

# Unicorn Now!



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# UNICORN NOW!

## (Or, This Time it's Personal, Part Two)

GagMen Episode 30

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A Basic Fantasy Adventure

Written by the GagMen on the GagMen RPG Podcast

Illustrations by Gaghouse Productions and Seth Stephenson

Contact: [shutup@gagmen.net](mailto:shutup@gagmen.net)

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## Introduction

This adventure was created with the Basic Fantasy Rules (by Chris Gonnerman) but could be used for many other retro-clone versions of Dungeons & Dragons or any version of Dungeons & Dragons you may be more familiar. Dungeons & Dragons is owned by Wizards of the Coast, which in no way endorse the GagMen; heck they don't even like us that much. The adventure is designed for beginning level characters, preferably between levels 1 - 3, and was written with lots of little silly things to help keep your gaming experience fun.



This adventure is a sequel to last year's "Unicorn without a Horn," and takes place within BrattleBurg Continuity. If you need to catch up on Brattleburg, you can find the whole story on our website.

Please, do not eat the mistletoe. The Gagmen have decorated themselves carefully with Christmas ornaments which, if removed, could result in public nudity. As such, we request that players keep their grubby hands to themselves; at least until we've had more eggnog. We are Groot. Garland cannot be counted as a trap, though fruitcake can and should be considered a poison. This adventure cannot be used as a floatation device, though it can be used to promote holiday cheer and humor. Please have a happy holiday season, and if you see a large, red clothed bearded gentleman, please give him our apologies; The GagMen had no idea his suit would catch fire that fast.

## Summary

On the eve of Brattleburg's Winter Festival, Shemik has returned to see Lidya as promised. The party arrives just in time to discover that Shemik has kidnapped Lidya and jumped into his magical bag of holding. With a world of adventure crammed into a little space, the party must face enchanted toys, candied terrors, and one giant Christmas cliché after another. Can the heroes save Lidya? what has become of Bernard? And is that Unicorn still a unicorn if it breaths fire? With the Winter Festival hanging in the balance, Looks like the party may have to "sack tap" Father Christmas this year!



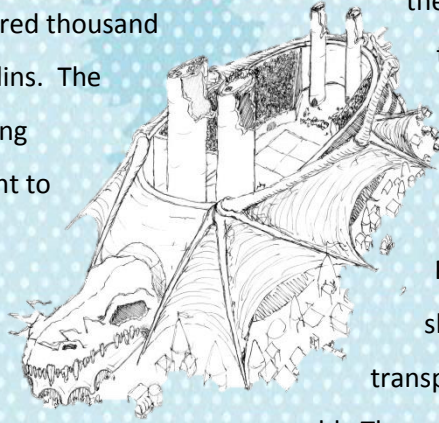


## Setting/Theme

### BRATTLEBURG?! WE'RE STILL IN BRATTLEBURG?

It's time for the Winter Festival in Brattleburg, home to over a hundred thousand Humans, Orcs, Dwarves, and Goblins. The town is the culmination of teetering politics and sporting events (meant to keep citizen's minds off of their problems). Thanks to the variety of races and cultures in Brattleburg, the town has a unique feel, and is one of the most diverse communities, both visually and culturally, in the world. The Town's best known landmark is the large sporting arena in the center of town; where the popular sport of Brattleball is played and beloved by all (except maybe the brattle hogs that serve as the ball).

The town was the site of a terrible war that involved every neighboring country over a thousand years before. The war began when all sides united to face the common threat of a vicious dragon, whose bones still adorn the arena. After the dragon's defeat followed the argument of how to share the dragon's horde. All sides agreed to stop fighting and build a town to unify the separated countries. With the implementation of Brattleball as the city pastime, the unsteady peace has held for nearly a thousand years.



## AN ADVENTURE IN THE BAG

When Shemik took on the task of creating and delivering toys to children during the Winter Festival, he enlisted the talented toy maker Pigetto to create a bag that would allow him to carry enough toys. Instead of a Bag of Holding, Pigetto created a sack that would shrink anything down and transport them to a different world. The world is still contained inside the bag, but doesn't obey the same laws (so when the bag is shaken, everything inside remains safe.).

The Sack World has a hazy burlap sky that will become lighter and darker every twelve hours, simulating the changes between night and day. There is a system of islands that change in climate and foliage from island to island. Shemik built a factory in the center of the bag, where he and the elves work. The Elves of the Elgrink Woods relocated to the Sack World at Shemik's invitation, and he has vowed to keep them safe.

