

Gregorius21778:

30 Items of the Dwarfs

for Fantasy OSR RPG

LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT

Version 1.2; created by Kai Pütz
(c) 2018

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How to use this supplement:

What you have here is a collection of 30 OSR items made with “Dwarfs” in mind. All of them are LotFP compatible, but if one exchanges “sp” for “gp” and assigns different saving throws it should work well with any other OSR-clone, too.

Most weapons, armor and equipment here may be bought by PC (or assigned to NPC, or a loot stash) without any problems. A few entries are “fluff items” that the Referee may want introduce during a game session. Nine “magic items” are included as well, often crafted by Dwarf enchanters (which I call “runesmiths”).

A price list is included at the end of the title, with suggested prices both for a purchase price in a Dwarf community as well as far away from one (if possible at all). Each Referee is encouraged to pick those items that fit his “Game World” the most and leave out those that not seem to do so.

01# Bread Drink

The Dwarfs are known for potent brews and strong alcoholic beverages, but Bread Drink is not alcoholic. It is close to porridge in consistence, brown in color, hearty in flavor and in fact, it is a concentrated meal. A tankard of it will nurture a Dwarf (or man) for two days, or three if strenuous activity is avoided. It is popular among travelers, workers and warriors, but has a few drawbacks.

First and foremost, it goes off within two days after its preparation, which itself takes about a day (and constant heat under the cauldron it is cooked in). Second, even a Dwarf cannot eat it for long. If Bread Drink is consumed by a Dwarf more than two times a week, a *Save vs Poison* needs to be passed to avoid getting the runs (which leads to a loss of nourishment and thereby a -1 penalty to all dice rolls for 1d4 days). Elves cannot stomach it at all (and get the runs from it immediately) while all other races need to pass a saving throw when they consume it more than once a week.

02# Candle Helmet

The candle helmet is not an item exclusive to the culture of the Dwarfs, but more common there due to their underground lifestyle. It is a simple (and often: a miners) helmet with a small dish attached to its front. The "hollow" of the dish faces upwards and has a spike in its middle on which a small candle may be stuck. Once lit, the wearer has both hands free while still having candle light. The candle helmet has proved less useful in a fight, as the candle tends to break off and/or go out during hasty movements (roll a d6: on an even number the candle will go out on the round equal to the die result).

A candle helmet adds +1 to armor; but cannot raise it above 14. Its (smaller) candles will burn for up to 9 turns but still cost 1 cp.

03# Cave Bear Piss

Cave Bear Piss is the name of an alchemical substance that is derived from real cave bear piss (usually harvested from the bladder of a freshly slain specimen). The urine is mixed with certain other ingredients to stretch it (without losing much of the smell of it), and later sold in small glass vials. When liberally sprinkled in a tunnel or along a cave opening, the stench will make sure that beasts that are afraid of cave bears (3 HD or less) stay away for the next 2d6 hours. It is often used to ward underground camp sites. A vial holds six applications.

04# Deep-Fountain Water

Deep below the ground the fountains with the purest water may be found. So say the Dwarfs, and they are not wrong about it. Some of the Deep Fountains have water that is very close to *elemental water* (the essence of water itself, so to speak). It may help in the creation of magic potions (roll a d6: on a 6, the potion is considered to be one level stronger than it should be) and it quenches thirst much better than "normal" water (only 1/4 of the usual amount is needed).

05# Deephunter Whistle

Down underground, a lot of creatures rely on hearing rather than sight, and many use sonar senses to navigate. Those who hunt in the deep caverns and tunnels use special whistles to agitate prey, and then listen for their fluttering, scratching or angered growling.

When a Deephunter Whistle is blown, every creature with improved hearing and/or sonar senses within 100' must pass a Moral test. On a failure, the creatures are likely to give away their position due to a reaction to the (painful) sound of the whistle. Creatures with a HD of 4+ are usually not affected by a Deephunter whistle, and while the whistle may keep the user from being surprised, its use makes sure that beasts within hearing range will not be surprised, either.

06# Dragonfire Ash Lotion

The fire of a true dragon is one of the hottest flames that exists, so it is said. And even the ashes of such a fire holds much of the heat of the flame that created it. Dragonfire ash is often captured in small clay or stone vials, mixed with fat and oil, and then sealed in the vial with wax. This creates a lotion that, once rubbed onto the skin, will keep a character warm even in the coldest climate. It may double as lamp oil in a pinch and will even make damp wood burnable if smeared upon it.

