



Part Six

Equipment, Services, and Animals

An in-depth catalogue of adventuring gear, arms, provender, loyal beasts, medicines, tonics, and comestibles that may be purchased within Dolmenwood. These lists should be used in conjunction with the basic selection of adventuring gear, arms, mounts, and vehicles presented in **Old-School Essentials**.

A procedure for the speedy, random selection of a character's starting gear is also included as an option for those who wish to expedite character creation.

Finally, a table of 100 trinkets and oddments is provided, furnishing players and referees with a quick way to add some quirky Dolmenwood flavour to characters and NPCs.

Quick Equipment Selection

A system to expedite equipment selection and alleviate procrastination.

Players who wish to reduce the time spent equipping characters may follow these steps:

1. **Armour:** If your character can use armour, roll on the table for your character's class (see opposite).
2. **Weapons:** Roll on the table for your character's class (see opposite). Some classes roll once, others roll twice, as indicated on the appropriate table. Duplicates may optionally be re-rolled.
3. **Basic equipment:** All characters have the following items: a backpack, a tinder box, 1d6 torches, a waterskin, 1d6 iron rations, 3d6 gold pieces.
4. **Adventuring gear:** Roll twice on the table to the right.
5. **Class-specific equipment:** Clerics and friars have a wooden holy symbol. Thieves have thieves' tools.
6. **Trinket:** Optionally roll for a trinket (see p88).

ADVENTURING GEAR

d12	Item (×2)
1	Bedroll
2	Chalk (10 sticks)
3	Crowbar
4	Hammer (small) and 12 iron spikes
5	Ink, quill, and 5 sheets of paper
6	Lantern and 3 flasks of oil
7	Pole (10' long, wooden)
8	Rope (50')
9	Rope (50') and grappling hook
10	Shovel
11	Sledgehammer
12	Small sack

OTHER CLASSES

Other classes from *Old-School Essentials Advanced Fantasy* should roll on the following tables:

- ▶ **Acrobat:** Roll on the thief table.
- ▶ **Assassin:** Roll on the thief table.
- ▶ **Barbarian:** Roll on the hunter table.
- ▶ **Bard:** Roll on the thief table.
- ▶ **Druid:** Roll on the friar table.
- ▶ **Illusionist:** Roll on the magic-user table.
- ▶ **Paladin:** Roll on the cleric table.
- ▶ **Ranger:** Roll on the hunter table.



CLERIC

d6	Armour	Weapon (×2)
1	Leather	Club
2	Leather + shield	Sling + 20 stones
3	Chainmail	Short bow + 20 arrows
4	Chainmail + shield	Short sword
5	Plate mail	Spear
6	Plate mail + shield	Sword

ELF

d6	Armour	Weapon (×2)
1	Leather	Dagger
2	Leather + shield	Short sword
3	Chainmail	Short bow + 20 arrows
4	Chainmail + shield	Short bow + 20 arrows
5	Plate mail	Sword
6	Plate mail + shield	Sword

FIGHTER

d6	Armour	Weapon (×2)
1	Leather	Dagger
2	Leather + shield	Mace
3	Chainmail	Short bow + 20 arrows
4	Chainmail + shield	Short sword
5	Plate mail	Spear
6	Plate mail + shield	Sword

FRIAR

d4	Weapon (×1)
1	Club
2	Dagger
3	Sling + 20 stones
4	Staff

GRIMALKIN

d6	Armour	Weapon (×2)
1	Leather	Club
2	Leather + shield	Dagger × 3
3	Chainmail	Sling + 20 stones
4	Chainmail + shield	Short bow + 20 arrows
5	Plate mail	Short sword
6	Plate mail + shield	Short sword

HUNTER

d6	Armour	Weapon (×2)
1	Leather	Dagger
2	Leather	Sling + 20 stones
3	Leather	Long bow + 20 arrows
4	Leather + shield	Short bow + 20 arrows
5	Leather + shield	Short sword
6	Leather + shield	Sword

KNIGHT

d6	Armour	Weapon (×2)
1	Chainmail	Dagger
2	Chainmail + shield	Lance
3	Chainmail + shield	Lance
4	Plate mail	Mace
5	Plate mail	Short sword
6	Plate mail + shield	Sword

MAGIC-USER

d4	Weapon (×1)
1	Dagger
2	Dagger
3	Dagger × 3
4	Dagger × 3

MINSTREL

d6	Armour	Weapon (×2)
1	None	Club
2	None	Dagger × 3
3	Leather	Sling + 20 stones
4	Leather	Short bow + 20 arrows
5	Chainmail	Short sword
6	Chainmail	Sword

MOSS DWARF

d6	Armour	Weapon (×2)
1	Cork	Club
2	Cork + shield	Dagger
3	Pinecone	Sling + 20 stones
4	Pinecone + shield	Short bow + 20 arrows
5	Coat of rings	Short sword
6	Coat of rings + shield	Short sword

THIEF

d6	Armour	Weapon (×2)
1	None	Club
2	None	Dagger × 3
3	None	Sling + 20 stones
4	Leather	Short bow + 20 arrows
5	Leather	Short sword
6	Leather	Sword

WOODGRUE

d6	Armour	Weapon (×2)
1	Leather	Club
2	Leather + shield	Dagger × 3
3	Chainmail	Sling + 20 stones
4	Chainmail + shield	Hand axe
5	Plate mail	Short bow + 20 arrows
6	Plate mail + shield	Short sword

New Equipment

Specialised arms and adventuring gear for those who delve into Dolmenwood.

Moss Dwarf Armour

Moss dwarfs scorn the metal armours forged by humans and other races, preferring their own special types of armour. These specialist suits of armour can generally only be purchased (or repaired) in moss dwarf settlements.

MOSS DWARF ARMOUR			
Armour	AC	Cost (gp)	Weight (Coins)
Cork	7 [12]	10	100
Pinecone	6 [13]	30	200
Coat of rings	5 [14]	100	300

Moss Dwarf Armour Descriptions

Coat of rings: Moss dwarf ring-coats are rare items constructed from hundreds of interlinked rings—the normal kind of rings which are designed for wear on the finger. Curiously, this is the only type of metal armour which moss dwarfs can wear comfortably.

Cork armour: Very hot but rather comfortable. Cork armour may be made from strips of cork bark, when available, or from old wine bottle corks, laced together.

Pinecone armour: An intricate scale-work of pine scales threaded onto a cloth backing.

Encumbrance (Optional Rule)

If the optional rules for encumbrance are used (see *Encumbrance* in *Old-School Essentials*), moss dwarf armour is treated as follows.

Basic encumbrance (option 1): Cork armour counts as *light armour*; pinecone armour and coats of rings count as *heavy armour*.

