



With Regards to
the Good Folk
Upon the River

With Regards to the Good Folk Upon the River

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With Regards to the Good Folk Upon the River

In a home in the ground overlooking the river, there live Halflings. Not Halfling by choice, as that is of course a very silly name to call yourself, but Halfling because larger folk; tallfolk, came about and decided they were going to tell people what they were to be called.

So be it, let the tallfolk engage in their trials and travails, the Halflings have pursued comfort and they like that comfort very well, thank you muchly.

What follows are a set of randomizers for generating a very specific type of Halfling, namely the sort who don't much desire to leave home and pursue treasure while facing great danger; those Halflings are wander-weird, they're unpleasant, they'd just as soon get into a melee than share a pipe and a pint.

No, this supplement is not about those "heroic sorts" with their "heroic deeds" (which, let us be honest, more often than not just means a grave capacity for murdering everything they come across).

This supplement is about homely Halflings, their petty problems, their idle gossip, their comforts and what it is they might have in their pantry.

Halfling Names, Surnames, & Bynames

Halfling names, intentionally here, are meant to run the gamut of formal, informal, gender neutral and nicknames which stuck and will never come unstuck. To roll for names or for anything really, roll a number of six-sided dice as indicated. If there is an additional six-sided dice to be rolled, do so after and find your result.

Halfling Names

[3d6 + d6]

3. Waddswell / Basil / Heccabae / Mormonk / Chippy / Dott
4. Herbert / Garmbin / Amaranth / Orph / Buntie / Codswell
5. Eagleton / Poppy / Ferdibrech / Flamm / Swaggert / Moxie
6. Cleftus / Rocco / Brent / Poshie / Osric / Hamm
7. Vango / Bort / Merten / Yodd / Holman / Hilda
8. Griffin / Filli / Vann / Boswater / Essie / Jon-Jon
9. Falstaff / Menethusaleus / Mimsy / Dorgan / Poston / Duffy
10. Douce / Sussie / Morrill / Nilton / Niles / Weskie
11. Wick / Fergs / Kimbell / Birch / Ducky / Nonker
12. Morgan / Haint / Bogtenner / Cadmus / Nookert / Hale
13. Fowlie / Rimm / Tugabout / Gadfly / Mabel / Mumkiss
14. Foxwhile / Dewford / Llewelyn / Chopps / Gofford / Lovert
15. Burton / Spence / Lassiter / Gupweld / Buckle / Dukes
16. Roald / Auliffe / Trunchert / Cressidia / Danvittle / Humpert
17. Guster / Garpthelius / Ulysseus / Habs / Tuckle / Jacks
18. Duddle / Windbeam / Haggarnathy / Clemmish / Tookery / Cotter

Halfling Surnames/Family Names

[2d6 +d6]

2. Bodkins / Grunkler / Snitch / Wotthill / Roperfetch / Riverwaddle
3. Puddletoe / Ducksnatcher / Bullbagger / Lowfilcher / Fifebags / Shoveler
4. Blacktea / Milkmarmer / Redrind / Cottager / Stoops / Fudge
5. Weecleever / Nacklebrink / Shoalman / Tulips / Rockdotter / Skipper
6. Shorebopper / Bankwater / Defthills / Moundmummer / Lilt-Lilly / Ramsrouser
7. Chubber / Maggots / Junkwaif / Poppler / Badwig / Tableknockle
8. Taterspud / Cornwelcher / Longshanks / Frondsong / Slims / Bullspanker
9. Greatfrog / Loosenail / Oaken-Waller / Bundle / Swagman / Shortskimmer
10. Stonedover / Pipewater / Weedles / Snucket / Boneteeth / Leftsoles
11. Tainbearder / Rafts / Frolicker / Beedlebuck / Hobbs / Courter
12. Soggenhome / Midgewick / Bricklayer / Poorcobble / Slapfoot / Mucks

Halfling Bynames (aka Nicknames)

[2d6 + d6]

2. Scratcher / Basher / Bubbler / Stewpot / Stinkweasel / Bucklebump.
3. Songbird / Dogger / Bumtooth / Gaffer / Grampus / Fiddle-Faddle.
4. Seedchewer / Poseypicker / Badtoe / Tall'un / Lil'un / Chunks.
5. Paddler / Wrong-Angler / Boatwifer / Breadpipes / Jingles / Tinkler.

