall of Tiers, in Llan, is a wonderful theatre complex which houses the bardic organisation, Company of the Mask. The Mask is representative of thespians, mummer-troupes and the more physical forms of entertainment (juggling, acrobatics, dancing and suchlike). It is perhaps the most diverse of the four bardic companies and caters for many artists who are best described as 'jacks-of-all-trades'.

The Mask are known for their religious dramas and their works are quite somber and often tragic in nature. There are lighter performances held during the year by other companies who make use of the Hall, paying a percentage of their takings going to the Mask. The average cost of attending a performance is 3gp. Currently the Half-Elven singer, Eldereth Scintalia, is appearing to sold out audiences each evening.

The item on the Bard's Table is a banner from the hall of Tiers advertising the concert performances of Eldereth Scintalia (feel free to substitute your own events). An image of the banner appears in the Players' Handout section in this book.

A List of Four Locations of Malvorance's Dimensional Landscapes

Malvorance's amazing Dimensional Landscapes were a series of paintings from the Pre-Redemption Age, created by the legendary artist and wizard, Malvorance, with materials bestowed upon him by Lorne, one of Ahridaar's Kyseera (muses). His works were large landscape paintings, rendered on the treated hide of displacer beasts and stretched across diamondwood frames. The paintings were created with such accuracy and bestowed with enchantments of such potency as to create two-way portals to the actual location that they depicted (in space but not in time).



Mundane Bard Item Table

A portal in one of Malvorance's paintings is opened by uttering the command word, located in the bottom right hand corner of each canvas; cunningly disguised to resemble the artist's signature. The portal remains open for 5+1d6 minutes. The painting becomes an open window onto that scene for this duration, allowing individuals to clamber through, arriving at a point where the viewer of the scene would be standing in reality.

A portal, the same size as the painting comes into existence at the location depicted. People who travel through the portal can return that way. Note that it is not always obvious where Dimensional Landscapes lead to as much has changed between the time that the paintings were created and today.

The Ahridaar religion has three of Malvorance's Dimensional Landscapes, squirreled away in its church on Eriana (though ten more works are known to have been painted). The works detailed on the list are as follows:

Painting Title	Appearance	Location
<i>Merchant Caravan at Sunrise</i>	A camel train in a desert landscape at dawn with mountains in the background	50 miles south of Zagnaki in Y'sira
<i>Winter at Nutbeech Farm</i>	A snow covered farm landscape with a well rugged up peasant putting out hay for cows	Farmland just north of Hearthvale Home in Northland
<i>Paradise Found</i>	A white sand beach with a hilly headland to the right on which is a small stone tower	An isolated cove 20 mike SE of Rallish in the Crownless Lands
<i>The View from the Spire</i>	A wide-ranging view of the ocean with a cityscape in the foreground	The island of Kordass (which sunk thousands of years ago)

"Merchant Caravan at Sunrise" one of the famous paintings by the wizard Malvorance; each is a dimensional portal to the place they depict



A Mimicry Box

Aura feint transmutation; CL 6th; Weight 2 lb Market Price 10,000gp

Description

This is a small decorative metal box inlaid with miniature figures and patterns, carved into ivory. It has a hinged lid and a small catch but no lock. If the lid is opened the box 'records' all sounds that a person with normal senses would have heard if they were at the location of the box while it was open. The box can record 5+1d4 minutes of sound, after which its lid magically closes. Attempting to forcibly keep the lid open after its recording duration is reached causes the Mimicry Box to lose its stored recording.

If the box is opened while it contains a 'trapped' sound sequence, it will play the sounds it last recorded. The sounds will be automatically lost once the playback has been completely replayed or if the box lid is closed (which resets the recording 'mode' again).

Construction Requirements

Spellcraft; Craft Magic Wondrous Item, Vocal Alteration; excellium steel; ivory; Harpy's vocal chords Cost 6,000gp

History

Mimicry Boxes were given to the ancient following of Ahridaar during the first age by Damasia, the Uushai (avatar) of the God Ahridaar. They were presented to mortals so that they could sing their best songs, allowing Damasia to return to Tarrisada (Heaven) and present them to Ahridaar.

It is said that one hundred Mimicry Boxes were gifted to mortals.



Alchemy Pipes

This device is a masterwork set of pan-pipes, specially designed to conceal alchemical compounds in one of its tubes and deliver attacks in the form of a gas. A small capsule is prepared using the standard alchemy craft skill checks for making an extract, except that being in a special gaseous form, this takes twice the normal time.

