



## ✿ Arcane Adjuncts of Obvious Utility ✿

*Steve Dempsey*

‘Gookin, why do you lie among the cheeses?’



### **The Rapiveloce 2,345t**

This large device is used by woodsmen in Ascolais for creating the sawdust much in demand in the bars, temple courtyards, low dives, drinking holes, brothels, bordellos, seraglios, gambling halls, liquor shops and street corners of Kaiin. It requires no driver as such but consists of an enormous cylindrical wheel the inside of which has treads on which the woodmen stand. By having two cylinders, one which revolves inside the other and a convoluted gear system, the device is able to chew its way, albeit slowly, through trees, shrubs, wood-men’s huts, the carriages of the grand, toll booths and anything else in its path.

As a by product of sawdust production, the children of the woodsmen feed the bark and flowers of the trees into a hopper at the top of the machine wherein the vegetable matter is first fermented then distilled. The resultant alcohol, is in some considerable demand in bars, temple courtyards, low dives, etc.

### **Lamplighter shoes 60t, not available legally**

By Royal Decree only members of The Society of Lamplighters are allowed to wear this footwear. Anyone else found in possession is liable to a 50t fine or a 40t membership fee (renewable annually except for those hereditary members).

The shoes are sturdy clogs with yellow leather uppers bearing a yellow harlequin pattern. By virtue of a hand-crank and concealed mechanism the soles of the shoes will expand in the manner of a concertina to a height of about 9'. In this position it is easier for the lamplighters to carry out their sacred duty of placing Inglebeetles in the copper mesh lamp cages.

Lamp-snuffers who work at dawn have a less arduous task. The Inglebeetles completely burn away during the night so they employ very long handle bellows to blow away the dust.

#### *STOLEN FROM MY SHOP!*

*If anyone has information as to the whereabouts of a case of BUCKETS, several BROOM HANDLES and a tub of WHITEWASH that disappeared from my shop last week please contact Bunderibler. 50T REWARD is offered to anyone supplying information leading to the return of these items.*

### **The Figurine of Caustic Indolence 5t (student variety) to 100t (more advanced)**

A device created to encourage students out of their usual slothful demeanour into something more productive. The figurine is dormant save between the hours of dawn till noon and during the afternoon, when it pursues its target with a barrage of sly comments in an attempt to spark the indolent dolt into action, usually starting with “*Your poor parents, they had such high hopes*”.

Some of these figurines have been reconfigured for use on servants such as musicians, factotums or cooks.

They are usually made of a white stone-like material and subsist on a diet of milk which they absorb through their feet.

### **Vansull’s Hysterospasm 43t minimum, for a lacklustre example**

These are clockwork devices originally made for the members of the Helion Society of Kaiin in the 18th Aeon. It was a time of great interest in the seizures of the dying sun<sup>1</sup> and many of these objects were created. They are usually about 5"x3"x1" and plainly presented in ebony, bronze and silver, although more ornate varieties that were given to dignitaries also survive.

Each device has a dial that indicates the number of hours, days and years since the last time the sun dimmed. Some

1. It appears that there was a bout of solar disturbance in the 18th aeon which was the cause of many religious revival movements. The 19th aeon was notable mainly for religious wars fought between these movements as all claimed the early 19th aeon revival in solar flux as a result of their actions.

also have bells, whistles, or horns to indicate the extent of the particular solar lapsus. Indeed the Great Clock on the spire of the Havari Colloquium is one such item. Although the academics have long since departed, the chimes of the device are used by the market traders who now inhabit the Great Hall to regulate their days (much to the consternation of those more accustomed to a more regular passage of time.) Hysterospasms are much prized amongst the more gloomy members of society who use them to plot the demise of the sun on graphs and also by the more cheerful who take the random seizures as proof of the sun's good health.

**Naxim bird eggs** *12t the pair*

The Naxim bird always lays a pair of eggs. From these emerge identical twins of the same sex which, when they mate, always pair with another set of twins. This closeness is even apparent in the eggs. If one is moved away from the other each will always attempt to point to its twin. Simply spin the egg on a flat surface and it will come to rest in the direction of its twin. The gestation period is about 21 days and both eggs will hatch simultaneously. The birds will immediately depart to find each other by the most direct route.

**Craunched Woubit** *2t/dozen*

Woubits are a prized food for travellers in the Silver Desert. These are the caterpillars of the Moon Moth, a melancholy creature that dies of sadness almost immediately after hatching. The reason for this is unknown. It is also unclear where woubits come from, for almost no Moon Moths survive to lay eggs. As most woubits are eaten this leads one to surmise that Moon Moths may be a myth. Nevertheless, the woubit is taken, usually from the leaves of the vanweed plant and craunched. That is to say pinned out in the sun until baked hard so that its poisonous bristles may be easily removed by brushing. The hard shell means that the woubit retains its moisture and may be kept for many weeks this way to provide for the thirsty traveller. They have a sweet smoky flavour from ingesting the vanweed; when thrown on fires their smoke repels nocturnal insects.