6. Preach / Teach / Hornbone / Goatlick / Tippler / Lawyer-Up.
7. Belly-Bumpus / Muleskinner / Turnips / Worm / Slugstomper / Frogger.
8. Stomper / Nimbles / Needler / Thimbles / Bad Song / Lickspit.
9. Junker / Hoarderhome / Wanderweird / Lemons / Left Foot / Fish Hook.
10. Sour / Sweetie / Honey / Shanked-Twice / Drowner / Dead Fish.
11. Fisticuffs / Bad Cream / Tissues / Thick Tea / Wrong Smoke / Boffer.
12. Hobble Hill / Moose / Stout Rider / Buttery / Bug-Bungled / Goof.

Reputation, Outfits, & Inheritance

Halflings have a lot of thoughts about one another, though much of it is just idle gossip. They tend to dress sensibly and when outsiders come to town have a penchant for dressing nicely so as to flaunt the wise ways of a comfortable life.

Nearly all Halflings have inherited something from a relative; this does not necessarily mean they enjoy that.

Reputation Among the Gossips

[3d6]

3. Bit of a nuisance, bit of a paramour. Troubles find them.
4. Allegedly whispers rude things behind closed doors.
5. Something of a cheat at games of chance.
6. Luckier than they ought to be.
7. Privileged by inheritance, something of a jerk.
8. Lacking of elegance and grace.
9. Apparently smiles at the wrong things.
10. Walks around at night, like a weirdo.
11. Lies about the size of fish, among other things.
12. Good with animals, doesn't try with people.

13. Fancies themselves a proper roustabout.
14. A failed novelist, will claim otherwise.
15. Deeply flatulent, always blames it on others.
16. Would sell their grandmarm out for a bottle of brandy.
17. Allegedly used to eat bugs when they were a child. Might Still.
18. Likely guilty of some crime, just look at them. Just look at them.

Halfling Outfits

[2d6]

2. White Linen Shirt and Black-Brown Wool Suspender Trousers.
3. Blue Brocade Jacket, Golden Floral-Patterned Vest, and Ruddy Brown Trousers.
4. Red Rainslicker with Toggles, Emerald Green Tunic, and Black Corduroy Trousers.
5. White & Red Floral Jacket with Lace Trim, White Undershirt, and White Riding Pants.
6. Blue Brocade Top with Tulip Cross Stitch Patterns, Red Pleated Slacks.
7. Forest Green Riding Jacket, Bright Green Tunic Shirt, and Acrid Yellow Trousers.
8. Earth-Toned Cardigan and Brown Farmer's Trousers.
9. Thick Plaid-Grey Waistcoat, Itchy Autumnal Workshirt and Woolen Trousers.
10. Patchwork Robe quilted from Ten Dozen Lucky Family Shirts. White Cotton Undergarments.
11. Chef's Jacket, Chef's Hat, and Bright Red Trousers with Garish Thread Patterning.
12. White-and-Black Mannish Striped Shirt, worn as Night Gown. Long Sleeping Cap.