Detailed encumbrance (option 2): The weight of the armour listed in the table is tracked.

Pure Iron Weapons

Adventurers in Dolmenwood sometimes seek out weapons forged of pure iron, as that metal is harmful to fairies.

Cost and time: As weapons are normally made of steel, iron weapons must be crafted to special order, incurring a 2d6 day delay and a 25% increase in cost.

Effects on fairies and demi-fey: When hit with an iron weapon, fairies suffer double damage and demi-fey suffer 1 extra point of damage. (e.g. an iron short sword would deal 2d6 damage to a fairy and 1d6+1 on a demi-fey, rather than the standard 1d6).

Additional Adventuring Gear

Extra gear for the discerning adventuring party.

ADVENTURING GEAR	
Item	Cost (gp)
Barrel	1
Bedroll	2
Bell (miniature)	1
Belt pouch	1
Block and tackle	5
Box (iron, large)	30
Box (iron, small)	10
Caltrops (bag of 20)	1
Candles (10)	1
Chain (10')	30
Chalk (10 sticks)	1
Chest (wooden, large)	5
Chest (wooden, small)	1
Chisel	2
Cooking pots	3
Firewood (bundle)	1
Fishing rod and tackle	4
Holy symbol (gold)	100
Holy symbol (wooden)	1
Ink (vial)	1
Ladder (wooden, 10')	5
Lantern, bullseye	20
Lock	20
Magnifying glass	3
Manacles	15
Marbles (bag of 20)	1
Mining pick	3
Musical instrument (stringed)	20
Musical instrument (wind)	5
Paper or parchment (2 sheets)	1
Quill	1
Saw	1
Scroll case	1
Sledgehammer	5
Spade or shovel	2
Tent	20
Twine (100' ball)	1
Vial (glass)	1
Whistle	1

Additional Adventuring Gear Descriptions

Barrel: A wooden barrel that holds 40 gallons (320 pints) of liquid.

Bedroll: A heavy woollen blanket with a small pillow.

Bell: A 1" brass bell.

Belt pouch: A leather pouch that holds up to 50 coins.

Block and tackle: Used for lifting heavy objects. Reduces effective weight by $\frac{3}{4}$, but requires 4 times as much rope.

Box, iron: A solid iron casket. A large box can hold up to 800 coins; a small box can hold up to 250 coins.

Caltraps: Small metal spikes sufficient to cover a 5' square area. Creatures moving through the area have a 2-in-6 chance of treading on a spike. Victims suffer a 50% reduction of movement rate until they are healed.

Candle: Casts dim light in a 5' radius and burns for 1 hour.

Chain: A 10' length of heavy, iron chain.

Chalk: Useful for making markings on stone.

Chest, wooden: A large chest can hold up to 1,000 coins; a small chest can hold up to 300 coins.

Chisel: Used with a hammer for chipping away stone.

Cooking pots: Pots and pans for campfire cooking.

Firewood: A bundle of dry wood. Burns for 8 hours.

Fishing rod and tackle: A rod, line, hook, and bait box.

Holy symbol: Servants of the Church are required to own a holy symbol, often worn as a necklace. The quality of a holy symbol alters its effectiveness at turning the undead. A gold holy symbol grants a +1 bonus to the 2d6 roll for the affected Hit Dice of undead monsters. A wooden holy symbol incurs a -1 penalty to the initial 2d6 roll.

Ink: A vial of black ink. Coloured ink costs double. Sufficient for about 50 pages of writing.

Ladder: Simple wooden construction. Very encumbering.

Lantern, bullseye: Can be closed to hide the light. Burns one oil flask every four hours (24 turns). Casts light in a narrow beam, 100' long and 20' wide at the end.

Lock: A basic iron lock with a key.

Magnifying glass: Used for studying fine details.

Manacles: Iron manacles with a chain. Used for binding hands or feet.

Marbles: A bag of small, colourful glass beads.

Mining pick: A strong pick for breaking rock.

Musical instrument: A stringed instrument (e.g. a lute or mandolin) or a wind instrument (e.g. a flute or pipe). The listed price is for an instrument of basic quality. Higher quality instruments can cost up to ten times as much.

Paper or parchment: Approximately 1'-square sheets.

Quill: A large feather sharpened into a writing point.

Saw: A carpenter's hand saw for cutting wood.

Scroll case: An oiled leather tube with a cap. Not completely watertight.

Sledgehammer: A big heavy hammer for breaking rock.

Spade or shovel: For excavating earth.

Stakes and mallet: A wooden mallet and three 18" long stakes. Valuable when confronting vampires.

Tent: Large enough for two adult humans.

Twine: A wound ball of thin cord or string. Can support up to 30 pounds of weight.

Vial: A glass vial that can hold up to half a pint of liquid.

Whistle: Useful for signalling or faking bird calls.

TODO: Illustration

Hounds

Loyal companions for the traveller on lonely roads.

HOUNDS

Hound	Cost (gp)
Bloodhound	25
Dapper	60
Dolmen pincher	30
Lankston mastiff	50
Lichhound	150
Pisker	75
Seelie dog	60
Spookhound	120

1. BLOODHOUND

Medium hounds with sleek, rusty fur and blood red eyes. Bred for their excellent tracking skills. Common working dogs found in every woodland village in Dolmenwood.

AC 6 [13], **HD** 2 (9hp), **Att** 1 × bite (1d6), **THAC0** 18 [+1], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral

► **Tracking:** Excellent scent-trackers. Once a bloodhound is on the trail, it is exceedingly difficult to thwart.

2. DAPPER

Curly-furred dogs with huge, floppy ears and great fringes that obscure their eyes. Dappers are favoured by the noble classes for their curious love of dressing in preposterous outfits and performing amusing dances.

AC 6 [13], **HD** 2 (9hp), **Att** 1 × bite (1d4), **THAC0** 18 [+1], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral

► **Language:** Dappers have the ability to mimic human speech. Each dog can be trained to mimic up to 10 words, though they have no inkling of their meaning.

3. DOLMEN PINCHER

Sleek, muscular hunting hounds with black fur and a rusty muzzle. Employed especially for hunting large beasts.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × bite (1d6 + bring down prey), **THAC0** 18 [+1], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral

► **Bring down prey:** If a dolmen pincher successfully attacks a target with 4HD or less and rolls 4 or higher for damage, it drags down the target. In the following round, the target may not move and suffers a -1 penalty to AC and attacks.

FEEDING DOGS

Food for dogs consists primarily of fresh meat, which can be purchased in any settlement in Dolmenwood. This may be treated as standard rations (5gp for a seven day supply of food), with a dog eating as much as a human would in a day. Dogs may also be fed on freshly caught game.