The capsule is placed within the delivery tube of the pan-pipes; this has a concealed pressure pad built into a decorative frame and pushing down on this will break the capsule and release the gas, which is then directed at an opponent(s) in a short, strong blow through the pipe. The use of alchemy pipes for an untrained person can be very dangerous as the user can accidentally breathe in the gas while deploying it (DC20 Fort Save). At Level 2, Alchemists are trained at dealing with poisons and receive a +4 to saving throws when using alchemy pipes. The standard *Hold Breath Rules* then apply to further resisting the effects of the deployed gas.

Alchemy pipes have a range of a 10ft cone and the gas will remain effective for 3 rounds. The DC Check is normal on the first round and reduces by 2 in the second round and 4 in the third round. Typical gas capsules prepared for alchemy pipes include:

- Any poison
- Catatonia (as per the spell)
- Fire Breath (as per the spell but limited to a single burst- the gas ignites as a jet of fire).
- Blindness (as per the spell)
- Cause Fear (as per the spell)
- Hypnotism (as per the spell)

History

The original version of this curious masterwork musical instrument was thought to have been made in 1549R by the infamous bard and alchemist, Sandarr the Black. However, it is believed that a number of copies were later made by other craftsmen for their own ends after the pipes went on display in the museum of the Naesada Palace in Jasper.

Sandarr was a talented and aspiring bard from Llan, who was studying overseas at the Shrine to Saint Tira when he learned the devastating news that his family had been killed by Sardellan forces occupying his home town of Slaarn. A burning desire for revenge consumed him and he abandoned his musical career and plotted how he could achieve his goal – to kill the Empress Taranae of Sardell. While Sandarr had been learning music at Conservatorium he had been supporting himself by working for an alchemist. It was from these roots that a dark plan was formed. Sandarr used his musical talents and entered the Festival of the Muse, a great bardic event, at which talented individuals were invited to perform privately before the Empress. He intended to get close to Taranae and then use his alchemy pipes to deliver a dose of deadly poison gas.

Sandarr was talented, but not sufficiently so to gain the attention of the Empress. Instead, he used all of his savings to bribe an official of the Festival to let him win a major talent tournament and so be allowed to play before Taranae. However, despite his efforts the plan failed; the bribe was insufficient and the

security surrounding the Empress had always been of the highest standard. Sandarr's plot was uncovered by the Stormwatch, an elite organisation serving the Ormocean Church, and he was arrested. Within a year, a highly public trial was held which used Sandarr as a political scapegoat, claiming he had been directed to assassinate the Empress by the Guilds of Llan. A broken Sandarr confessed to the 'plot' and was subsequently hung amongst great displays of pomp and circumstance.

Centuries later, after the Empire had faded away, there was special exhibition on the life of Empress Taranae presented at the Naesada Palace, in Jasper. As a curio piece, the alchemy pipes used by Sandarr were included in the display with the story of the assassination plot and its background. Due to the popularity of the exhibition on Empress Taranae, a smaller version of the exhibit has remained in the palace since then and Sandarr's pipes have remained a part of it. They have inspired devious minds to make copies of the pipes for their own nefarious purposes.



D'Cammazan Mandolin

In 1724R, the master craftsman, Danmar D'Cammazan, of Vharizia, was commissioned to make a mandolin as a birthday gift for Endon Trune, a descendant of the founder of the Hall of Falkhonen in Jasper. No expense was spared and D'Cammazan included diamondwood in the construction of the soundbox and used Excellium strings. The resulting instrument is said to have produced such a clarity of sound that, in the right hands, the mandolin could bring grown people to tears or instil in them a joy that they would find hard to ever forget. Endon Trune was greatly pleased with the gift and, over the next fifteen years had Master D'Cammazan fashion thirty-four other mandolins for bards whom he believed were worthy of the instrument.



D'Cammazan always worked alone on the mandolins he made and upon his death, the knowledge of their making was lost. There has never been any musical instrument that comes close to the sound produced by a D'Cammazan mandolin. Those that still exist are much sought after and valued at anything between 50,500 + 1d6 10,000gp, depending upon their condition and maker's identification number. This is usually found etched into one of the frets along with D'Cammazan's icon of a butterfly with music notes on its wings.

In the hands of a person with a minimum of Perform: Lyre (or stringed instrument) +7, a D'Cammazan mandolin allows doubles their perform bonus.