The lotion is rare, and a vial holds 12 applications. One may be used to start a camp fire even with damp material or may act as lamp oil (2 turns of light). 2 are enough to protect a character from the cold for 24 hours. The damage from all cold-based attacks against a character that has been rubbed with Dragonfire Ash Lotion are halved. If two applications are applied to the blade of a weapon, half of its damage counts as fire-based attack.

07# Dustbomb

Dwarfs know a lot about dust. What creates it, what the dangers of too much dust in the air are, and how to deal with it. A dustbomb is considered a "cheap trick" among Dwarfs. A small clay vial is filled with very fine stone or coal dust, and then sealed with wax. The dustbomb needs to be throw against a hard object near its target, so that it may shatter (usually, at the ground right in front of it). The impact has the fine dust spread immediately. If the victim fails a *Save vs. Paralyze*, it will inhale at least some of the dust, and begin to cough heavily in response to it (no attacks for 1d4 rounds; reduced by Toughness bonus; 1 round minimum). A piece of cloth before mouth and nose protects completely against a dustbomb, and creatures that do not need to breathe are immune against it as well.

08# Dwarf Rusk

Those who have eaten Dwarf bread usually complain that it is too hard, and that "*em longbarts seem to mix-up masonry and bakery!*". People that complain like that have never eaten Dwarf rusk. It is a trail (and iron) ration in the form of small, but very hard loafs of bread. One really needs to crack the outer layer open to get to the softer inside of the loaf, and even said inside is dry as a bone. The recipe is a secret guarded by each family, but it is taken as a fact that minerals are literally washed out of certain stones to include them into the bread.

If water is available, the small loafs make for very good (if hard to chew) provisions. Three day worth of rations only take up 2/3 of the space of regular iron rations. But water is necessary for the body to "break up" the nutrients in the stomach. If water is strictly rationed or not available at all, Dwarf Rusk will fail to nourish. The price is the same as for a standard iron ration.

09# Dwarfbrew

Dwarfs brew some of the strongest beers in the known world, and while they all proudly bear colorful names, Men often just refer to them as "Dwarfbrew" (while the Elves call it "disgusting"). It goes to the head rather quickly (saving throw after a number of tankards equal to TB+1; (-2) for non-Dwarfs. Elves fail automatically; throw up and feel sick till the next day). Those who are drunk on Dwarfbrew are under the effect of a minor version of the *Remove Fear* spell for a number of turns equal to the number of tankards consumed (no spellcaster bonus; only one auto success on a moral check). Those who failed the saving throw will not only suffer from penalties to all die rolls (up to the Referee) but also become aggressive (*Save vs Devices* to avoid starting a fight if provoked).

10# Firespitter

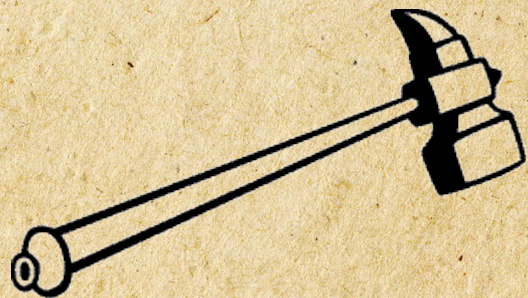
Most wars of the Dwarfs are won or lost in tunnels, corridors and shafts. They are choke points, were a few fighters may hold back a small horde. One weapon made for a fight in a tunnel is the Firespitter. It is little more than a sturdy iron tube with a touch hole for a match to ignite the mixture of black powder and other alchemical substances that has been shoved into it. A moment after the fire was put into the hole, a blast of flame engulfs what is in front of the opening. The fighters may then drop the tube, draw melee weapons and charge the enemy.

The Firespitter is a hand held canon that is best operated by two characters (one to hold and point it, one to put the match to the hole). The weapon deals 2d6 damage to every target up to 20' in front of it. A *Save vs Breath Attacks* may half the damage (+2 if a shield is used), but each victim must also pass a *Save vs. Devices* or will be stunned for one round. The weapon counts as an over-sized item.