4. LANKSTON MASTIFF

Huge, bulky beasts with thick, shaggy fur and a volatile, vicious temperament. Make excellent and diligent guard dogs, but are notoriously difficult to train.

AC 7 [12], **HD** 3 (13hp), **Att** 1 × bite (1d6+1), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Neutral

► **Failed morale checks:** If a Lankston mastiff fails a morale check, there is a 2-in-6 chance that it will go wild, attacking anyone who comes near to it (including its owner or trainer). This state is permanent.

5. LICHHOUND

Stocky, grey, wiry-furred hounds with upright, pointed ears and narrow, yellow eyes. Lichhounds are bred by the Church as companions for graveyard wardens and clerics of the order of Saint Signis.

AC 7 [12], **HD** 1 (4hp), **Att** 1 × bite (1d4) or turning bark, **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Lawful

► **Fear no undead:** Do not check morale when in combat with undead monsters.

► **Turning bark:** Once per day, a lichhound may emit a baying that is terrifying to the undead. This has the same effect as a cleric's ability to turn the undead. On a 2d6 roll of 9 or more, 1HD undead monsters are turned and on a roll of 11 or more, 2HD undead monsters are turned. 1d6 Hit Dice of monsters are affected, if the baying succeeds.

6. PISKER

Stocky, short-legged dogs with lustrous reddish fur, lolling tongues, and soft, pudgy bellies. Known for their frisky and boisterous temperament and their obnoxious yapping. Commonly kept by the people of Prigwort, who fear the presence of fairies.

AC 8 [11], **HD** 2 (9hp), **Att** 1 × bite (1d6), **THAC0** 18 [+1], **MV** 120' (20'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral

► **Detect fairies:** All animals can sense fairies and exhibit an uneasiness in their presence. In piskers, however, this instinct is honed to perfection. A pisker (even when sleeping!) can detect fairies within 20' and will make their presence known by incessantly yelping (for at least 1 turn).

7. SEELIE DOG

Tall, silver-furred hounds with the delicate bone structure and long legs suited for running. Seelie dogs' eyes are bright pink and they are said to be of fairy ancestry.

AC 6 [13], **HD** 1 (4hp), **Att** 1 × bite (1d4), **THAC0** 19 [0], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral

► **Language:** Cannot speak, but understand Woldish and Sylvan.

► **Loyalty:** Seelies are notoriously picky about their companions—there is only a 2-in-6 chance of a seelie dog taking to a mortal owner. If the dog dislikes the owner, it will be utterly obstinate. If it likes the owner, it will be unfailingly loyal.

8. SPOOKHOUND

Slender, gentle-natured hounds with short, dappled white/grey fur, long, fluffy tails, and buggy eyes. Bred for their highly honed ability to detect the presence of the undead.

AC 7 [12], **HD** 1+1 (5hp), **Att** 1 × bite (1d4), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6, **AL** Neutral

► **Smell undead:** Spookhounds can smell undead monsters (both corporeal and incorporeal) within 60'. They are typically trained to bark in response to this scent.

TODO: Illustration

Lodgings and Food

The comforts of a proper bed and a hearty meal, oft dreamed of by adventurers!

POOR LODGINGS

Item	Cost
Food (main dish)	1sp
Food (side dish)	5cp
Lodging: common room floor, 1 night	2cp
Lodging: shared room (8 beds), 1 night	1sp
Lodging: shared room (4 beds), 1 night	2sp
Stabling, 1 night	2sp

COMMON LODGINGS

Item	Cost
Bath in private room	5sp
Food (main dish)	3sp
Food (side dish)	2sp
Lodging: common room floor, 1 night	5cp
Lodging: shared room (2 beds), 1 night	4sp
Lodging: private room, 1 night	8sp
Stabling and fodder, 1 night	4sp

FINE LODGINGS

Item	Cost
Bath in private room	4sp
Food (main dish)	2gp
Food (side dish)	15sp
Food (dessert)	2gp
Lodging: private room, 1 night	1gp
Lodging: double room, 1 night	2gp
Lodging: private suite, 1 night	5gp
Personal services (coiffure, laundry, etc.)	1gp
Private dining room	1gp/person
Stabling, 1 night	6sp

QUALITY OF LODGINGS AND FOOD

Lodgings in Dolmenwood are classified as one of three levels of quality: poor, common, or fancy. The lodgings, food, and services offered by an establishment depend on its quality. The following lists describe some of the most common dishes served in the inns and taverns of Dolmenwood. Certain establishments serve their own specialties in addition.

POOR FOOD

Poor establishments typically have a selection of 1–2 dishes available on any given day.

Main Dishes

- 1. Battered pizzle:** The generative organs of a slaughtered bull, sliced up, battered, and fried. Rich and gristly stuff.
- 2. Blood porridge:** Oat porridge with a healthy portion of bloodworms mixed in. Some folk like their worms still wriggling.
- 3. Bubble and squeak:** Fried up leftovers from yesterday's supper. Commonly a mix of cabbage, root vegetables and meat scraps.
- 4. Dregger's pie:** Acorns and sloppy mixed innards baked in a tough pastry shell. The stench when the crust is cracked open is said to recall the back alleys of Dreg.
- 5. Fisher's gruel:** Grain slop cooked in a fish-bone stock.
- 6. Roast wellington:** Layers of leftover mash, cabbage leaves, and chicken skin, rolled up and roasted.
- 7. Special pasty:** Butter and sheep fat pastry encasing meaty chunks of unknown origin. (Best not to ask.)
- 8. Woad in the hole:** Crispy chicken or sparrow feet poking out of a spongy baked batter. (No actual woads' legs are anywhere to be seen—they are far too expensive!)

Side Dishes

- 1. Codswallop:** A putrid, off-white slop. No one is quite sure what's in it.
- 2. Pig's ear:** Crispy fried hog's ear. Nice and hairy.
- 3. Sourcrouste:** Fermented cabbage, often accompanied by an unwanted edge of mould.
- 4. Wormskin:** The skins of any worms that wriggle in the region (earthworms, bloodworms, nightworms, etc.), fermented in strong vinegar.

COMMON FOOD

Common establishments typically have a selection of 2–3 dishes available on any given day.

