

Old-School Gazette

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This Old-School Gazette gives you the statistics you need to add some fun and excitement to traveling: food, drink and food-related items. What would a visit to a strange land be without equally strange food and drink? So enjoy this fourth Old-School Gazette and look forward to many more!

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Some of you may be unaware of OSRIC™. Go and download the product from the above link and then come back. As you can see from the above, OSRIC™ is a freely available, OGL role-playing system that pays homage to the style of role-playing games we grew up playing. The Old-School Gazette is designed to support the OSRIC™ system by releasing compatible material, not only to players and Game Masters, but to other publishers as well.

We plan on featuring monsters, magic items, spells, and anything else you can think of relating to old-school gaming via the OSRIC system in future Old-School Gazettes. Have any ideas? Send an e-mail to josephbrowning@gmail.com and let us know! And yes, it's a paying gig. *smile*

Unusual Natural Foods

Long Hauls: Long hauls are small crystalline life forms found in the underdeep. They're shiny and look like a mixture of mica and dry seaweed. In desperate situations, carbon-based life can eat long hauls and find enough sustenance to survive. A single long haul provides three days' worth of sustenance for a medium-sized creature. The sustenance is slowly released over the three-day period, but hunger is not assuaged even though all needs are being met. Long hauls taste awful and are usually found in small groups of three or four. If consumed for more than ten days, long hauls cease having any effect.

Natural Order Pears: Pears of the Natural Order are an odd group, there being 1 for every respective alignment. When consumed by a being whose alignment matches the alignment of the Natural Order pear, the consumer is granted 1d6 temporary hit points, usable once per day. However, consuming a Natural Order pear of a differing alignment causes 1d6 hit points of damage to the consumer. Besides these traits, a Natural Order pear appears exactly as a normal pear. It is speculated that these pears only



grow after many generations of normal pear trees are raised by groups of a particular alignment.

Saintflesh Mango: Saintflesh mangos are the result of a regular mango seed planted over the grave of a saint. To all appearances, a Saintflesh mango is the same as a typical mango and comes in as many different shapes and varieties. The difference is only apparent when they the fruit are cut. First, the fruit seems to bleed as if it was mammalian instead of a fruit, and secondly, it is a powerful cure-all against all sorts of ailments when eaten. The flesh isn't sweet, instead it is very bitter, and when an entire fruit is consumed it allows the consumer an additional save against any ailment to resist the ailment's effect and/or to remove the ailment. Needless to say, Saintflesh mangos are very rare, even rarer than saints, and they are usually heavily guarded by the religious organization to which the saint belonged.

Snowline Apple: This apple tree grows far and above where any tree should naturally grow and its fruit seems practically immune to cold—not freezing under the direst of temperatures. It is extremely small, more of a bush than a tree, and its fruit is proportional to its size. The fruit is sweet and nutritious. This, in and of itself, would be enough of a reason to list Snowline apples as an important magical fruit tree, but their benefits do not end there. When ingested, Snowline apples remove any negative effects due altitude sickness and “re-calibrate” the ingester's system to the altitude in which the apple was consumed. The yak cultures of the high plateau make extensive use of Snowline apples, allowing their yaks to descend greater distances while on trade caravan.

Common Racial Foods

Dwarven Meals

Arcus: Giant cave scorpion, served like lobster in a heavy mushroom and root sauce. Cost: 3 sp.

Great Deep Eel: Plucked from underground rivers, served raw over ice. Cost: 3 cp.

Hammerfall Tartar: Thin strip steaks that have cooked on the ambient heat of a dwarven anvil for days, tenderized by repeated mallet strikes. Served with mushrooms and potatoes. Cost: 7 gp.

Kimmer's Gruel: Mushroom and lichen porridge flavored with underground herbs and spices. Cost: 1 cp.

Marphat: Large potatoes stuffed with shredded meat, deep fried in pork fat. Cost: 1 sp.

Poor Dwarf Cave Beef: Mashed and fried bits of bats, insectoids, and cave fish. Cost: 2 cp.