11# Grudgehammer

A Dwarf that bears a grudge will seek to bring harm onto a foe even if it means bringing harm to oneself. The Grudgehammer is an embodiment of this principle. It is a warhammer with a head that allows terrible, heavy blows but at the cost of the balance of the weapon. It counts as a medium weapon and deals 1d8 damage. If the damage roll of a successful attack shows a result of 6+, another 1d4 damage are added to it. But if an attack roll fails, the attacker suffers from a (-2) AC penalty till the start of the next round, as the strike unbalances the attacker.

A Grudgehammer is always a weapon made for Dwarfs, any non-Dwarf that tries to wield one suffers a (-1) penalty to all attack rolls. It is said that when a Dwarf swears a grudge-oath by its life to the hammer, that it will help to strike the foes even harder (+2 attack bonus against a small group of finite enemies, e.g. "all goblins of the red-face-tribe". The maximum hit points of the Dwarf are then permanently reduced by 1).



12# High Clan Honor-Brooch

Brooches and clasps are common adornments and jewelry among the Dwarfs, and influential clans honor non-members with special brooches: a gift that is rarely given. Every ally of the clan will treat the wearer of such a brooch with favor (+2 reaction roll bonus), and members as well as non-enemies will treat them with respect (+1 reaction roll bonus). An enemy or a Dwarf that bears a grudge against this clan will react *unfriendly* or even *hostile*. Those brooches are always gifts, and never sold. Collectors pay 200+ sp for such a brooch, while the clan that fashioned it will usually provide those that bring the brooch of a deceased bearer with a gift (either as reward for returning a lost brooch or as a sign of respect for the passed friend, to its next of kin). If sold as a jewelry, it may fetch 100+ sp, but a thief that is caught with one by a Dwarf is literally risking life and limb: the proud Dwarfs don't take such acts kindly, and their wrath is grim indeed.

13# Kinsmen Bell*

A Kinsmen Bell looks like a simple brass bell but for the runes carved around it. They are made by rune smiths and embedded with a magic of their own: their ringing can only be heard by other Dwarfs. Kinsmen Bells are a favored method of communication below ground, and usually gifted to messengers and envoys, or to accomplished heroes or other noteworthy Dwarfs: they may signal or call for help without drawing the attention of an enemy or monster. Some cities of the Dwarfs have large alarm bells that are Kinsmen Bells, too. If one would be up for sale, it could fetch 300+ sp.

14# Kinsmen Lock*

These locks are crafted by runesmiths. When they are forged, blood from the owner of the lock is needed as well. No key is made, but the lock opens once the owner touches it for three heartbeats. The same is true if the owner's father, mother, brother, sister, son or daughter would touch it for three heartbeats. Kinsmen locks are usually made to secure treasures (or heirlooms) that are meant to be given to the next generation. There are stories about thieves that broke a kinsmen lock only to become *cursed* by the ghost of the maker.



15# Knot Relief

These bas-reliefs are carved slabs of stone or wood (or sometimes: tiles of cast bronze). They depict an interwoven knot pattern and are used by some Dwarfs for meditation. Those that stare at the tile for at least a turn while they try to clear their mind and see the pattern instead of the knots will treat their Wisdom as two points higher than it is for a number of hours equal to the number of turns spend in meditation. Each relief is tied to a level, and those of a higher level will find lower ones to be ineffective while using higher once will be just frustrating. Those with a negative Wisdom bonus may not use a Knot Relief.

16# Layered Leather Armor

This kind of armor is not exclusive to Dwarfs, but much more common among them due to their increased ability to carry weights with them. Additional layers of leather have been added to a regular armor, making it thicker but also more bulky. It is treated as regular leather armor, but against attacks that only do 1d4 or 1d6 damage the AC counts as 16 instead. Layered Leather Armor adds an additional point of encumbrance.

17# Livstone Oil

A Livstone, or "living stone", is a strange creature that may be found in underground rivers (and on rare instances on the surface in a mountain area as well). Its hard outer shell of calcified material looks like rock and is hard and grainy, but there are numerous tiny openings with soft, pale flesh beneath. The creature just lies in a river and filters minerals and small organisms out of the streaming water. They never move, self fertilize and let their offspring drift down the river till they are too large to move on. Cracking a Livstone open with a hammer reveals it inside, of which only the oil is of any value. It is a bit like cod-liver oil, but extremely bitter. A character that has taken a spoon full of Livstone Oil a day for at least a week will benefit from a +1 to all saving throws against diseases and food poisoning. A flask contains 50 spoons full of the oil.