Unfortunately, since Bernard introduced the evil element, the sack has become flooded with signs of corruption. The rivers have become sludge ridden, the mountains of toys have changed into piles of



coal, the toys themselves have turned against Shemik; even the elves have become haggard and gruff. Once Bernard fully transformed into the twisted unicorn, he has moved into Shemik's factory and transformed it into a fortress.

## Plot

### A TIME TO SEE OLD FRIENDS

The Winter Festival in Brattleburg has come again, and the party has decided to accept Gela's invitation to celebrate with her family. This is of course presuming that the party has played the previous adventure G1312 - Unicorn without a Horn; if not then treat Gela as an old friend that has invited the party to the festivities.

When the heroes arrive at the family's door they will see Shemik's bright red sleigh sitting outside. Staven will answer the door and hastily invite the group in. In the living room they will find Gela pacing around a large red sack. The couple will quickly tell the party that Shemik has kidnapped Lydia, their youngest daughter, and they saw him jump into the bag with her. With nothing more than Shemik's bag of toys left in the house, Gela and her husband will

ask the heroes to enter the bag and bring back Lydia.

### CRUMBLING CONJURER

Has Shemik become evil once again? Gela is convinced that Shemik has reverted back to his old ways and has endangered her daughter. If a detect evil spell is cast on the bag, the result will come back very strongly as evil coming directly from the bag. What the party will not know is that the magic of the bag is being corrupted by the unicorn spirit.

### IT'S IN THE BAG

When reaching into the bag the heroes will feel nothing, but once they put both feet into the bag they will be transported to the Sack World. The party will appear one by one in a small village on the edge of the sack. The village has a few broken and damaged toys that will be afraid to talk to anyone. The village sits along a riverbank with rows of wind up boats tied to the pier. The main river is over an eighty feet across and would be very difficult to ford across. The toys of the village gladly give the party as much information as possible, as well as loan them a boat, mostly to get them to





leave as soon as possible.

Exploring the bag will be even more perilous than it sounds, as the party must travel for hours to reach the heart of the bag, where the fortress stands. Along the way there will be a few planned encounters that will demonstrate the world's rules for the players, but if things are taking too long and the group needs a nudge, feel free to roll on the random encounters table below.

1d6	Sack World Random Encounters	# appearing
1	Gumdrop Bunnies, Dire	1d6
2	Primitive Building Blocks	1d12
3	Gingerbread Men	2d10
4	Elf Patrol	2d2
5	Elf Ambusher	2d4
6	Polar Bear	Dire 1

## TOYS GONE WILD

The naturally occurring magic of the Sack World will sometimes cause seemingly normal toys and unsuspecting snowmen to

become sentient beings that can dance and move around on their own. Each animated creature will have its own personality and will, and will be supportive of the happiness that the Sack World was designed to create. These toys usually find purpose entertaining the elves or helping them create new toys. Due to the corruption filling the bag, however, many of these toys are becoming corrupted. A few toys will hide in the outer sack, hiding from the horrible gangs marauding along the landscape and scavenging fairy dust and magic corn.

The gingerbread men were some of the first humanoid inhabitants to appear after the creation of the sack; unfortunately they have become the most delicious and sought after prey. Gumdrop bunnies have also begun appearing on the menu, and have consequently turned savage. Some of the most dangerous and unstable creatures is a collection of building blocks that continues to create and recreate itself as different larger cubist creatures.

## THE ELVES. THE ELVES.

Shemik offered the Elgrink Elves refuge in the bag, a place where they can live and work in peace without interference from the outside world. Once Bernard became corrupted, however, the elves were the first to be transformed by the staff's evil. Their eyes will glow with a tint of red when corrupted and the



will of the corrupted unicorn spirit will compel them to attack any intruders on the land.

Continuous infighting has developed between the splintered elven factions, though some small outriding gangs have not aligned with the unicorn forces. These outriders are small packs of elves clustered together out of fear. The best known and most dangerous of them is Mervin and the Mervtones, a group of chorusing elves that will sing mercilessly as they beat their victims to death. A lone outrider named Herby, the elf lawyer, serves vicious justice with a series of razor sharp court orders.



lies the heart of the evil spirit that has transformed Bernard into some kind of twisted unicorn.