Raldorf Beer Bread: Thick black bread baked with dwarven beer. Often served with potato soup or turnip borscht. Cost: 1 gp

Stone Cake Mushrooms (Dwarven): These mushrooms are nourished by the magically infused runoff of hundreds of subterranean streams and are distinctive for both their unique taste and more unique appearance. Covered by a hard mineral carapace (composed mostly of salt, calcium and lime) are generally believed to be nothing more than a slightly irregular rock formation by most surface dwelling subterranean ‘tourists’. Even after it's been boiled to soften its shell, these mushrooms aren't an appetizing dinner prospect; they are incredibly tough and stringy, and salty as the ocean. However, stone cake mushrooms make excellent, nutritious (if despised)

travel rations because when properly prepared they can last till the end of time. Cost: 2 cp.

Tar Kum: Cthlhuthid brain mash served with a thick helping of irony, over sautéed mushrooms. Cost: 6 gp.

Elvish Meals

Bellio: Ground squirrel, roasted over an open fire, garnished with local mosses. Served only in the fall and winter. Cost: 1 cp.

Dininia: Thin strips of lightly seasoned white fish, served in a spring water broth with honey. Cost: 1 gp.

Ganda: Wild jungle fruits with a pear-like taste, served over roasted acorns. Cost: 1 cp.

Helicos: Roasted sunflower heart, served in a honey glaze, a favorite dish of elves near the plains. Cost: 2 gp

Samtul (Elven): Samtul is the unleavened elvish bread that sustained the Gentilli-mons Garrison during the Siege of Circudus and is legendary among elvish warriors. Eating the bread leaves the mouth unpleasantly dry and sets the heart racing, but fires a soldier's courage. Creatures eating samtul are granted a +1 bonus to morale checks for up to 4 hours after eating the flat bread. Cost: 10 gp.

Xipatha: Raw frog or river eel, served in a bowl of assorted nuts and seeds. Cost: 1 cp.

Gnomish Meals

Bug surprise: An assortment of seasonal insects served according to the whim of the chef. Sometimes alive, sometimes dead, sometimes even cooked. Cost: 1 cp.

Copo: Shredded fish, wine, and berries wrapped in honeybread. Cost: 1 cp.

Manta Wing Bisque: A favorite coastal soup, a manta's fin is mixed with butter and garlic to make a delicious broth. Cost: 1 sp

Pepper Chick: Shredded chicken or turkey, stuffed with peppers, basted with good gnomish mustard, and served wrapped in leaves. Cost: 2 cp.

The Pigeon at Nest (Gnomish): Most gnomish bird dishes are served 'at nest', as shredded bits of meat wrapped in a large flat bread, stuffed with cold cheeses and bits of fruit and grain. The pigeon, when caught, is a symbol of good fortune to the little humanoids, and when incorporated into a meal, grants the diner a 50% chance of rerolling any natural 1 on a saving throw or attack roll within 4 hours of eating the dish. Cost: 10 gp.

Piles: Dozens of tiny cookies, softened in chicken broth, served wrapped in a cup of woven sweet grass. Cost: 3 cp.

Raindough: A thick lump of fried dough baked using rainwater, stuffed with a few mouthfuls of various odd meats. Cost: 1 cp

Welk: Shish-ke-bob consisting of chunks of catfish, river eel, large dragonfly, marsh roots, and vegetables. Cost: 2 cp.

Halfling Meals

Dinoshae's Paws: Monkey paws are sautéed, basted with fruit jellies and served with stuffing Cost: 1 sp.

Greensome: Traditional halfling salad. A mix of greens, mushrooms, dried herbs, four kinds of cheeses, and up to 7 oils. Cost: 1 gp.

Hard Berries: Popular halfling treat consisting of blueberries, cranberries and similar fruits within a hardened shell of maple sap. Cost: 4 cp.

Mandilar Pinch Soup: Small pinches of fine tobacco are sprinkled onto this corn soup, considered among halflings to spark the appetite. Cost: 1 cp.