18# Mercury Elixir*

Dwarf alchemists are known to brew an elixir that is meant to protect from magic. One of its base components is mercury, hence its name. For every mouthful of Mercury Elixir that a character imbibes, a *Save vs. Poison* needs to be passed. On a failure, the character will permanently lose one point of Constitution between the current and the next adventure. But for every mouthful the character will gain a +2 bonus (cumulative) for *Saves vs. Devices* and a +1 bonus for *Saves vs. Magic*, both for the rest of the day. A vial holds 3 doses.

19# Miner's Rappee

To be a miner is to be a man of hard work, and nobody works harder than a Dwarf. In order to endure that hours of drudging work some of them mix something into their rappee, a combination of certain salts, roots and mushroom parts. A nose full of Miner's Rappee will negate the negative effects of exhaustion for (2d6+ CON bonus) turns, but afterwards the penalties for exhaustion (and possibly the duration for recovery) is doubled. Another dose of Miner's Rappee will of course help here, too. A box contains enough for 12 applications.

20# Nailring Amulet

While Dwarfs are not a superstitious lot, they are firmly rooted in beliefs and traditions. One such tradition is the Nailring Amulet. Whenever a group of Dwarfs goes onto a venture together, they each give their leader a nail, as a symbol of their trust. These nails are formed into an ring shaped amulet, and is worn by the leader. When the venture was successful, the leader keeps the amulet as a good luck charm. Such charms may be handed over as a gift or sign of trust, but are never bought and sold. Doing so would ruin their power as a talisman.

When a character that wears a Nailring Amulet has Dwarf retainers and/or followers, the Moral of those is increased by one (as it increases their trust in their leader) until the first moral check is failed.

21# Purified Salt*

The faith of the Dwarfs is one that has many analogies rooted in the earth and minerals. Salt is a symbol of purity, and ritually purified salt is something that they hold as dear as men do holy water.

If a line (or circle) is created with it, evil creatures (see *Protection from Evil* for the definition) are unable to cross unless they are 4th level or higher. In that case, they may cross it after they passed a *Save vs. Devices*. Each failed attempt to cross causes 1 point of damage to such a creature, but once successful the whole line goes up in smoke. Otherwise, purified salt has the same qualities as holy water.

22# Rune Arrow/Bolt

The rune smith of the Dwarfs sometimes edge the heads (metal or stone) of arrows or bolts with mighty symbols, so that they may be used to fight creatures otherwise unharmed by mundane missile attacks. An attack with a Rune Arrow or Bolt counts as an attack with a magic weapon. When the attack is successful and deals damage to a target that may not be harmed by mundane means, the rune burns itself up and loses its magical powers.

23# Rune Shield*

To honor great warriors and to protect them against evil forces, runesmiths adorn and magically reinforce their shields with signs of protection. A rune shield provides a Dwarf or Fighter with a +1 bonus on all *Save vs. Devices / Magic* where a magical attack is used against the character. After each fight the shield was used in the bearer must roll a d6. On a result of 1 the runes were damaged badly and are now "bleeding" their magic charge, so that the shield will only be a mundane shield on the beginning of the next adventure.

24# Rune-carved Gem*

Diamonds are said to be eternal, and Dwarfs value gems for being beautiful, rare, valuable and unfading. A special form of a charm is a gem that has been carved with a rune that represents the Dwarf possessing it, to forge a bond between the Dwarf and the gem, so that the precious stone's resilience may be granted to the Dwarf as well.

When a Dwarf character owns (and has not lost) a Rune-carved Gem, the PC may add +1 to all rolls to increase maximum hit points during level increase (the result max never exceed the maximum, so). When (level of the character x200) exceeds the value of the gem in sp, the character will no longer benefit from the effect. A Dwarf that lets a rune-carved gem be created for him or her more than once will suffer from a curse called "Wrath of the Rune Gem": the character will suffer a (-1) penalty to all saving throws for each increment of 250sp in valuables he or she carries on person (maximum: -4).

25# Stonegreeter*

Dwarfs treat stone with respect. It carries their structures, it is their first and foremost working material, it often is what they literally live in underground. A Stonegreeter is a ritual pick forged and encarved by a runesmith. When a character strikes the wall of a natural cave complex it is going to enter three times with it, he and the group he travels with receives the blessing of the cave complex (equal to a first level *Bless* spell: the point pool is shared by the whole party after it has been rolled for). A Stonegreeter may only be used once per day, and if the pick is used for any regular work it loses its magical power permanently.