**Hreskix's Pocket Sensorium** *80t or 120t for the deluxe model*

When travelling alone in the wild it is man's misfortune to possess a scent that attracts other creatures, keen to feed on such distinguished flesh. HRESKIX'S POCKET SENSORIUM solves this problem and keeps you safe until the next village. There are 2 models; the standard package has 4 pots including a neutraliser and 1 applicator whereas the deluxe model has 7 pots including the neutraliser and 3 applicators. Each pot is good for 4 applications.

The pots available are Erb, Deodand, Pelgrane, Hoon, Grue and Jul-demon. Simply apply the desired scent to mask your own odour and you may travel freely in the knowledge that it will deter the attention of even the hardest creatures. A small pamphlet included in the package gives the usual rutting periods for all the creatures mentioned. *Hreskix is not liable for any ill fortune that befalls the user of his Sensorium, this can only arise in case of misapplication. Note that when applying the various scents, it is as well to completely clean the brush between applications.*

TIRED OF WORRYING ABOUT THE SUN GOING OUT?  
TROUBLED BY THE UNPREDICTABLE CHANGES IN LUMINOSITY?  
*Then you need GRAZZLER'S OCULAR EQUALIZER.*

Using the peculiar optic properties of certain minerals and advanced engineering procedures, GRAZZLER'S OCULAR EQUALIZER will disperse all your fears and allow you to leave in relative tranquillity. A snip at 9t. Comes with a free repair kit and carrying handle.

Another must buy is GRAZZLER'S TACTICAL ENHANCER. If you find things hard to locate in the dark then this item is what you need. Grasping it firmly by one extremity you can enhance your tactile by 3' for the smaller model or 10' for the larger. Comes in a range of colours and textures from smooth ebony black to ridge boxwood brown. 12t for the large model or 8t for the smaller.

STOP PRESS! In a new exciting development, the GTE is now available in sparkling white to enhance your visual enjoyment. Add 1t to the price.

### **Cruxel's Zoomorphic Provider**

This item appears to be full harness for a team of 6 quartaz. On closer inspection it seems that the item is not really suitable for quartaz or other more usual beasts of burden, being much smaller.

Cruxel was a mage who like to travel in style in his large carriage with space enough for many cushions, each capable of housing several pleasure nymphons. He despaired of finding a new team at each stop and so devised this harness which causes any who take a bit in their mouth to act in the manner of a fresh and complacent draft animal, willing to pull the carriage until exhaustion, and possibly death.

### **Agates of Far Dispatch 12t each**

Master Nong of Cuirnif knows of a process by which sounds can be imprinted on the matrix of crystals. The sounds can be release at a later date by smashing the crystal. The choice of crystal is of paramount importance. The size governs the pitch of the voice and the colour the tone. For an angry high pitched voice a small red crystal is best, for a soothing low murmur, a purple giant. Initially Nong only managed to get one word into a crystal but he has refined the process and can now manage 3.

### **Juknul's Collimator 4t**

This drink strongly resembles pond water (for that is what it is), but is sourced only from the millpond in the ruins of Jace Castle. Over the aeons strange things have seeped from the dungeons and alchemy vats into the pond giving the flora and fauna special qualities. In particular there is a breed of frog whose tadpoles are a prized delicacy for they exude a delicate liquor valued for its exotic flavour and intoxicating strength.

Each bottle of the Collimator is actually a miniature fish tank in which some tadpoles and appropriate fauna have been placed. If removed from this special water the tadpoles die quite soon. The bottle also does not provide enough food to fuel their transmutation into frogs. A small sieve is provided with the bottle. One pours the bottle's contents through the sieve to catch the tadpoles which are then traditionally held in the mouth and allowed to slowly slip down the throat. The more adventurous drinker will sometimes imbibe them via the nasal passages.

### **The Tome of Horrors**

This large codex was created by the Archmage Gulliban who had many dealings with loathsome creatures from the underworld. The strain of seeing such terrors on a daily basis was almost too much for him so he created this device. The book absorbs the terror of those who behold an awful sight and allow then to treat it as mundane. To dissipate the horror the book leaks out bad dreams that head for the nearest target. Gulliban kept it in a special cave under the city of Karamor. Unfortunately the city was destroyed in riots brought about by a population driven mad by insane visions. Anyone who opens the book can contemplate pictures of the horrors it has absorbed. They are immobile if the book has dissipated their affect but move and jump at the reader if they are still active.

In game terms it negates the need for wherewithal rolls. Count up the combined terror values of the creatures that have been affected. If this exceeds 12 in any day or 30 in any week the book will leak a terror value of 2 each night to the nearest person.

### **Colinquace's Lazy Teeth 23t**

Are you too tired from your exertions on the Pleasure Barge to be bothered to masticate your food but wish nevertheless to avoid the dyspepsia commonly associated with under chewed morsels? Then look no further than COLINQUACE'S LAZY TEETH. This device fits easily to the front of the face with adjustable hooks for the ears and nose. The engine runs on nutilla nut oil and the tall chimney ensures that all fumes are disgorged behind the diner.

The device is guaranteed to crush even the most stubborn dishes reducing them to an paste without destroying the flavour or the nutritional value.

For the arrant sluggard the paste can alternatively be directed via a small tube and a valve directly into the stomach. *Why waste your mouth on chewing when it could be available for much more fulfilling purposes?*