Manfred Giles' Pecan Tort: A favorite desert, a fist-sized pie baked with pecans, walnuts, and sweetened milk. Cost: 2 cp.

Puzzle Pie (Halfling): Served as a treat to inquisitive halfling children, puzzle pie is one of the most difficult pastries in the world to prepare. Several different cakes and pies, of varying but equally delightful flavors are baked and molded into intricate geometric shapes. Either in the oven, or after they are iced, the separate pieces are fitted together, like a meticulously designed puzzle, to form the puzzle pie's final configuration. Puzzle Pies are commonly shaped like stars, religious symbols, crude caricatures of famous halflings, or geometric shapes, and are decorated in a bewildering array of colors. The best puzzle pies also hold "secret" compartments made from frosting concealing candies or inexpensive toys. Some sages speculate this traditional meal is the reason for halflings' natural bonus to finding traps, but such has never been proven. Cost: 1 sp.

Questors' Brill: Multiply-folded Halfling pastry, laden with sugar and cinnamon, and stuffed with peaches or apples Cost: 1 sp.

After Dinner Pipe

What's more enjoyable than a relaxing puff after a grand meal? Nothing that I know of, that's for certain. Keep in mind that pipes are almost infinitely customizable and can cost much more than the examples given below. They can feature anything from gems and metalwork to elaborate carvings and scrimshaw. The cost for all tobacco is per pound and the price for all pipes is per pipe. For more elaborate pipes without gems or other truly precious materials, simply double (or treble) the listed price.

Briar Pipe: This is perhaps the most common type of pipe there is and is found in virtually all the lands. It can be of almost infinite size and infinite variety, although it always conforms to basic pipe design. This is the pipe most associated with humans, halflings, and gnomes, and it can be anything from a plain pipe to one heavily decorated. Cost: 1 sp - 10 gp.

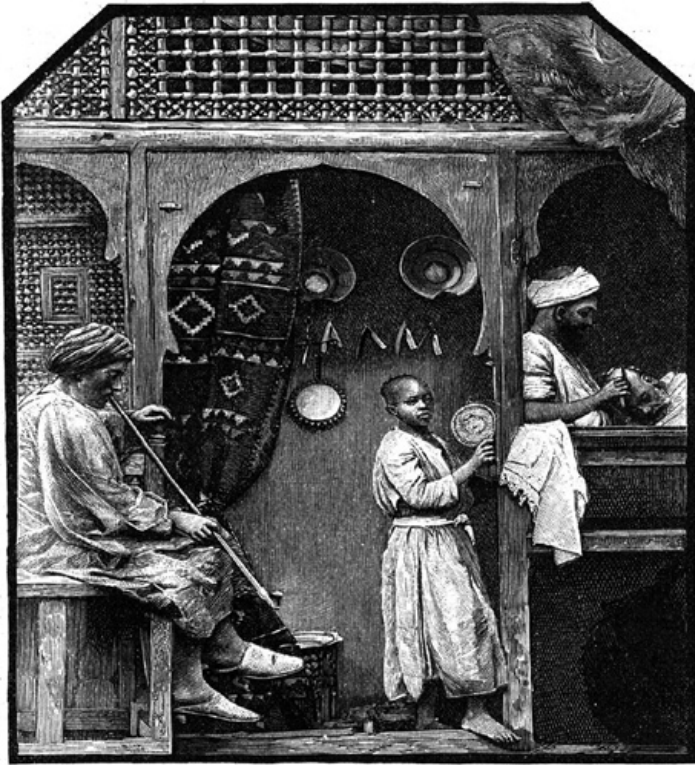
Clay Pipe: The pipe for those on a budget, a clay pipe is usually just a clay bowl and stem that are fashioned as one unit; they are rarely decorated. Cost: 1 cp - 1 sp.

Forge Spark: A dwarven tobacco, this one is quite harsh and has an underlying metallic taste. Cost: 5 sp.

Hearthfire: A fine halfling blend that produces a pleasantly smooth and relaxed smoke with a hint of aged wood underlying it all. Cost: 1 gp.