Inherited Items

[2d6]

2. A Distant Relative's Painted Beer Stein (from some Foreign Land.)
3. Some Legal Textbooks (Hard to Decipher but Factual with Precedents.)
4. An Accurate River Almanac (Helps Chart the Floods for the next Eleventy Years.)
5. An utter gremlin of a Hound (which might surely Drop Dead any minute.)
6. The Family Pie Recipe (Worth Killing Over.)
7. A Prodigiously Sized Pumpkin (Big Enough to Feed the Whole Town, Twice Over.)
8. A Collection of Painted Spoons (A Common Gift from Grandmothers.)
9. Some vials of ink, peacock quill pens, and a stack of vellum papers (Looks Fancy.)
10. A Taxidermied Trout with a Drooping Marble Eye (Impressive in Size.)
11. An Unhealthy Amount of 300 Year Old Eggs (Two Dozen in a Nice Pickled Brine.)
12. A Debt from a Failed Lawsuit Against a Distant Relative (You have Inherited Enemies.)

Meals & Songs

Halflings are famous for their appetites, their cookery, and the little songs they sing (most often, to outsider's assumption) whilst cooking. Halflings generally have more than a single meal at their table at any given time, though solitary Halflings might see fit to only cook enough for themselves.

Though doing so is controversial as it makes a Halfling come across as standoffish by reputation, which tends to invite unwanted guests who can confirm this bias and gossip about it.



Meals at the Table

[2d6]

2. Baked pumpkin shepherd's pie, with a fat stack of crackers on the side.
3. Fatty bacon, sizzled to perfection and served with cheese stuffed peppers.
4. Cabbage stew with hearty onions, ten cloves of garlic, and coney chuck.
5. Seedy pumpernickel bagels, freshly churned salt butter, and fruit preserves.
6. Stuffed mushrooms, filled to bursting with quail meat, eel jelly, and cottage cheese.
7. Braised ox tongue, black garlic, and a hearty salad with many different colored tomatoes.
8. Mash of potatoes, red, yellow and white; served under a thick blanket of chicken gravy.
9. Towering mound of oatmeal, stacked so as to exemplify different fruit blends and sugar choices.
10. Roast pig, stuffed with cracked corn, apple slices, and russet potatoes.
11. Fried whole chicken with scallions, fresh fish chunklets, and hearty toasted breads.
12. Tomato slices on toasted bread, with dripping white cheese and bacon crumble.
13. Baked pumpkin shepherd's pie, with a fat stack of crackers on the side.

Songs Sung In Homes & Pubs

[3d6]

3. *Bogun's Bellyache* - A bawdy tune about tricking a ghoulish figure into eating rocks. Popular among children.
4. *Taxman-Axeman* - A topical song in which the singers bemoan landlords and others who profit off their labors unfairly, has a somewhat menacing tone.
5. *Upon the River's Bounty* - A marching song, sometimes used when rowing, generally optimistic in tone.

6. *Lilacs and Lilies* - A torch song about infatuation with an individual with different sexual preferences, generally regarded to only be sung in poor taste, ironically, or when drunk and belligerent.
7. *From the Bottom of My Beer* - A topical song about the issues of balancing work, leisure, and social relationships in our modern age (allegedly, originated centuries back).
8. *Eels Begotten* - A river shanty concerning hard rowing and stagnant waters, as if the water was begotten by a swarm of great, wriggling eels.
9. *Shrive The Sinners* - A melismatic shanty about justice desired, sung generally regarding tallfolk who cannot easily be brought to terms for their crimes.
10. *Smoke & Mirrors* - A ballad about the reflective nature of pipe weed, the subtleties lost on those uninitiated in the art.
11. *A Long Day's Passing* - A field holler, about the monotony of the day and the cool unknown comfort of night.
12. *The Cat and the Rat and Bobberbrack's Hat* - A trinkliedier telling the outlandish story of why the singers are drunk.
13. *Elfmaiden's Ferry* - A call-and-response song, generally sung while plying the river, regarding outlandish things the crew claims to see.
14. *If I Die Standing (Bury Me in My Chair)* - A work song about a day that won't seem to end and a desire to enjoy homely comforts.
15. *Mother's Painted Spoons* - A cradle song wherein a child is bribed by various painted spoons so as to not need to venture beyond the estate, save for in dreamlands.
16. *The Rascal* - A torch song about loving those wild enough to venture beyond Halfling lands.
17. *Ants & Havoc!* - A jaunty trinkliedier in which singers mock the various petty issues in their life.
18. *Never (Anywhere Else But Here)* - A love song about home and hearth, vows renewed.

