

Wormfood

SURVIVING THE AGE OF WORMS ADVENTURE PATH

While the pages of *DUNGEON* magazine present everything a DM needs to run the Age of Worms Adventure Path, every month *DRAGON* gives the players of that—or any other campaign—tools to enhance their gaming experience.

Nearly every adventurer's career relies greatly on trade, the buying and selling that makes up the preparation for any adventure and the payoff afterward. Diamond Lake, the starting town of the Age of Worms Adventure Path, affords PCs a wealth of distinctive opportunities for such business. The goods presented here are representative of those that might be found in Diamond Lake or any other mining community and serve as examples of items that help to make a setting truly unique.

THE BASICS

Someone has to keep the folk of Diamond Lake supplied in their daily ventures—legitimate or otherwise—and Taggin, owner of the town's largest general store, gladly provides... regardless of the cost to his customers.

Despite the town's lawlessness, most of Diamond Lake's people share the same wants and needs as those of any other small community. Yet, being a mining town first and foremost, certain goods—rare in other settlements—are readily found here among more standard supplies.

Those shopping about Diamond Lake should have little trouble finding any common piece of adventuring gear, special substance, or tool described in the *Player's Handbook*, as long as it costs less than 40 gp. Arms and armor are also available, although the prices of these rarely rise above 200 gp. While it's unlikely that the general store would carry such warlike wares, The Captain's Blade, Venelle's, and other vendors detailed in "Backdrop: Diamond Lake" in *DUNGEON* #124 do. Rarer items (like thunderstones or hourglasses) also aren't readily available from the general

store but nearly anything can be imported from the nearby Free City. The transit of such items commonly takes at least a week, but there is rarely an additional mark-up. Items uncommon even in the Free City, such as poisons, spell components, and special materials (like cold iron), can be requested, but include at least a 15% up-charge.

Besides the basic supplies, numerous mining-related items from the *Arms and Equipment Guide* regularly appear in the shops and stalls of Diamond Lake. Most notable among these goods are assenders/sliders, fog-cutter lanterns, folding saws, mess kits, metal tongs, percolators, pulleys, tarps, and winches. Some alchemical items might also be available, such as stone-breaker acid, clearbreath, longbreath, and vermin bane, but at prices 20% higher than those listed.

Numerous items unique to Diamond Lake, or towns like it, also regularly appear scattered amid the more common staples and supplies:

Breathing Masks: To avoid the hacking conclusion of black lung or grinders disease, many miners wear breathing masks: cloth face and nose covers filled with linen strips and thick leaves, tied behind the head with a leather strap. Wearing a breathing mask provides a +1 circumstance bonus on saves made against inhaled poisons. Diamond Lake's general store provides breathing masks, as do several of the mine managers—the more heartless of them charging an exorbitant price.

Canaries: An infamous ever-tweeting feature of Taggin's general store also affords miners some comfort in their daily labors. An over-packed, 6-foot cube of chicken wire and twigs contains a heavily-ruffled flock of canaries. Taggin maintains a firm policy of charging customers not merely for the birds they intend to purchase, but for every canary they release from the cage. Canaries possess the same statistics as thrushes (found on page 203 of the *DUNGEON MASTER's Guide*), except that their Constitution scores are merely 1 and thus their Fortitude saves are made at a -3 penalty. Miners regularly carry canaries in small cages into the mines with them, hoping that



any poisons in the air affect their bird first and warn them of danger.

Maps: Characters interested in obtaining maps of Diamond Lake or the surrounding area might purchase them from the garrison's Chief Cartographer, Dietrik Cicaeda, for 5 sp. Dietrik also possesses maps of greater detail, noting ownership and the boundaries between land claims dating back nearly 80 years. He might be convinced to make copies of these originals or sell his backup copies for 2 gp.

Mining Helmet: These metal skull-caps have slight brims and tiny lanterns affixed to the fronts. Such helmets

provide wearers with a +1 armor bonus against falling rocks (such as from the traps detailed in Chapter 2 of the *DUNGEON MASTER's Guide*). These helmets only aid a character's Armor Class in the case of falling rocks and otherwise do not affect AC. The lantern on a miner's helmet sheds bright illumination to a radius of 10 feet, shadowy illumination to a radius of 20 feet, and lasts 8 hours per pint of oil.

Mining Outfit: Miners require sturdy clothing capable of protecting them from the bumps and jostles of their daily labor. To supply them, Diamond Lake's general store offers mining

outfits for 3 gp. These sets of clothing include a padded shirt, thick pants, a leather poncholike over-tunic, a wide-brimmed leather hat, and a pair of simple goggles.

Pickaxe: Crashing and clapping as they chip away at rock and iron within sweltering mines, pickaxes hardly make useful weapons. Top-heavy and unwieldy, these crude tools are a far cry from the heavy and light picks crafted for military purposes (detailed in the *Player's Handbook*). When used as a weapon, treat a pickaxe as a heavy pick with a -2 penalty on attack rolls.