Mad Wizard: A relatively spicy gnome blend that was supposedly smoked by the mad wizard Thystar. Its smell tends to remind one of old and musty books. Cost: 4 sp.

Memory: This excellent gnomish blend, whose processing is kept a strict secret, is one of the most sought-after tobaccos. It produces a very mellow



smoke that conjures up pleasant memories from those who are near it. Cost: 5 gp.

Mountain Mist: This dwarven blend is named for the resemblance its smoke supposedly bears to the mist found in the mountain valleys on cold mornings. It is a very harsh and bitter blend that few people besides dwarves care to smoke or be near. Cost: 7 sp.

Nose Pipe: First encountered in human lands, a nose pipe features a long stem and large bowl. The stem is the most peculiar part, as instead of the usual mouthpiece it features a split opening designed to fit into a nostril. Such pipes tend to be made from anything imaginable and available including bone and clay and the quality of the smoke suffers accordingly. Cost: 1 cp - 1 sp.

Old Stoutfoot: A fine halfling blend that produces a thick but pleasant smoke faintly redolent of spices. Cost: 2 sp.

Pipe O' The Rock: A favorite among dwarves, this pipe's bowl is made of volcanic stone while its stem is usually made of amber. The stone is intended to provide the filter effect that the wood in a briar pipe does, but it is not nearly as effective and as a result this pipe delivers a very potent and acrid smoke. These pipes are usually highly polished, but have little decoration beyond the occasional precious metal inlay. Cost: 2 gp - 10 gp.

Poor Bastard: This is a generic term for any number of lowgrade tobaccos that are the exclusive province of the poor and those down on their luck. You get what you pay for here. Cost: 1 cp.

Seafoam (Meerschaum) Pipe: This pipe is made of white clay that is often found near regions bordering warm waters. It is a favorite of sailors in such regions and tends to feature a small bowl with a long stem. Cost: 2 sp - 8 gp.

Springtime Glade: This elven tobacco is redolent of the smells to be found among the springtime. It is a mild and pleasant smoke, but only a true connoisseur can pick out all the underlying flower smells. Cost: 1 gp.

Summer Meadow: An elven blend that produces a warm and rich smoke with a hint of wood and grassy undertones. Cost: 2 sp.

Woodlands Pipe: This pipe is of elven manufacture and is usually made from the walnut tree. Such a pipe tends to be delicate piece, with a thin bowl and stem and is not considered to be well suited to adventure travel. Woodlands pipes tend to feature carvings of such images as trees and the animals within them and many are fantastic pieces of art. Cost: 2 gp - 15 gp.

Alcoholic Drinks

Well perhaps I lied. If there's anything better than a good pipe, it's a good drink. Below you'll find a short collection of alcoholic drinks for public consumption.

Alwyr Red: A sweet elven desert wine, brewed by a reclusive clan of elves. It tastes strongly of cherries. Cost: 8 cp.

Dwarven Peat Beer: So named for its thick consistency and dark taste, is one of the most potent beers known to man. While not as strong as the famed Dwarf spirits, Peat Beer has a small contingent of devotees who have come to appreciate its earthy taste. Cost: 2 sp.

Dwarf Spirits: A drink famous on hundreds of worlds for its strength, Dwarf Spirits are, perhaps, the strongest drink around. One drink has been known to tip a man over, and dwarves pride themselves on their superior constitution and ability to drink these spirits. Cost: 3 gp.

Fyana Flight: An elven beer, light and easy to drink in large quantities. Those unused to drinking it find its taste very dry. Cost: 1.2 sp.

Gellfein Pale: A wine fermented by merfolk using a unique type of sea-weed. The wine's texture is murky and green, and its taste is quite heavy. Many surface folk liken it to drinking grass. Cost: 1 sp.

Ginglebarney Walnut Stout: A thick, dark beer flavoured by walnuts. It is produced by the Ginglebarney Brewery, headed by a clan of gnomes known for their ability to drink copious amounts of beer. Cost: 1 sp.