Notable Home Features & Pantries

Most, if not all, Halfling homes of note are built into the side of hills. Such homes are sprawling, passed down from elder to child since the days of yore when the riverside was first settled. Not all homes are alike; some possess notable characteristics worthy of note.

All homes do, however, possess a fine pantry which contains the best of foods and drinks; brought out only on special occasion.

Notable Home Features

[2d6]

2. Has a woodworking workshop where many projects languish in dust.
3. Possesses as a dusty library of ancient tomes and almanacs.
4. Has a sunken lounge built around a great hearth, bit of a tripping hazard.
5. Has a multi-faceted pantry, so as to hide the most good stuff from the merely good stuff.
6. Has a twisting spiral staircase which leads into an observatory loft.
7. Possesses both a private office for writing and a separate private office for reading.
8. Has a welcoming nook, ironically meant to keep guests out of the house proper.
9. Has a greenhouse room where flowers bloom year round.
10. Has a deeply-delved root cellar, where mycology projects are performed to some success.
11. Possesses a smoking parlor with plush, mannish-sized chairs.
12. Possesses a long, deep closet so as to house the entire extended family tree; plus guests.

Items Found Within the Pantry

[3d6]

3. Blood Pudding Sausages, Aged in a Cask for 60 Years.
4. Lemony Seed Cake, with Freshly Whipped Crème.
5. Bitter and Oaky Coffee Beans.
6. Honeyed Shortbread Biscuits, Buttery and Flaky. In a decorative tin.
7. Plump Peach Preserves, jarred in a Rich Honey Sauce.
8. Floral-Shaped Sugar Cookies, with Blueberry-tinged Frostings.
9. Pitcher of Rich, Hearty, Buttermilk.
10. Smoked Pork Brisket, which glistens with sweetness.
11. Firkin of Cranberry Mead with Juniper Berry accents.
12. Cask of Elfland Wine, Bittersweet. An acquired taste.
13. Frosted Pound Cake, coated in Sweet Crème and Raspberries.
14. Plum Rum Heavies, with Chocolate Chunks and Currants.
15. Buttered Salmon, slow-cooked to perfection.
16. Candied Lemon Rinds and Sugar Ribbons. In a nice glass jar.
17. Bushel of Apple Hand Pies, covering a variety of different types; both fruit and crusts.
18. Artisanal Tea Eggs kept in a lovely clayware jug with a painted topper.



Regarding Pipes

The smoking of pipeweed is a favored pastime of Halflings, and though a proper cataloguing of their favored blends has its place (and is certainly spoken of by other scholars), what is often ignored is the artisan on display in their pipecraft.

Pipe Construction Material

[2d6]

- | | |
|---------------------|---------------|
| 2. Dried Gourd. | 8. Mahogany. |
| 3. Meerschaum Clay. | 9. Briar. |
| 4. Corncob. | 10. Oak. |
| 5. Porcelain. | 11. Rosewood. |
| 6. Beechwood. | 12. Maple. |
| 7. Ebony. | |

Pipe Style Construction

[3d6]

3. An apple bowl Egg-style pipe.
4. A billiard bowl pipe in the Oom-Paul style.
5. A billiard bowl pipe in the Chimney style.
6. A traditional bulldog pipe.
7. A calabash pipe with a notably conical bowl.
8. A lumberman pipe with a notably carved saddle stem.
9. A skater pipe with a pointed edge to its bowl.
10. A freehanded horn-carved pipe.
11. A bulbous, freehanded blowfish pipe.
12. A tapered oliphant pipe.
13. A girthy sitter pipe.
14. A knobular cavalier pipe.
15. A long-stemmed church warden pipe.
16. A fine, billiard bowl pipe in the, nose warmer style.
17. An apple bow pipe in the Hawkbill-style.
18. A hybrid design pipe known as a Devil-Anse.