Additional Materials

Sub-Table: Bard Magic Items

Rolling 100 on the Mundane Bard Table indicates a magic item. As GM, either select an item from the pathfinder Source Books yourself or roll a random item on the following sub-table:

% Die roll	Item	Effect Summary
1-20	Pipes of Sounding	Enable the user to imitate Ghost Sounds (as per the spell)
21-40	Harp of Charming	Enables the performer to work a suggestion (as per the spell)
41-60	Horn of Fog	Produces a cloud of heavy fog similar to that of an obscuring mist spell
61-70	Horn of Battle Clarity	All creatures within 60 feet are not considered flat-footed.
71-80	Pipes of Haunting	Those within 30 feet become frightened for 4 rounds
81-90	Harp of Shattering	Produces the following effects: break (1 charge); shatter (2 charges)
91-95	Doomharp	Allows the user to perform the 8 th Level Dirge of Doom Bard ability
96-100	Drums of Panic	All creatures within 120 feet are affected as by a fear spell

Charms and How They Work

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 or, 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. In this compendium the best known Charms of each Eldorian Church are described. GMs may wish to develop their own versions of these items.

How Charms Function

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

The following modifiers are applied to all Belief Checks:

- +2 If the person using the Charm is a cleric of the religion that made the Charm
- +1 If the person using the Charm is Recognized to the religion that made the Charm*

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

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

The above adjustments are cumulative (e.g. you would expect a cleric to have at least +3 as they would also be Recognized to their deity). The cumulative figure is their 'Belief Bonus' which is added to their roll. A DC roll of 1 is always a failure. If the Belief Roll equals or exceeds the DC, the Charm's power manifests and takes effect. If the Charm's power is listed as single-use, the Charm will no longer function. The wearing of multiple Charms displays a lack of faith in their Patron God. If a person has more than one Charm (of any kind) on their person, then the Belief Bonus for every Charm worn incurs a -4 penalty.

Terminology

The following 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 is made of)

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 its 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.



SEERVATI

A Cleric Who Casts Spells

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.

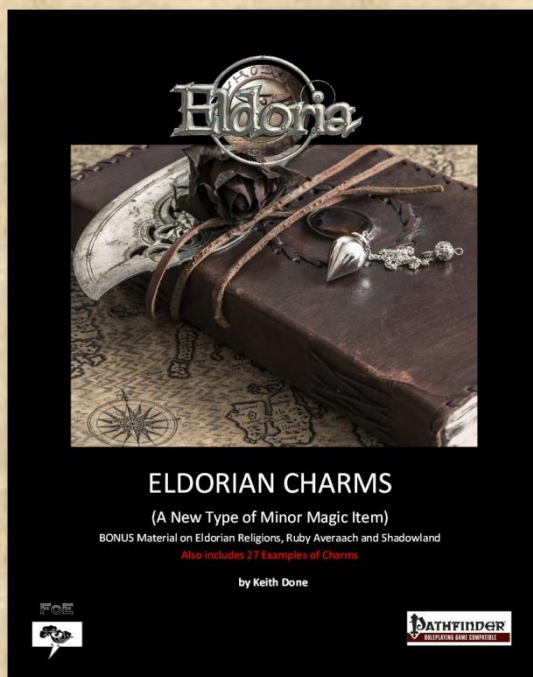
Permanency (how many times the Charm can be triggered; usually only known by the GM)

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 (see page 8). 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 (see page 8) 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).

Charms are fully detailed in the FoE publication “Eldorian Charms”, which includes rules for creating Charms and 27 pre-designed Charm.



Mundane Bard Item Table

A Performing Animal

This 'item' is found in close proximity to its master or the premises of its master. It's up to the GM how the animal is introduced and what its disposition toward humans (see table below). For example, the players may have come across the body of a bard who is the animal's trainer and the bard has been killed by bandits; the wounded bear is guarding the body and is hostile toward anyone approaching. Alternately it may be that your players are scoping out the premises of a bard while he is absent and discover a trained animal in a cage.

Regardless of how animal is introduced it will be semi-domesticated and will know a range of commands and tricks that it performs for its master as part of an act. It will have learned 1d3 *Entertain Tricks* and 1d6 other **non-combat** common tricks (refer Pathfinder Core Rule Book).