Goblin Ichor Wine: Made by tribes of goblins who live in the Howling Caves to the north. The wine's unique taste is created by fermenting a breed of underground grape with the poisonous ichor of a giant centipede. Cost: 1gp.

Rumblekin Mead: The product of the Rumblekin Halfling clan. The honey for their mead is gathered from the hives of specially trained giant bees, and is known to have a strong and heady taste. Cost: 2 sp.

Ursahk's Dark Wine: The first foray attempt of the famed half-Orc brewer Ursahk into the creation of wines. While his ale is known to be among the world's best, the taste of this wine is not considered a success by any race except, strangely, the elves. Cost: 1 sp.

New Food-Related Spell

Extra Portion

Divine Conjunction

Level: Cleric 1

Range: Touch

Duration: 1 day; see text

Area of Effect: 1 man-sized portion/level.

Components: V, S

Casting Time: 1 turn

Saving Throw: None

This spell can be cast on an existing portion of food, anything from a single piece of bread to a complete one-course meal, to create exact duplicates of that

portion of food. The duplicate food is the same as the original in all respects including flavor, amount, warmth, cooked or raw, etc. The spell will not duplicate any special effects that the food might have, such as food created by the *heroes' feast* spell, although it will duplicate anything that has been added to enhance the flavor of the food including spices and seasonings, but not poison. The duplicate portions appear in the immediate vicinity of the original portion. Note that only the food is created, not anything to hold the food with. The food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours through the casting of a *purify food and drink* spell on it. It is up to the GM whether this spell will also work on liquids such as water or wine; each casting will only duplicate either food or liquid, never both.

New Magic Items

Flavor-All: This small pouch of multi-colored granules is able to mask the flavor of the food it is sprinkled on by changing the taste to one pleasant to the creature that is eating the food. It is often used to change the taste of food that a creature would otherwise find offensive. Note that the flavor the creature tastes has nothing to do with the actual type of food being consumed. Thus an elf could be eating burnt hyena and taste warm ginger bread instead. Any creature that so desires can make a save vs. spells to get the actual taste of what it is consuming. A pouch of flavor-all can alter the taste of ten meals for a man-sized creature. **Experience Point Value:** 100 **G. P. Value:** 1,000.

Stew Cooker: Upon command the interior of this cast-iron pot self-heats to the maximum temperature within 1 round; a second command shuts the cooker off. The interior of the pot heats up to a maximum of 220 degrees, enough to boil water and cook stews or soup. The cooker can produce enough soup to feed a meal to 10 man-sized creatures. Except for the fact that it heats almost instantly and without an external heat source, the stew cooker otherwise acts as a normal pot which means that its internal and external surfaces become as hot as the liquid and, as a result, the pot requires the appropriate amount of time to cool before

it is ready for transport. Creatures making significant contact with the pot while it is hot suffer 1d2 points of damage from the heat. **Experience Point Value:** 500 **G. P. Value:** 2,500.

Trencher of Feasting: Upon command this sturdy wooden trencher (three feet long and one foot wide) duplicates any food placed upon it, filling itself with exact copies of the original food. The trencher duplicates only food and the food to be duplicated must be on the trencher prior to the use of the command; items placed on after the command has been uttered are not duplicated.

The food to be replicated must be adequate for one human for one meal in which case the trencher will replicate it five times, which is enough to feed six humans one meal including the original portion. If a greater portion is used then the amount replicated will only be enough to feed six humans for one meal; placing an ogre's portion on the trencher does not produce enough food to feed six ogres. Note that the maximum number of replicated portions is five, so if a halfling's portion is placed on the trencher than five additional small portions will be created, or enough to feed three humans for one meal. The trencher can be used once every 24 hours. **Experience Point Value:** 1,000 **G. P. Value:** 6,000.