Pipe Embellishments & Finish

[2d6]

2. Brushed with stain to make it look rustic and homespun.
3. Crudely constructed, as if made by a child for an elder. It is a comfort.
4. Carved by wire with ornate imagery depicting harvest scenes.
5. Polished until no grain remained then varnished to shine like a silver coin.
6. Carved by scrimshaw knife to depict a lover lost to antiquity.
7. Embossed to display a fine forest scene with woodland critters about.
8. Painted with Elfish phrases which are believed to be aphorisms of ancient truths.
9. Plain and rustic, embellished only by carved initials and a date of its construction.
10. Dry-brushed with black paint, so as to look like a glowing coal's embers when used.
11. Sandblasted by bountiful labor to reveal the grain's relief.
12. Wire-cut so as to show off a detailed river map to careful observers.

Rumors Spoken Aloud

Now if you yourself are a Halfling and were to ask an elder or neighbor what troubling news is present in their daily lives, they would have more than their fair share to say. They would notably ignore any of their potential biases or unkind remarks, thinking they are assuredly in the right and the rest of the world, including their neighbors, are out to get them. They hope you're on their side, they would only ever tell you such things because they trust you and enjoy your company.

You can rest assured, behind your back, they're telling the same gossipy troubles to those they claimed as enemies and likely implicating you in some paranoid plot.

Rumored Troubles Spoken By Notably Biased Halflings

[3d6]

3. That elder nobody likes has begun rousing the dead for their company!
4. The local barber is selling the hair to a witch in the bog!
5. Local boathands have sold their souls to the fishies, they might try to sell our souls too!
6. The local actors want to put on *The Unboated Play*, and disaster always follows! Don't speak its actual name unless you want to be struck dead!
7. The brewers have either been watering down their beers or engaged in vile communion with yeast fairies. Such devilry has unbalanced their finer brews!
8. The village goatherd has an unpleasant grin about them. I wouldn't trust them around my goats...
9. That bawdy musician is hiding secret messages in their music, probably trying to seduce someone! This is why the youth are reckless!
10. The local hoodlums have allegedly gone straight, but someone keeps causing havoc and I know they're to blame!
11. I almost choked on a mushroom gathered in the woods last week. A witch must be about, and they poisoned that cap in my throat!
12. The scullery workers have enchanted their utensils so I can't stop eating. Now I have the bloody gout and no one believes me!
13. The Shirereeve is taking bribes, I just know it! They tip their hat all fancy-like to others, clearly a shadow government is afoot!
14. One of the runners allegedly smuggled in some Elfland brandy and is only giving it out to their "friends." This makes us enemies, and they're liable to start a feud this way!
15. Some of the tunnel diggers have begun diverting water from the river. They claim its for irrigation and drainage, but I know sorcery when I hear about it!

16. I saw a tallfolk lying on the hill the other night, just outside of town. Singing our songs wrong and seducing our impressionable folk who might deign go wander to their dooms!

17. My neighbor makes all sorts of racket in his home in the wee hours. What're they building in there? Why won't they just tell me?!

18. I saw a ghost out down by the river, and what it did was whisper at me with a boney finger and proclaims a blight upon our lands. So that's gonna be a right terrible time, I'm sure.

End Notes

I wrote this little zine having fallen for a DREAMJAM game designed by Kai Poh entitled Pipedream. It's about Halflings trying to solve crimes, and having purchased and read it, I felt a desire to reconnect with my rural desires to live by a river and act like something of a Halfling myself.

Alas, I live in Brooklyn.

This zine is utterly unaffiliated with any other project, faction, company or product, I made it during a break in one day as I was feeling drained from other work. Tables were tested in the Melsonian Art Council Discord.

Cover Art – Isaac Levitan, *Small River*, 1888.

Font: Book Antiqua and American Scribe (Cover).