Main Dishes

1. **Mutton roast:** Slices of smoky roast mutton, slathered in garlic gravy.
2. **Onion sandwich:** White bread, butter, raw onion slices, and lashings of congealed whey.
3. **Pook's pudding:** A suety pudding of mallow and locally foraged mushrooms.
4. **Puggle pie:** Puggle-flesh and mushroom gravy in flaky pastry. (Puggles are miniature fungivorous dogs that live in Dolmenwood.)
5. **Sausage and mash:** Fried bogswine sausages from Dreg on a bed of mashed swede, potato, or carrot.
6. **Shanky:** A pair of chicken or quail legs wrapped in vinegared oak leaves and bitter mugwort.
7. **Snail skewers:** Forest snails skewered on metal spikes and roast over a wood fire. Served with a dipping custard.
8. **Trottell mash:** Mashed root vegetables (commonly turnip and burdock) laced with trotteling bacon. (Trottelings are tiny forest pigs.)

Side Dishes

1. **Pickled eggs:** Hard-boiled eggs preserved in vinegar.
2. **Coldlanks:** Raw, grated onion mixed in a mustard and beer marinade.
3. **Hameth sprats:** Little fish, crispy fried in batter.
4. **Ruddy chad:** A hunk of mature, red-veined cheese.

TODO: Illustration

TODO: Illustration

FANCY FOOD

Fancy establishments typically have a wide selection of 4–6 dishes available on any given day.

Main Dishes

1. **Blackbird pie:** A feast of blackbirds (traditionally two dozen whole birds!) baked in a pie crust with cream.
2. **Brathering:** A famed Prigwort speciality: pancakes layered with sliced apple, cured sausage, and gooseberries.
3. **Jellied lamprey:** Thick-sliced lamprey in an exquisite, spiced jelly.
4. **Longmere pike:** A whole pike, stuffed with leek and sage, served with fresh forest greens.
5. **Maids o' the lake:** A Dolmenwood delicacy: thigh-sized, translucent pink squid fried in garlic butter. (Many inns will not serve this dish on the night of the full moon, as it is said to attract the attention of witches.)
6. **Roast lurkey:** Juicy flesh of the notoriously difficult to catch Dolmenwood game bird.
7. **Unicorn rump:** Tender venison of the deer-like beasts known as false unicorns. (The flesh of true unicorns may only be served at the Duke's table.)
8. **Whole suckling pig:** A whole piglet, spit-roast, complete with an apple in its mouth. A true hero's feast!

Side Dishes

1. **Larks' tongues in aspic:** Delicate songbirds' tongues preserved in sweet jelly.
2. **Old Shuck:** Rigid slices of stinking, ultra-mature cheese.
3. **Sparrey:** A melt-in-the-mouth confection of crispy, sugared moth wings.
4. **Vinegared troll moss:** Sweet and sour moss, pilfered from the moss-gardens of Dolmenwood trolls.

Desserts

1. **Fondant pastries:** Freshly baked, dusted with sugar.
2. **Sugared plums:** A taste of summer, all year round.
3. **Trifle:** Layered berries, sponge, custard, and cream.
4. **Walnut tarts:** Topped with whipped cream.

Pipeweed

According to some seasoned wayfarers, smoking a soothing weed is second to none at easing the troubles of the road.

PIPES

Item	Cost (gp)
Beechwood pipe	5gp
Cherry-wood pipe	15gp
Clay pipe	1gp
Gourd pipe (moss dwarf style)	2gp

PIPEWEED (COST PER SMOKE)

Type	Cost	Rarity
Barley blend	4 cp	Common
Burglar's blend	3 cp	Uncommon
Crofter's daughter	5 cp	Common
Dusty Abbot	2 sp	Rare
Fatty lumpkin	7 cp	Uncommon
Flufftop	1 sp	Uncommon
Gamgy weed	5 cp	Common
The gibbet's gift	7 cp	Uncommon
Green Jenny	8 cp	Uncommon
Lanksbottom leaf	6 cp	Common
Mogglemoss	18 cp	Uncommon
Mummer's farce	8 cp	Common
Old Doby	6 cp	Common
Pedlar puff	7 cp	Common
Shaggy pony	7 cp	Common
Special shag	3 sp	Uncommon
Speckled wrym	25 cp	Uncommon
Wayside wisp	25 cp	Rare
Westron weed	2 sp	Rare
Witch's shag	8 cp	Uncommon

WHAT IS PIPEWEED?

The eternal question of what exactly pipeweed is and where it comes from, in a fantasy setting, is left to the referee's discretion. In some campaign worlds, it may be tobacco as we know it in the real world. In other settings, pipeweed may be an entirely different plant, native to the Dolmenwood region.

SMOKING

[OPTIONAL RULE]

The many pipeweeds listed in this section are assumed to simply add flavour to the campaign world, without having any specific mechanical effect. Groups who wish the smoking of pipeweed to take on a more functional (and therefore perhaps more prominent) role in the campaign may use the following rule.

When vexed by a problem, a player character may sit down, get out their pipe, and spend an hour smoking in quiet contemplation or in debate with companions.

If the hour passes undisturbed, the player may make an INT check. If several characters smoke and debate together, the most intelligent character makes the INT check, with a +1 bonus per companion (maximum of +4). If the INT check succeeds, the referee gives the player a clue about the problem being contemplated.

RARITY

Common pipeweeds are available in settlements throughout Dolmenwood (typically purchased from tavernkeepers or from wandering pedlars who specialise in the weed). Uncommon weeds have a 3-in-6 chance of being found in a settlement on any given day. Rare weeds have only a 1-in-6 chance of being available.

PIPEWEED

1. Barley blend: Finely chopped, golden-brown leaf with malty undertones and a smooth, sweet taste. A cheap weed, favoured by farmers and ploughmen. Aids digestion after a heavy meal.

2. Burglar's blend: A stringy, rough-cut mix of black and chestnut brown leaves. Its coarse, bonfire aroma makes it an acquired taste. Keeps one awake in the dead of night.

3. Crofter's daughter: Soft, rambling leaf of auburn hue. Its smooth aroma carries a note of citrus. A homely weed, beloved of townsfolk. Makes one feel happy with one's lot.

4. Dusty Abbot: An ultra-fine dust (can also be taken as a snuff) of purplish-brown hue. Produces a cool, refined smoke with the odour of rosewood and the taste of cherry. Favoured by the noble classes. Elicits a state of jovial eloquence.

5. Fatty lumpkin: Uncut leaves, crumbled roughly. Tastes sweet and nutty, smells of elderberries. Brings on a ravenous appetite.

6. Flufftop: A soft, furry, golden leaf, roughly cut, glistening with fragments of crystal-line pollen. Produces a thick, greenish smoke with a heady aroma of spice. Favoured by Grimalkin. (Some say that this weed originated in Catland.) Brings on a state of light-hearted whimsy.

7. Gamgy weed: Slivered, semi-dried leaf of brown-green hue. The pungent aroma has an off-putting edge of ammonia, but the smoke is smooth and floral. Causes a heavy sleepiness in those who indulge.