GOODS IN DIAMOND LAKE

Item	Cost	Weight
Birdcage, small	20 sp	1 lb.
Breathing Mask	6 gp	1/2 lb.
Canary	1 sp	—
Diamond water elixir	40 gp	—
Miner's Hat	1 gp	1 lb.
Miner's Outfit	3 gp	6 lb.
Pickaxe	8 gp	6 lb.
Rockhammer	6 gp	10 lb.
Smelling salts	20 gp	—

Rockhammer: Little more than chunks of pig-iron affixed to splintering shafts, rockhammers serve miners in breaking apart and molding dense rocks and metals. When put to use on more mobile targets these massive hammers prove incredibly awkward, yet provide passingly destructive effects to warrant their occasional use as weapons. When used as a weapon, treat a rockhammer as a warhammer with a -2 penalty on attack rolls.

SPECIAL GOODS

Amid tides of booze and cloying, aphrodisiac perfumes, the harlots and hucksters of Diamond Lake's most popular saloon, Zalambda's Emporium, cater to both their guests' dreams and nightmares.

While Taggin's general store provides the folk of Diamond Lake with the best in dried food and mine fashion, the Emporium and other specialty stores cater to more discerning and colorful tastes.

Diamond Water Elixir: An herbal remedy made from local vegetation, salts from the mines, and Diamond Lake's tainted water, this concoction is meant to help cure illness. Local sayings about the medicine rightly claim that drinkers "will feel a lot worse before they feel any better." Despite its name, diamond water elixir is a cloudy brownish mixture. Characters who imbibe a flask of diamond water elixir recover 2 points lost to ability score damage (instead of the usual 1) for that day. However, the user is sickened for 24 hours after consuming this drought. Diamond water elixir is most readily available from the Church of St. Cuthbert, the Bronzewood

Lodge, the sage Allustan, or Purple Prose from the Midnight Salute (at double the usual price).

Smelling Salts: Usually contained in small pouches or vials, a few pinches of these acrid white crystals aid in rousing the unconscious. When waved under the nose of a character who has been reduced to negative hit points but is stable, the character may immediately make a percentile roll to become conscious. Normally, the chance of regaining consciousness is only 10%, but when using smelling salts the chance is raised to 30%. Smelling salts can be purchased in Diamond Lake from Benazel the Alchemist or from any inn, restaurant, or tavern keeper for a 20% higher price.

ILLICIT GOODS

Only Diamond Lake's most desperate drink, smoke, and snort at the Feral Dog, where tabs are often settled by picking the pockets of the dead.

From the Midnight Salute to the Feral Dog, pleasures both exotic and gross are mere gold pieces away. Those interested in incorporating these elements into their game should see the *Book of Vile Darkness* and the article "Drunkards & Flagons" in this issue.

Diamond Water Ale: Created and distilled in much the same way as diamond water elixir, this thick, muddy ale has a chokingly hoppy taste (usually riddled with crunchy bits from its imperfect brewing process). Drinking a pint of diamond water ale requires a DC 12 Fortitude save, with those who fail becoming sickened. Sickened drinkers become nauseated, while nauseated

FOR DMS

From the ship-swappers and parrot vendors of seaside towns to the carriage makers and personal jewelers of the most bustling cities, a settlement's merchandise sets a theme faster than any other description. DMs interested in establishing a location as special or unique should consider offering players a variety of unique goods, just as this article does for a typical mining town.

DMs using Diamond Lake or creating a similar community might also want to incorporate minor magic items into the stocks of the town vendors. Being a relatively poor community, only the most minor magic should be available, such as magic items that cost no more than 1,500 gp. DMs should also consider that just because a shop advertises magical goods doesn't mean that an unscrupulous merchant actually sells extraordinary merchandise.

drinkers fall unconscious for 1d6 hours. Craft (alchemy) DC: 14. Cost: 8 sp.

Kalamanthis: Perhaps one of Diamond Lake's most notorious claims to fame—a considerable statement—is the plant kalamanthis. A potent narcotic cultivated by the monks of the Twilight Monastery outside Diamond Lake, parts of the kalamanthis plant can be prepared and used in three separate ways: the raw root can be chewed, the leaf can be dried and smoked, and the sap can be boiled into a concentrated paste and injected. Kalamanthis is more thoroughly detailed in the online supplement "Age of Worms Overload," found at paizo.com.

Miner's Milk: A syrupy whiskey brewed in several makeshift stills behind the Thirsty Gar, local workers exaggerate that a drop of miner's milk can crack stone. One shot of miner's milk requires a DC 14 Fortitude save. Those who succeed gain a +2 alchemical bonus on Fortitude saves made against poison for the next hour, while those who fail fall unconscious for 1d6 hours. Craft (alchemy) DC: 20. Cost: 5 gp. 