The first plan many players will suggest is “Let’s go kill him!” But Shemik will be quick to advise against it; If Bernard, the host body, is killed, then the evil will run rampant and absorb all the magic in the sack world before moving on to the real world. Shemik brought Lydia into the bag hoping that she will be able to appeal to the last bits of Bernard that are left. If she can distract him long enough, perhaps the party can remove the thing making him evil.

## TIME FOR A SACK TAP



The heroes should find Shemik and Lids at the base of the Big Rock Candy Mountain, fighting off a band of gumdrop bunnies. The adventurers will be able to save Lids, but may have a difficult time believing that Shemik isn’t responsible for the transpiring evil. Lydia will speak up and stop the heroes before they do anything irreversible. If Shemik is allowed to speak, he will explain that Bernard has been corrupted and has become a now evil unicorn version of himself. The central building in the sack was his workshop, but evil spirit has changed it into a fortress. Within the fortress

## Conflict

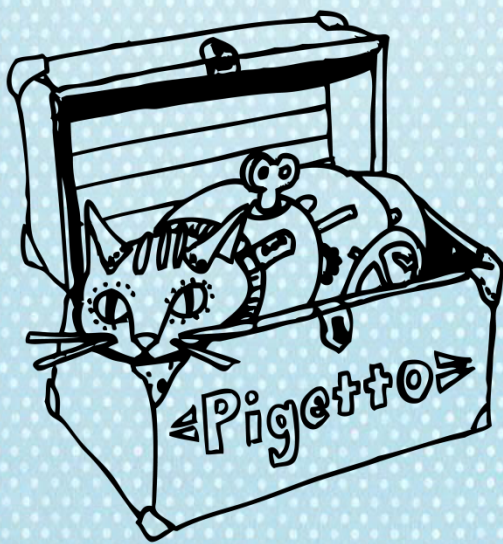
### GETTING HORNED OUT

Bernard helped rescue Shemik from being taken over by the Unicorn Staff, and when the staff was broken he felt he should keep a small piece as a memento of his promise to help Shemik make amends to the elves and Gela’s family. He took the small wooden shard of the staff and carved out a wooden hoop that he wore around his neck, but unbeknownst to him the shard held the last remnant of the spirit that dwelled in the staff.



Over the last year Bernard has become more irritable and unstable. Shemik suspected something was wrong but was afraid to complain about it, as he was still making up for his last big mistake. When Shemik finally made his move, it was too late. Bernard had completed his transformation into a hideously evil unicorn and began the corruption of sack world. Shemik fled the sack went to his old friend Pigetto, for help.

Pigetto sent in small groups of his toy soldiers, but few would make it out; those that did were never the same again. Pigetto felt that the bag had become corrupted beyond repair; the only thing to be done was to destroy the bag with extreme prejudice before the corruption escaped. Reminded of his promise, Shemik took the bag to Lydia hoping that she would be able to bring out the real spirit of Bernard.



### THE CAT IS OUT OF THE BAG

For the safety of the world, Pigetto gave Shemik a box with a clockwork cat. Inside the Sack World the cat is activated and will seek out the center of the bag where it will detonate, taking out everything inside. If the cat is removed from the Sack World it will automatically deactivate. Shemik will be carrying Pigetto's Cat when he is met by the party. If they open the box the cat will activate and the game will become pressed for time. The Dungeon Master can judge the time needed for the cat to reach the center factory fortress, and give the players a deadline to end the adventure.

**BE WARNED:** Once you set a deadline, you must keep it. There is nothing more wishy-washy than saying you are going to destroy the world and not following through with it. Though not everything has to work perfectly, there can always be delays, faulty mechanics, or



perhaps the clockwork cat was distracted by a clockwork mouse.

## HELPING WITH EXTREME PREJUDICE

Now bent on the destruction of Shemik, the elves, and all that they represent, Bernard must be stopped. With their destination set, the party must fight their way through the wilderness of the bag. With Shemik as a guide, they should gather the nearest candy vegetation and head out. They will have to cross rivers and mountains, brave a bridge troll or two, and navigate the dark forest surrounding the fortress.