8. The gibbet's gift: Ashen white dust. Produces an exceptionally thin, penetrating smoke that seeps across the ground. The smoke is almost odourless, but tastes strongly of gravy. Smoking this pipeweed aids one in following through with unpleasant decisions.

9. Green Jenny: Raw, rolled leaves of a variety that will burn undried. The smoke is thin and astringent, but the taste is sublime, with notes of apple and walnut. Smoking this weed in excessive quantities causes one's vision to take on a green tinge.

10. Lanksbottom leaf: Chopped almost to dust, this common pipeweed is near black in colour and has a robust, chocolate aroma. Grown in the warm valleys of the southern High Wold. The favoured smoke of lower class goat-people. Brings on a state of merry arrogance.

11. Mogglemoss: Rich, green curls that produce a smouldering, emerald smoke. The aroma is of springtime, the taste of cheese and onion. Favoured by woodgrues, scabies, and (rumour has it) the Drune. Causes an introspective state in which the obscure may become clear.

12. Mummer's farce: A finely shredded, oak-brown leaf with fibrous hairs. Favoured by gamblers, its pungent, nutmeg aroma lingers in the taverns of Dreg. Inspires jollity and hijinks.

13. Old Doby: Sumptuous, velvety, red-brown leaf with an aroma reminiscent of the woods in autumn. Old Doby is regarded by many as the forefather of all varieties of pipeweed. A common but well-loved leaf. Calms the nerves and lightens the spirit.

14. Pedlar puff: A rich, densely packed, sticky leaf, lustrous near-black in colour. The smoke is thick and cloying, the aroma like that of summer rain. Smoking this pipeweed enhances the determination of foot-travellers whose destination still lies far away.

15. Shaggy pony: A stringy, oat-brown leaf that smells of horse. The smoke is sweet (and also horsey) and tastes of baked tomato. Aids deep and restful sleep.

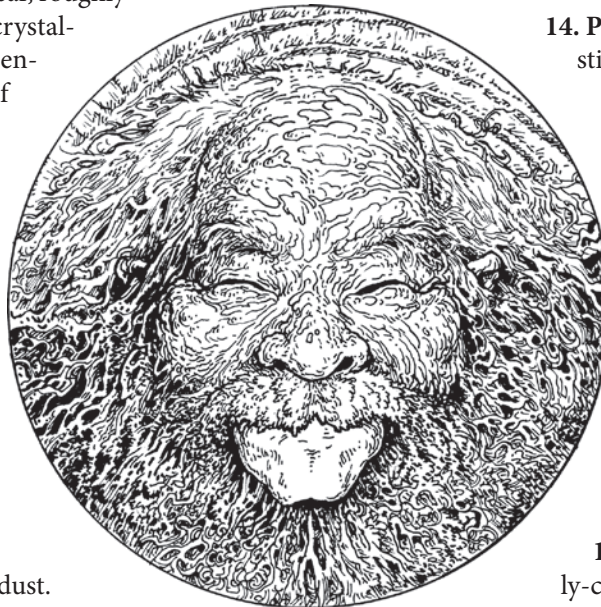
16. Special shag: Rich, moist, finely-cut leaf of dark, reddish-brown hue. The refined aroma carries notes of plum blossom. Bears the Ducal seal of approval. Enhances good judgement in trying times.

17. Speckled wyrm: A blend of greyish, rough-cut leaf with strands of silver. The smoke is woody and is speckled with glittering, silver motes. The taste is hoppy and brings about a state of intent concentration.

18. Wayside wisp: A fine, supple leaf of silvery hue. Produces coils and spirals of violet smoke, smelling of lavender. This rare and refined leaf is said to be cultivated in Fairy. Smoking it brings on a state of wonder and glee.

19. Westron weed: Dense, fibrous leaf of copper-red hue. Imported from the distant west. Produces a heavy, dark smoke with the odour of smoked fish. Inspires dreams of travel and adventure.

20. Witch's shag: A blend of yellow and purplish leaves, finely cut. The smoke is smooth and fruity and inspires a pleasant dizziness.



Beverages

What better than to end the day over a strident ale with one's companions?

BEERS

Type	Cost	Rarity
Barrowblaster	9cp	Common
Cobsworth pale	5sp	Uncommon
Halhthwidden's	3sp	Uncommon
Keye's balm	1sp	Common
Marrowhyte dark	2sp	Common
Pilston's heartbreaker	4cp	Common

SPECIALIST BEVERAGES

Type	Cost	Rarity
Globwob	2sp	Uncommon
Mead	12sp	Uncommon
Moon's milk (new moon)	2sp	Rare
Nippers	5sp	Uncommon

SPIRITS

Type	Cost	Rarity
Distillation of dusk	7sp	Uncommon
Ether of blue	5sp	Uncommon
Lord Oberon's ambrosial	1gp	Rare
Minstrel's cordial	2sp	Common
The night liqueur	6sp	Uncommon
Old Swythener	5cp	Common
Pokey nog	5sp	Uncommon
Porrid's full moon	1sp	Uncommon
Prigwort pure	7sp	Rare
Prigwort tippie	3sp	Common
Purple aspintheon	1gp	Rare
Wakelyke's scarlet	4cp	Uncommon

WINES

Type	Cost	Rarity
Buckland fizz	12sp	Uncommon
The Cold Prince	35sp	Rare
Faggley's iced	14sp	Uncommon
Inkling wine	11sp	Uncommon
Lady Mauve	3gp	Rare
Underbrood's vintage	5gp	Rare

RARITY

Common beverages are available in taverns throughout Dolmenwood. Uncommon beverages have a 3-in-6 chance of being stocked by an establishment on any given night. Rare beverages have only a 1-in-6 chance of being in stock.

BEERS

1. Barrowblaster: A robust ale, streaked black and white, with a rich, iron-like flavour. Causes belching and gog-gling.

2. Cobsworth pale: A fine, fizzing ale with a yellow hue and the flavour of cherry syrup. Indulging brings on a propensity for pointed philosophical debate.

3. Halhthwidden's: A gloopy, grey ale that tastes of plum and cinnamon. Provokes indiscriminate sexual advances.

4. Keye's balm: A golden ale that tastes of honey and hops. Causes good-natured slumping.

5. Marrowhyte dark: A thick stout as black as midnight on a moonless night. Tastes of smoky bacon and brings on a woozy empathy.

6. Pilston's heartbreaker: A milky white ale that tastes of singed elderberries. Causes a delirious state of cackling and misdirected aggression.