You may wish to choose a suitable animal to introduce or roll on the following table:

d10	Animal Type	Base Statistics
1	Small Dog	Init +1/Melee bite +2 (1d4+1)/AC13/hp6/ Fort +4, Ref +3, Will +1
2	Cat	Init +2/Melee 2 claws +4 (1d2-4), bite +4 (1d3-4)/ AC 14/hp 3/Fort +1, Ref +4, Will +1
3	Weasel	Init +2/ Melee bite +4 (1d3-4 plus attach/ AC 15/hp 4/Fort +2, Ref +4, Will +1
4	Squirrel	Init +4/ Melee bite +8 (1d2-4)/ AC 18/hp 3/Fort +1, Ref +6, Will +1
5	Pig	Init +1/ Melee bite +1 (1d4)/ AC 13/hp 6/Fort +6, Ref +3, Will +1
6	Rabbit	Init +3/ Melee bite -2 (1d3-4)/ AC 15/hp 3 /Fort +1, Ref +5, Will +1
7	Light Horse	Init +2/ Melee 2 hooves -2 (1d4+1)/ AC 11/hp 15/Fort +6, Ref +5, Will +1
8	Badger	Init +1/Melee bite +1 (1d3), 2 claws +1 (1d2)/ AC 13/hp 9/Fort +4, Ref +3, Will +1
9	Fox	Init +2/Melee bite +1 (1d3-1)/ AC 14/hp 5/Fort +3, Ref +4, Will +1
10	Bear	Init +3/Melee 2 claws +6 (1d4+3 grab), bite +6 (1d4+3)/AC 17/hp 32/ Fort +6, Ref +7, Will +2

You may wish to choose 1d3 *Entertain tricks* or roll on the following table:

d10	Trick	Effect
1	Costume	The animal will accept wearing a costume such as a hat or non-restrictive clothing
2	Upright	The animal will rear up and walk on two legs for 2d4 rounds
3	Balance	The animal can balance an object such as a ball on its nose
4	Rider	The animal will allow a smaller creature to ride on its back (this will usually be close by)
5	Hurdles	The animal will jump over hurdles or through hoops
6	Counting	The animal will tap a number of times to indicate a number of items (up to 10)
7	Card Trick	The animal can pick a specific face-down card from three choices
8	Dance	The animal will stand upright and perform rhythmic 'dance' movements for 2d4 rounds*
9	Talk	The animal will make vaguely 'human-sounding' replies to a set trigger phrases
10	Sing	The animal will howl or similar sounds in time with music or songs

* This also requires the Upright Trick



Mundane Bard Item Table

Trained animals will have different dispositions to persons other than their masters. Determine the animal's initial disposition and, if the indicated Handle Animal Check is made, refer to the next lower disposition on the table and so on until the animal either acts according to the entry on the table or is finally made *Amiable*.

d10	Disposition	Behaviour	DC
1	Amiable	The animal trusts the newcomers and will readily approach them without fear or hostility	None
2	Reward	The animal will be initially Cautious but will become Amiable if shown food	None
3	Cautious	The animal will try to flee unless the DC is successful; then it becomes Reward-Based.	15
4	Skittish	The animal is nervous and will flee unless the DC is successful; then it becomes Cautious	20
5	Guarded	The animal is hostile and will attack unless the DC is successful; then it becomes Skittish	25
6	Aggressive	The animal can only usually be controlled by its master and will attack unless the DC is successful; it then becomes Guarded	30





Players' Handouts



The Festival of the Muse

Five days of songs, stories and dance



Book early for the Falkhonen Brooch Journey!

Featured artists:

Dalmecia of Eriana Sivertongue Hamm Wystefix The Blessed Reya

This year's Festival of the Muse will be held in the taverns and concert halls of Jasper starting on Fyrezar, the March of Life, and continuing to Pharianzar, when the final of the Falkhonen Tourney will be decided. Persons wishing to take part in any competitions at the Festival must register at the Temple of Ahridaar on Victory Road at least one week before Fyrezar.

A full program of events and performances will be available in Jasper at that time.

 Sail's End Darringmoor 23rd Day of Earth 2150R

The barkeep called for silence from the audience, which consisted of mainly sailors, labourers and prostitutes. Eventually the barkeep had to beat a vocal patron into submission before Barswynn could commence. The bard began with the instrumental favourite, “The Gods Shall Awaken”, which is usually played by a quartet. In performing the piece just on the harp, Barswynn pulled off a minimalistic triumph with the notes hanging eerily in the air of the “Sail’s End” common room, despite the frequent sounds of flatulence and calls for more ale.

