

WORM SKIN



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with original illustrations by



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Wormskin—Issue Two

This issue focuses on a specific corner of the monster haunted forest called Dolmenwood: the region which lies to the south of Lake Longmere and to the west of the River Hameth, known to men since ancient days as the *High Wold*. The character of this region is divulged, along with game-ready descriptions of the contents (and monstrous denizens) of a cluster of seven hexes on the campaign map (see *Wormskin* issue one)—those around the village of Lankshorn, on the verge of the forest.

Material in *Wormskin* is designed for use with B/X, *Labyrinth Lord*, and other old-school adventure games.

A note on treasures: Monster hoards are listed with the B/X treasure type (a letter code from A-V) followed by the equivalent *Labyrinth Lord* hoard class (a Roman numeral, from I-XXII). A descriptor is also listed for some hoards; these hoard variants will be discussed in a future issue of *Wormskin*.

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Eat the Heart.

Common Tavern Fare

At the end of a hard day's adventuring, what band of wandering ne'er-dowells does not relish the return to the comforts of home—even if "home" be the weatherbeaten, rustic hospitality of temporary lodgings beneath the eaves of Dolmenwood. For, even in the tangled depths of the wood, inns, taverns, and public houses may still be found.

When adventurers pay visit to such an establishment, the referee may wish to summarise the ensuing events with a simple statement that the night passes in safety, setting the characters back such-and-such an amount of coin. At other times, the referee may prefer to play out some of the opportunities presented by a public gathering place: chance meetings, bartering and conniving, tavern brawls, acquiring the services of hirelings, and so on. The following table may serve, in such situations, to add flavour to the proceedings by detailing the culinary offerings provided by the guest-houses of Dolmenwood.

As with all of the d30 "generator" tables in *Wormskin*, the table can be used in two ways. A quick roll of 1d30 generates a meal by reading across the columns. Alternatively, a separate d30 roll may be made on each column, for a greater range of possible combinations. Each meal costs 1d6sp per serving.



Common Tavern Fare (1d6sp)

d30	Main	Form	With
1	Amethyst orb (mushroom)	Roast	Larks' tongues
2	Artichoke	Soup	Lard dumplings
3	Bishop's hard (cheese)	Pudding	Ale gravy
4	Blackbird	Braised	Pickled onion
5	Boar chop	Baked	Buckwheat grits
6	Bogswine sausage	Boiled	Buttery mash
7	Butter beans	Aged	Minty peas
8	Chestnut	Broth	Blood pudding
9	Chicken wing	Pickled	Bubble & squeak
10	Eel	Sandwich	Mallow and butterbur
11	Giant puffball mushroom	Marinated	Blackberry jam
12	Goat's tongue	Spit-roast	String beans
13	Hameth sprat	Pastie	Parsnips and burdock
14	Hen's eggs	Smoked	Garlic butter
15	Lamb's kidney	Sugared	Button mushrooms
16	Loch trout	Breaded	Apple sauce
17	Mutton	Dried	Cinnamon sauce
18	Pike head	Stuffed	Boiled nettles
19	Pork shank	Crumble	Beech nuts
20	Pumpkin	Grilled	Roast tatties
21	Rabbit	Battered	Vinegared oak leaves
22	Red cabbage	Jellied	Mugwort greens
23	Rosy apple	Fry-up	Ewe's milk
24	Ruddy chad (cheese)	Steamed	Codswallop
25	Snails	Fermented	Whipped cream
26	Sparrow brain	Pie	Congeaed pork dripping
27	Squirrel heart	Gruel	Pickled eggs
28	Stag rump	Stew	Fried leek
29	Stankton blue (cheese)	Roll	Forest shoots
30	Turkey giblets	Porridge	Custard

Psychedelic Compounds

The glades, soils, roots, and waters of Dolmenwood are infused with magical energies of many different origins. Fairy roads and ley lines, sacred groves and standing stones, abandoned chapels and abbeys, wizard-warped dominions—all lend their unique supernatural character to the wood. (That is even before one considers the chaotic strangeness leaked into the land by the beast Atanuwe¹, in recent centuries.)

All of these factors combined, Dolmenwood is a weird place. It is not surprising, therefore, that the plants and animals which grow and breed there, steeped in this abnormality, are eminently suited for use in concoctions of alchemy, potion-craft, witchery, and mind-alteration. Indeed, many practitioners of esoteric chemistry are attracted to the region for precisely this reason, locating their laboratories and workshops within the forest's bounds for easy access to the bounty of unusual ingredients which grow there.

One result of this is the profusion of mind-altering substances which are distilled in Dolmenwood and its immediate surrounds. Some were invented by design while others were originally the result of accidents—magical or alchemical experiments gone awry, but producing some interesting compound as an unexpected result. This article presents a table detailing some of the most commonly found psychoactive compounds in Dolmenwood. The table may be used in two ways:

- As a single-roll, d30 table, with each numbered row describing a well-known (and perhaps infamous) compound. This is the usual (and quickest) way of using the table.
- As a multiple-roll psychedelics generator, allowing the creation of unique, new compounds by rolling once in each column, ignoring the first (“slang name”).

¹ A petty trickster deity in nine-legged unicorn-form, squatting in Dolmenwood and leaking its psychic sludge into the roots of the forest. The origins of Atanuwe are obscure and its name and identity are known to few mortals, though its influence is felt (whether consciously or not) by all who step foot into the wood. The beast and its doings in the wood are of great interest to those who concern themselves with arcane matters—the secretive Drune and the sorceress Ygraine, for example.