SPECIALIST BEVERAGES

1. Globwob: A stinking grey-green slop of aged lichen and yeast froth. A commonplace moss dwarf beverage. Tastes of rank ditch water and induces light-hearted tomfoolery and cathartic vomiting.

2. Mead: A sweet, syrupy wine made from fermented honey. Especially beloved by woodgrues. Induces a warm, cosy feeling in the belly and a light, eloquent state of mind.

3. Moon's milk (new moon): Exported from the moss dwarf village of Orbswallow. A sweet and awfully sour fermented mix of milky and fruity liquids. Brings on a state of jovial banter.

4. Nippers: A distillation of fermented catnip which is a common vice among grimalkins. Insipid stuff for non-grimalkins, but drives cat-folk wild and raucous.

INEBRIATION [OPTIONAL RULE]

For each measure consumed, make a CON check. Failure indicates that the character has reached the next level of inebriation. A natural 20 indicates an increase of *two* levels of inebriation. Levels of inebriation are as follows:

- **Sober:** No effects.
- **Tipsy:** The effects of the beverage (as noted in its description) start to become appreciable. The character suffers a –1 penalty to attack rolls.
- **Drunk:** The effects of the beverage (as noted in its description) are in full effect. The character suffers a –1 penalty to attack rolls and saving throws and gains

1d4 bonus hit points (these can increase the character's current hit point total above the normal maximum). Damage is subtracted first from the bonus hit points. Upon sobering up, remaining bonus hit points are lost.

► **Groggy:** The effects of the beverage (as noted in its description) are in full effect. The character suffers a –2 penalty to attack rolls and saving throws.

► **Unconscious:** The character passes out.

Sobering Up

An inebriated character who ceases to drink loses one level of inebriation every 1d4 hours.

SPIRITS

1. Distillation of dusk: A rare, ultraviolet spirit with a lingering, oaken after-taste. Brings on a delightful state of listless lounging.

2. Ether of blue: A spirit with a delicate, translucent aqua hue and a flavour akin to custard with a hint of skunk. Brings on a state of languid eroticism.

3. Lord Oberon's ambrosial: Prigwort's finest distillation. An insipid brown spirit tasting of sour rosehips. Imbibers slip into a blissful reverie.

4. Minstrel's cordial: A frothy, orange spirit that tastes of malted rye. Brings on a state of unexpected poetry.

5. The night liqueur: A spirit of violent, greenish-purple hue. Tasteless but highly astringent. Brings about a soporific languor.

6. Old Swythener: A colourless spirit, tasting of charred beech and honey. Brings on a state of rampant disorientation.

7. Pokey nog: A fermented custard, egg-yolk yellow in hue and with a delightful, creamy flavour. Brings on a state of rambunctious speaking in tongues.

8. Porrid's full moon: A spirit of profound indigo hue that tastes of blackcurrant. Causes cathartic bellowing and screeching.

9. Prigwort pure: A rich, emerald green spirit with a flavour alike to woody salmon. Causes a state of eloquent camaraderie.

10. Prigwort tippie: A recent export from the cheaper distilleries of Prigwort. An electric blue spirit that tastes of chestnut and fennel. Causes giddy hijinks.

11. Purple aspintheon: A spirit of the utmost refinement. Pale mauve in colour, tasting of bitter liquorice. Brings on a clear-headed state in which the drinker feels immortal.

12. Wakelyke's scarlet: A deep red spirit with a wince-inducing, acrid flavour. Causes gagging and shouting, when drunk to excess.

WINES

1. Buckland fizz: A clear, sparkling wine that tastes of bitter herbs. Brings on dreamlike visions.

2. The Cold Prince: A colourless, bubbling wine always served on ice. The wine is said to contain fairy grapes, but is not itself produced in the immortal realm of Fairy. Tastes like pear and honey and inspires the imbibor to feats of romantic daring.

3. Faggley's iced: An ice wine imported from the far eastern reaches of the Duchy. Tastes of elderflower and spring bouquets. Inspires a drowsiness punctuated with serene visions of snowdrifts.

4. Inkling wine: A rich, full-bodied red wine that tastes of syrup, over-ripe plums, and hawberries. Rankles the spirit, when drunk to excess, provoking a belligerent and arrogant mood.

5. Lady Mauve: A delicate, violet wine imported from Fairy. Tastes of plum and charred lavender. Causes one's sorrows to drift away.

6. Underbrood's vintage: A gourmet red wine from the legendary, deceased vintner Wayfellow Underbrood. In very short supply, and priced accordingly. Has an exquisitely robust flavour, with undertones of lemon zest, and mead. Overindulgence causes an embarrassingly rapid dissolution of muscle control.

TODO: Illustration

Mushrooms and Herbs

Those which are commonly known for their practical or magical properties.

MUSHROOMS AND HERBS			
Type	Cost (gp)	Rarity	Summary of Effect
Arrowhame	50	Rare	Grants a save versus poison against a magical disease
Blood canker	15	Uncommon	Cures 1d3 hit points; risk of losing 1 CON
Bosun's balm	15	Uncommon	Reduces the effects of encumbrance
Fenob	5	Common	Recover 1 hit point overnight
Garlic	5	Common	Wards vampires
Gillywort	10	Uncommon	Warns of poison in liquids
Grue's ear	50	Common	Psychedelic; increases alertness
Hogscap	75	Rare	Psychedelic; detect magic
Lankswith	3	Common	Cures common ailments
Lilywhite	3	Uncommon	+2 bonus to checks to get a good night's sleep
Marshwick	75	Uncommon	Grants a save versus poison against animal venom
Offeritch	60	Uncommon	Grants a save versus poison against botanical poison
Sallow parsley	20	Uncommon	Gain 2 extra hit points when resting for a day
Smottlebread	25	Uncommon	Psychedelic; +2 bonus to saves against magic
Spirithame	40	Uncommon	Cures 1d2 hit points
Tom-a-merry	150	Rare	Psychedelic; see invisible
Wallowmost	60	Rare	Grants a save versus poison against fungal poison
Wayfarrow	10	Common	Alleviates the effects of a forced march
Witch's oyster	50	Rare	Psychedelic; grants an oracular vision
Wolfsbane	10	Uncommon	Repels lycanthropes

RARITY

Common items are available in settlements throughout Dolmenwood (typically purchased from a local herbalist or, in larger towns, apothecary). Uncommon items have a 3-in-6 chance of being found in a settlement on any given day. Rare items have only a 1-in-6 chance of being available.

MUSHROOMS AND HERBS

1. Arrowhame: Tiny round leaves of a climbing plant, dried. Applying rehydrated arrowhame as a paste to diseased flesh grants a saving throw versus poison against a disease of magical origin. If the save succeeds, the disease recedes within 1d3 days. Repeat applications of arrowhame are ineffective.