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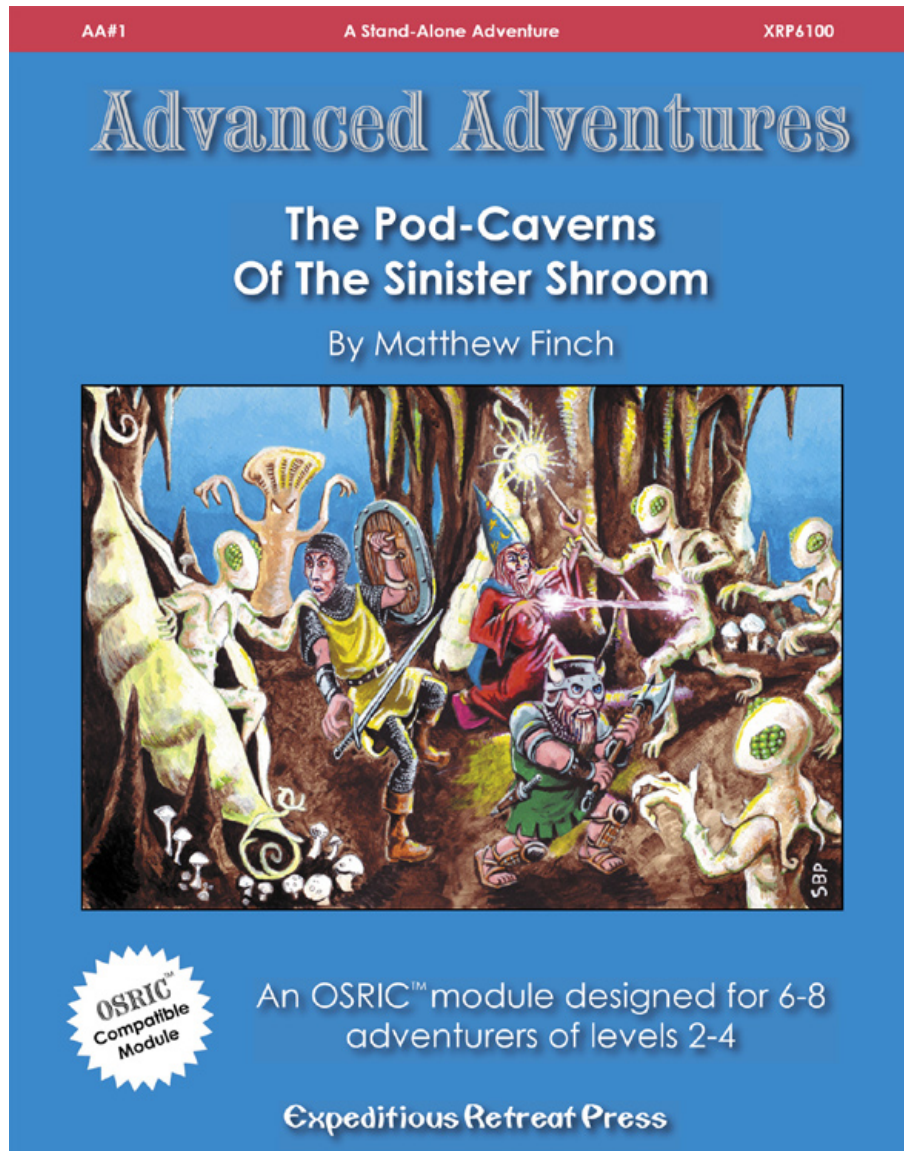
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Advanced Adventures Are Upon Us!



Strange doings are underfoot in the wild hills bordering the realm of decent and civilized folks. Villagers and cattle have gone missing; woodcutters have disappeared; misshapen beings have been seen shuffling through the forests. Some brave villagers have tracked a group of stolen oxen as far as the rocky banks of a small river in the hills. The trail disappeared down into a fissure in the limestone rock, where a fast-running stream plunges down to the dark caverns below. Gird your loins, stand behind the dwarf, and get ready to face The Pod-Caverns of the Sinister Shroom!

This module includes 16 adventure-packed pages, complete with detailed maps and descriptions, forming a ready-made adventure.

If you enjoy this adventure, look for future releases in the **Advanced Adventures** line from Expeditious Retreat Press.

Coming to Print in September, 2006!