Undeterred with the cultural limitations of the audience, Barswynn immediately launched into the well-known and much loved ballad, “And Who Will Save the Hero?” This classic one hour epic song has recently had a revival across most other inns and taverns of the north but, obviously not at the “Sail’s End”, where the crowd started a game of slide-stones beside the stage after the eleventh refrain of the chorus. Unfortunately (for me – as Barswynn was about to perform my favourite part of the ballad) he put down his harp and complimented the audience on their appreciation of the arts before attempting to leave. The barkeep intercepted Barswynn at the door and after a brief negotiation and the display of some weaponry, the bard returned to the stage to thunderous laughter.

Taking the crowd by complete surprise, Barswynn downed a tankard of ale, tuned his harp and strummed the opening bars of the well-liked sing-a-long ditty, “Saucy Suula and the One-Eyed Pirate”. The “Sail’s End” patrons’ jaws dropped and the room went silent except for the ribald words being sung by Barswynn, who encouraged the good folk to sing the chorus with him. And they did...with gusto! The mood in the common room changed instantly and all focus was on the bard. He followed up “Saucy Suula” with “A Drinkin’ We Will Go” and “Y’siran Girls For Me!” which were all hits with the crowd and had some folk dancing on the tables.

Barswynn’s performance had a shaky start but once he found the measure of his audience, there was nothing stopping him and he had them eating out of his hand. A great night was had by all; a magnificent performance! Catch Barswynn at the “Sail’s End” this week, where he is obliged to make four more appearances, in order to pay off his gambling debts at the inn.

Dear Malfaarn,

I write to inform you that at last I have found a story that is worthy of its telling; a tale that will draw the listener in with its intricacies of plot, heroics, romance and bitter tragedy. Dare I say that this will be a narrative to rival the works of Gildermoor! The story I intend to document was told to me an Elven scholar who is a one of the Leezari who occupy the Elven ambassador's enclave in Port Lyrie. Some of the references in the tale I would have you research in the libraries of the Holy Trinity - tell Brilane that I will perform exclusively for the brothers if you can access the Temple archives.

Basically, I need you to find out all you can about the Elven historical figure Diamasin and the Order of the Vigilant Guard. Also can you please find out anything related to his wife Aedrinnia and how she may have died - was it through violence or did she enter the Deathless Sleep of the Leezari?

Can you also visit the Guild of the Magi and make queries about any arcane relics that were known as ether 'Stars' or 'Star-Kin' Stones; their function and possible connection to Diamasin. It's a long shot, I know, but there may be something in the collection of references. And lastly can you visit the harbour master or make enquiries with ship captains about the location of an island called Elmardia. My source says it is in the Greater Inner Sea but I cannot find any island bearing that name in the charts I have accessed to date.

I intend to be back in Darringmoor by the last span of the March of Light and will catch up with you then with regards to what you uncover by then. I am following a lead regarding this story at the University of Phariador's Watch. I will see you soon!

Yours respectfully,

Silvertongue
Port Lyrie 23rd Day of Earth 2150R



Gipsy Dinker

An extraordinary place to stay and sample fine local ales while being entertained by troubadours, jugglers and dancers of renown. Visit us the next time you travel through Sard!





The Quorull Hall of Tiers

presents

Eldereth Scintalia

a singer of great renown

Performing songs from "Tales of the Last Days" by the renowned Bard, Farlandia of

Quorull

1st - 7th Day of the March of Gold, Hall of Tiers, Quorull

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Online Community Pages

There is a Facebook page ‘**Eldoria**’ with information on this world here:
<https://www.facebook.com/pages/Eldoria/443402119036225>

There is a ‘**Friends of Eldoria**’ Facebook group where players can chat and get some additional information here:
<https://www.facebook.com/groups/358804577530186/>

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

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 Bard Item Table



Mundane Bard Item Table

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Mundane Bard Item Table

Mundane Bard Items



"Alas he will play no more... but how much is that lute worth?"

Have you ever felt the pressure and frustration of coming up with multiple mundane items as players loot the body of a bard or search his writer's garret? Then *the Mundane Bard Items Table* is your solution. Not only are there a variety of mundane objects, the table also includes the macabre and unusual – perhaps even sparking an idea for a new adventure. The *Mundane Bard Items Table* is an expansion for the original 200 Mundane Items Tables and will add an even richer layer to your campaign and allow you to narrow the scope of what your players find when searching the body or premises of a bard.

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

- The Mundane Arcane Items Table
- The Mundane Clerical Items Table
- The Mundane Rogue Items Table

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

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