2. Blood canker: Rust-red dried residue of a slime-mould prevalent in Mulchgrove. Mixed with alcohol and drunk, cures 1d3 hit points. Each usage of blood canker has a 2-in-6 chance of permanently reducing the character's CON by one point.

3. Bosun's balm: Roots dredged up from a rare river weed. Eaten at breakfast, the herb stimulates the body's energies, bringing on great endurance for one day. If using the optional rule for simple encumbrance (see *Encumbrance* in *Old-School Essentials*), a character in heavy armour is treated as wearing only light armour and a character in light armour is treated as unarmoured. If using the optional rule for detailed encumbrance, the weight of the character's armour is reduced by 50%.

4. Fenob: The root-bulbs of a forest flower. A bulb of fenob placed under the tongue before bed causes the character to recover one hit point if a good night's rest is had.

5. Garlic: Aromatic bulbs in the onion family. Said to be effective at repelling vampires.

6. Gillywort: A finely ground, white powder derived from the leaves of a creeper that favours dank cave-mouths. When the powder is added to liquid, it turns a shocking purple hue in the presence of poisons. A dose of gillywort is enough to test one liquid.

7. Grue's ear: Rubbery pink ear fungus. Consuming a specimen brings on a mild psychedelia wherein the character's vision is tinged pink and they become sensitive to bright light. The character's alertness is also enhanced, reducing the chance of being surprised to 1-in-6. (This may mean the character is able to act in the surprise round while their companions are surprised.) These effects last for 2d6 turns. Grue's ear loses its potency with repeated use—after each usage, there is a 2-in-6 chance that the character will henceforth require an extra dose to gain a noticeable effect.

8. Hogscap: Mottled, fist-sized puffballs, harvested in their plump, immature stage. Consumption brings on a woozy state of mild psychedelia, with wobbling vision and hallucinations of distant wails and keening. The character suffers a –1 penalty to attack rolls but gains the ability to sense magical influence in objects touched. The effects last for 1d6 hours.

9. Lankswith: Powdered root of a floating pond weed. Taken as a tea with supper, cures common ailments overnight.

10. Lilywhite: Carefully dried and folded petals of a marsh lily. Smoking the petals in a pipe brings on a deep, soporific state that aids sleep in harsh conditions.

11. Marshwick: The seeds of a scarce and unremarkable marsh flower, ground into a blue powder. Drunk with a swig of wine, grants a saving throw against animal venom. If the save succeeds, the venom is neutralised. Repeat doses are ineffective.

12. Offeritch: A black liquid fermented from the young roots of the lantern elm. Drinking offeritch grants a saving throw against a poison of plant origin. If the save succeeds, the poison is neutralised. Repeat doses are ineffective.

13. Sallow parsley: Silvery-leafed young shoots of a rare fern, which look uncannily like the culinary herb parsley. On a day spent resting in safety, a character who drinks an infusion of this herb throughout the day will recover two hit points. This is in addition to the usual recuperative effects of resting (see *Damage and Healing in Old-School Essentials*).

14. Smottlebread: Spongy, green, bread-like hunks of giant mushroom flesh. Consuming a chunk of smottlebread causes a trance state lasting 1d6 turns, during which the character enters into communion with the spirit of the smottlebread—a gargantuan, benevolent, elephantine entity formed of green spheres. While the trance lasts, the character is completely immobilised. Following the trance, the character's vision is tinged green and their coordination is fuddled (this incurs a –1 penalty to melee attacks and a –2 penalty to missile attacks). Contact with the fungal spirit steels the character's mind, granting them a +2 bonus to saving throws against magic. Post-trance effects last for 1d6 turns.

15. Spirithame: Delicate, curled leaves of a rare moss. When crushed and applied to wounds, cures 1d2 hit points. Spirithame loses its effectiveness quickly—a character can only benefit from one dose per day.

FORAGING

When characters forage in Dolmenwood, there is a chance that they may find interesting mushrooms or herbs, in addition to the chance of finding food. The referee determines this chance, as well as the type of mushrooms or herbs found, depending on the region of the Wood being explored. Discovered mushrooms or herbs may include specimens of the useful varieties listed here or other less well-known species that grow in the wild reaches of the Wood.

Selling Foraged Mushrooms or Herbs

Herbs or mushrooms foraged from the woods can typically be sold to a specialist (e.g. a herbalist or apothecary) for half of the listed price.

16. Tom-a-merry: Tiny, cute mushrooms as tall as a baby's finger, with pointy blue caps. Consuming a dose of tom-a-merry induces a hallucinatory state where time lurches and becomes distorted. In combat, this causes the affected character to always act last in the round and to suffer a –2 penalty to attack rolls and saving throws. The character also gains the ability to see invisible objects and creatures. The effects last for 1d6 turns.

17. Wallowmost: Fluffy yellow buds of a spring plant that flowers in Mulchgrove. Chewed to a paste and swallowed, the flowers grant a saving throw against a poison of fungal origin. If the save succeeds, the poison is neutralised. Repeat doses are ineffective.

18. Wayfarrow: Desiccated red berries of a thorny bush. Chewing the berries throughout the day brings on great vigour and stamina when marching. If the character engages in a forced march, they have a 50% chance of being fit for action the following day, without the usual penalties for not resting (see *Wilderness Adventuring in Old-School Essentials*).

19. Witch's oyster: Miniature, bright violet oyster mushrooms that grow in high tree branches. Drinking the water in which a specimen is boiled induces a visionary trance lasting 1d4 hours. Upon awakening, the character has gained an oracular insight into a topic that puzzles them. The referee should describe the insight to the player, determining its accuracy by rolling 1d6: 1–2: the insight is entirely apposite and truthful, 3–4: the insight hints at the truth in a mysterious manner, 5–6: the insight is entirely misleading.

20. Wolfsbane: Dried bunches of a fragrant-leafed herb that grows in the High Wold. This herb can be used to repel lycanthropes. The creature must be hit with the herb in melee combat. A “dose” of wolfsbane is sufficient for use in one combat.

Trinkets

Oddments and knick-knacks which an adventurer may have about their person.

The referee may allow players to roll d100 on the table of trinkets when creating a character, granting the new PC an odd, possibly slightly magical item.

NPCs: The table of trinkets may also be used by the referee as a Dolmenwood-themed “what’s it got in its pockets?” table for NPCs and monsters.

