

# Halfling Pipeweed

No self respecting halfling is without their pipe and some good pipeweed. Any halfling may take half a day wistfully roaming unexplored territory to roll on the mundane pipeweed table. Other than standard pipeweed, these supplements must be picked wild.

## Using pipeweed

Any halfling may take an action to light their pipe provided they have some pipeweed. One dose of pipeweed will last half the day. With their pipe lit, the halfling may take an action to add a dose of medicinal herbs and experience the effects listed below.

## Halfling Pipeweed Table

Roll 3d14 +Luck +/-3 for location (Barren -3; Normal 0; Distant, magical +3)

ROLL	NAME	AMOUNT	EFFECT	DURATION	CARRIED
<22	Nothing found				
22-25	Pipeweed	2d6	None (5sp/dose in shops where halflings reside)	1/2 day	
26	Gassy Webcap	1d6	Heal 1hp	-	
27	Cape Sundew	1d5	+1 Initiative	-	
28	Sneezewort	1d3	+1 luck, non-permanent and burned first	1 turn	
29	Lentil Shanklet	1	+1 Initiative	1 day	
30	Sneezewort	1d3	+1 Sneak & hide	1 turn	
31	Whiskery Milkcap	1d6	+1 Stamina Mod/Fortitude	1 turn	
32	Turquoise Elfcup	1d6	+1 Personality Mod/Will	1 day	
33	Witches' Butter	1d6	+1 Agility mod/Reflex	1 day	
34	Snaketongue Truffleclub	1d4	Act +1	1 turn	
35	Strangler Fig	1	Detect falsehood	3 rounds	
36	Silver Torch Cactus	1	Feather fall from a great height	2 rounds	
37	Lithops	1	1d3+1 luck, non-permanent and burned first	-	
38	Hydnora	1d3	Act +1d, -2 Personality	3 turns	
39	Dragon Arum	1d3	+1d Saving throws	1 day	
40	Purple Jelly Disc	1	18 Intelligence, Act -1d	1 day	
41	Bladderwort	1	+1d All rolls	1 day	
42	Reroll 2x 1d10+30				
43	Reroll 3x 1d10+30				
44	Roll on Magical Pipeweed table				

Simply hand your player this sheet and they can track their inventory here.