26# Treasure Spinner*

Treasure Spinners are filigree works of metal, moving parts and gold foil. They are tools of augury created by the runesmiths to help those in search of riches. Once placed on the ground and set into motion, the way the spinner turns and tilts may reveal nearby wealth. Usually, prospectors and miners interpret their dance on the ground to estimate the chance of a worthy find, but adventures may use them to reveal hidden treasures, too.

A character that uses a Treasure Spinner before a *Search* may use two dice for the test. When something worth 100+ sp may be found with a successful roll the Referee only counts the better result. Otherwise, only the worse result counts (as the character is disenfranchised by the indications of the spinner).

27# Trollslayer*

Since the dawn of their time the Dwarfs had to face many enemies, and one particular bothersome was and is the troll. These monsters are not common, but dangerous: they regenerate even the most heinous wounds just given a moment of time. The runesmiths have found ways to forge baneful weapons against those beasts (and all other that regenerate wounds on their own). The rune weapons they fashioned are known among the Dwarf as Trollslayers.

A Trollslayer is a regular weapon of its kind, but it defies non-undead monsters ability to regenerate wounds on their own (e.g. with an ability instead of a spell). This only applies to damage caused with the Trollslayer.

28# Wedgespear

Some of the enemies the Dwarf face, in the tunnels below as well as in the world above, are protect by thick scales (be it a monstrous hide or a set of armor). The Wedgespear is a heavy thrusting spear with a steel tip that is spike-like, but broadens at the middle. In the hands of a strong fighter, it may break up scales and mail alike.

A character with a Strength Bonus of at least +1 will receive a +1 attack bonus against enemies protected by chain mail, scale mail or thick "natural" scales (Referee's choice). A Wedgespear is too heavy to be thrown, but may be used to receive a charge. In that case, the special bonus is increased from +1 to +2 (even for characters that do not match the strength requirement).

29 #Winch-Bow

A crossbow is bothersome to ready, the power that propels the bolt through armor is created by the archer putting it into the reloading process. Especially a heavy crossbow becomes bothersome if it is to be used again in a larger fight. Dwarfs make use of an especially sophisticated winch-mechanism in some of their heavy crossbows (also called winch-bows by them). A Dwarf operating a winch-bow may fire it every second round instead of every third. Humans and Elves do not benefit from this rule, because the winch was not crafted for their arm length.

30# Wormroot Decoction

Wormroot is a rare and resilient tuber plant named for its numerous, fleshy roots. Its bitterness makes it inedible, but a decoction made from it has beneficial properties. Bandages soaked in Wormroot Decoction are the field-equivalent of "rest in a comfortable bed in a clean room" (+1 healing, if any). The decoction takes an hour to prepare, and loses its effect after 3 days (or after one day if not stored in a corked vial).

Table	Dwarf	Other
Bread Drink	12 cp	25 cp
Candle Helmet	16 sp	20 sp
Caver Bear Piss	20 sp	50 sp
Deep-Fountain Water; quart	1 sp	2 sp
Deephunter Whistle	5 sp	15 sp
Dragonfire Ash	30 sp	50 sp
Dustbomb	1 sp	2 sp
Dwarf Rusk/Day	1 sp	2 sp
Dwarfbrew/tankard	1+ sp	2+ sp
Firespitter	75 sp	100 sp
Firespitter; one shot	5 sp	10 sp
Grudgehammer	20 sp	50 sp
Honour-Brooch of a High Clan	n/a	n/a
Kinsmen Bell*	300+ sp	500+ sp
Kinsmen Lock*	500 sp	n/a
Knot Relief	LV x100 sp	LV x200 sp
Layered Leather Armor	40 sp	50 sp
Livstone Oil	40sp	50 sp
Mercury Elixir*	100 sp	250 sp
Miner's Rappee	5 cp	2 sp
Nailing Amulet*	n/a	n/a
Purified Salt*	30 sp	40 sp
Rune Arrow/Bolt*	5 sp	25 sp
Rune Shield*	100 sp	250 sp
Rune-carved Gem	special	special
Stonegreeter*	250 sp	n/a
Treasure Spinner*	300 sp	1000 sp
Trollslayer*	500 sp	1500 sp
Wedgespear	10 sp	15 sp
Winch-Bow	50 sp	100 sp
Wormroot Decoction	1 sp	3 sp

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