TRINKETS (01–50)

d100 Trinket

- 01 A moss dwarf pipe that blows rainbow-coloured smoke rings.
- 02 The fairy sword that slew your father.
- 03 A piece of the moon that fell to earth. (Or is it a hunk of desiccated cheese?)
- 04 The skull of a Drune, stolen from a forbidden crypt.
- 05 A silver mirror that always reflects the sky.
- 06 The scintillating, silvery feather of a witch owl.
- 07 A clay effigy that whispers to you in your sleep.
- 08 A gauntlet of wyrm scales.
- 09 A foot-long, spicy sausage.
- 10 A cosy, sheepskin jerkin.
- 11 A miniature brass gnome. (Appears on your pillow looking at you each morning.)
- 12 A clump of writhing, black moss that you scraped off a looming monolith one lonely night.
- 13 A jar that breeds flies, even when tightly sealed.
- 14 An ash wand stained with the blood of a troll.
- 15 A dashing velvet beret.
- 16 A love letter you are penning in silver ink to your fairy betrothed. (To be placed within a ring of toadstools for delivery.)
- 17 A stuffed vole dressed in a charming waistcoat.
- 18 An elf-bone flute. It emits no sound in the day-time, but plays a haunting melody at night. Once you play, you cannot stop until daybreak.
- 19 A fine set of silver cutlery and a floral china tea-set, all packed in a wicker hamper.
- 20 A goatskin pouch full of giblets.
- 21 An ornate lantern you found in a bog.
- 22 A brass owl statue with eerie black eyes.
- 23 A sheet of parchment with a charcoal sketch of your long lost love.
- 24 A pebble that glows faintly in the dark.
- 25 A ball of silvery twine that is invisible in moonlight.
- 26 An hourglass which constantly flows in one direction. It cannot be inverted.
- 27 A unicorn statuette carved out of mushroom-wood.

d100 Trinket

- 28 A butter knife that can cut through metal.
- 29 Sixteen silver pieces, greased with slippery magical oil that cannot be washed off.
- 30 A tiny book of nonsense poetry, bound in purple leather.
- 31 A raven’s feather quill that writes (in jet black) without ink.
- 32 A jaunty cap (with a feather stuck in it) which jumps up whenever anyone says your name.
- 33 The pink wobbly severed hand of a gelatinous ape, still fresh and sweet.
- 34 A pair of stripy woollen socks that keep your feet as warm and dry as if you were wearing fine boots.
- 35 A silver belt woven from the mane of a kelpie.
- 36 A fragment of glowing crystal that you found in a dream.
- 37 A tiny wicker effigy that you stole from a witch’s hovel.
- 38 A porcelain teapot painted with a scene of owls devouring humans.
- 39 A bright red egg that was given to you by a brownie.
- 40 A glass jar containing the tiny, frozen form of your only sister.
- 41 A folio of pressed sprite-wings.
- 42 A lock of hair from the first person you killed.
- 43 A blood sausage, allegedly made of goat-man blood.
- 44 A locket with a portrait of a fluffy pussy cat wearing a plush crown. “For the love of King Pusskin” is inscribed on the back.
- 45 A wanted poster for yourself.
- 46 A rusty knife that a ghost dropped in your path. It can only harm spirits.
- 47 A bone statuette of a mermaid with prodigiously hairy armpits.
- 48 The broken tip of a unicorn’s horn.
- 49 A napkin and cutlery that you stole from a fancy inn.
- 50 A silver ring that shrinks or expands to fit whatever finger it is placed upon.



TRINKETS (51–00)

d100 Trinket

- 51 A dubious fake moustache made of rat fur.
- 52 A long kilt of woven moss.
- 53 A silver spoon that drips honey on command.
- 54 A mote of sunlight, trapped in a scintillating crystal.
- 55 The skeleton of an especially large toad, in pieces.
- 56 A diorama of two stuffed mice riding stuffed squirrels, jousting.
- 57 The mummified hand of a bog body.
- 58 Blueprints for a marvellous mechanical mouse organ clock.
- 59 An enormous brass belt buckle in the shape of a green man face.
- 60 A black stone which always points towards the sun.
- 61 A short length of silver cord and a delicate hook, said to be able to catch fairy fish in puddles.
- 62 A drinking horn featuring erotic carvings.
- 63 A skeletal finger that scrapes and scratches at dusk. If provided with a means of making marks (e.g. dipped in ink or blood, a surface that can be scratched), it writes macabre prophecies.
- 64 A head-sized glass sphere with a neck opening.
- 65 Your grandmother's creepy glass eye. You sometimes feel her presence watching you.
- 66 A tiny silver fish in a jar of water. At night, it comes to the surface and whispers the names of everyone within 5'.
- 67 A bloodstained jester's hat.
- 68 A sack of tasty fried chicken legs.
- 69 An empty notebook. Anything written in it disappears at sunrise.
- 70 An icicle that never melts.
- 71 A long-nosed masquerade mask.
- 72 A necklace of miscellaneous humanoid teeth.
- 73 A curious moss dwarf wind instrument carved out of a gourd. You can't figure out which hole to blow in.
- 74 An especially dapper bowler hat.
- 75 A moleskin wristband, anointed with exotic fairy perfume.
- 76 A thigh-bone flute.

d100 Trinket

- 77 A well-loved walking stick with a goat's head handle.
- 78 Bright red leather boots.
- 79 A glass bottle that annihilates any liquid poured into it.
- 80 Black stone dice with white skulls for pips.
- 81 A circular ceramic amulet which displays the current moon phase.
- 82 The horn of a goat-man, hung from a necklace.
- 83 A pouch which feels heavy (as if full of pebbles) even when empty.
- 84 A clay pot labelled "Frog Paste", containing what appears to be frog paste.
- 85 A gnarled root shaped like a moss dwarf.
- 86 A collection of papers with scrawled notes detailing your life story. The odd thing is that you found these notes on the corpse of a stranger, drowned in a ditch.
- 87 A bloody knife that cannot be cleaned.
- 88 A black rose that never wilts.
- 89 A thimble that is always magically full of sweet liqueur.
- 90 The board pieces for fairy chess. You have no idea what the rules are (or even if it's a real game).
- 91 The cured skin of a whole deer.
- 92 The key to the prison cell you escaped from.
- 93 A rolled sheet of paper that can magically store one small object as an illustration on the page. The object can be released again by grasping it.
- 94 A blue velvet jacket with a hidden pocket which moves when you're not looking. Every time you want to retrieve something from the pocket, it takes a minute of searching to find it.
- 95 A story book about the charming exploits of the rat-people of the moon.
- 96 A tin whistle whose tones drive cats wild.
- 97 A dried mushroom with a face.
- 98 A wooden holy symbol of the One True God studded with nails.
- 99 A bag of delicious boiled sweets.
- 00 A battered hat with a stuffed swan's head stitched proudly at the summit.