As they reach the top of their first mountain pass, the party will meet a small cheery looking elf on the trail. He will brightly ask them where they are heading, and if the need directions. While friendly, the elf will dodge most complex questions, and will even refuse to give his name. He will eventually ask the party if he can show them something. As he reaches behind his back, a large pickaxe will fly twirling out of the tree line and cleave the elf's head in two. Instead of blood and gore, the elf's

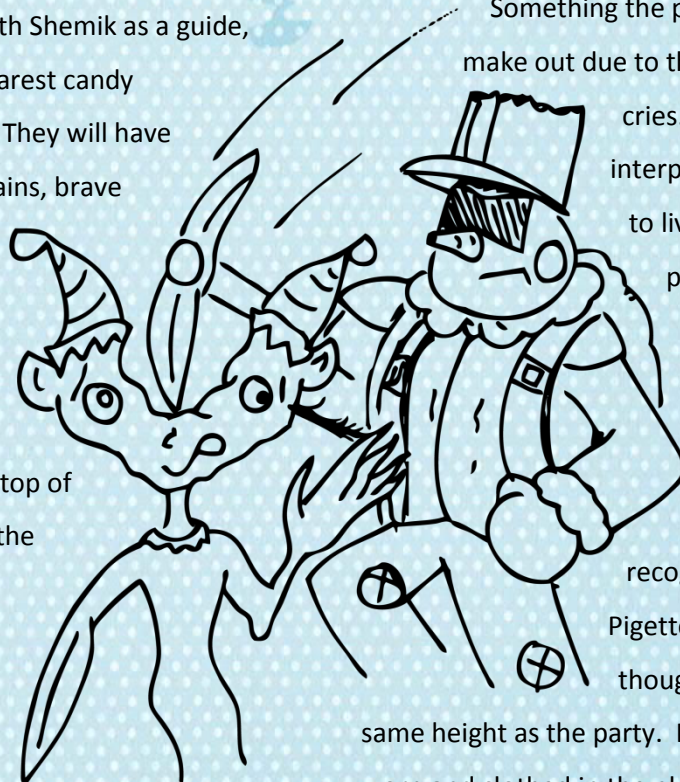
innards will reveal him as a changeling made out of taffy, judging by the smell. The now stretching elf will flail its arms, revealing long sinister claws.

A bulky figure will dash from the woods riding a wind up deer, skid to a stop between the party and the creature, and shout...

Something the party can't quite make out due to the creature's cries. The party should interpret that if they want to live, they should probably go with him.

When the party finally gets a good look at their rescuer, they will recognize him as one of Pigetto's toy soldiers, though in the bag he is the

same height as the party. He will be battle worn and clothed in the plush fur of the bag's fiercest wildlife. Calling himself Burlap Jack, the soldier will offer to protect the party from the taffy creature, a sentry sent by Bernard to stop them. Jack will explain that he was sent into the bag by Pigetto to help Shemik. While an entire platoon was sent in, only Jack survived.





Jack will accompany the party throughout their journey, and will constantly be on guard for the Taffy creature. As the party nears the center of the bag, they will find themselves walking along the edge of a large ravine. Suddenly, the Taffy creature will spring out and attack the party. Jack will successfully wrangle the creature away, tell the party to run, and then tackle the creature, sending both tumbling over the edge.



unending elf attackers and bestow upon them the power of the holiday of Ostara by giving each of the party members their own custom fit Ostara Bunny costumes. With the

monogrammed bunny costumes, the party will be able to move faster and more stealthily than before, though they may leave behind the occasional egg.

Hopps cannot stay, as his powers are strongest during Ostara, but he will pass on the magic bunny costumes and inform the adventurers that the horn is the key to Bernard's transformation. If they can remove the horn, they will be able to stop the corruption at the source.

### THE SECRET BEHIND THE HORN

Outside the fortress, the party will be attacked by a savage band of elves bent on the removal of their teeth, and not in the good way. The elves should outnumber the party three to one, making sure to drown them in a sea of elven corruption. Presuming the



elves start beating down the party, have the Ostara Bunny appears to help them. The Ostara Bunny is actually a goblin in a rabbit costume, named Hopps. Hopps will help the group fight off the

### GETTING INTO A TOY FORTRESS

Though the fortress is extensive and heavily fortified, it is still the same workshop that Shemik has worked in for the last year. If the party has put on the Ostara Bunny Suits from Hopps, then they should be able to slip past guards with a minimal effort to get directly to the central command room. There, the Unicorn is threatening a small group of rag dolls that have been brought in as traitors.



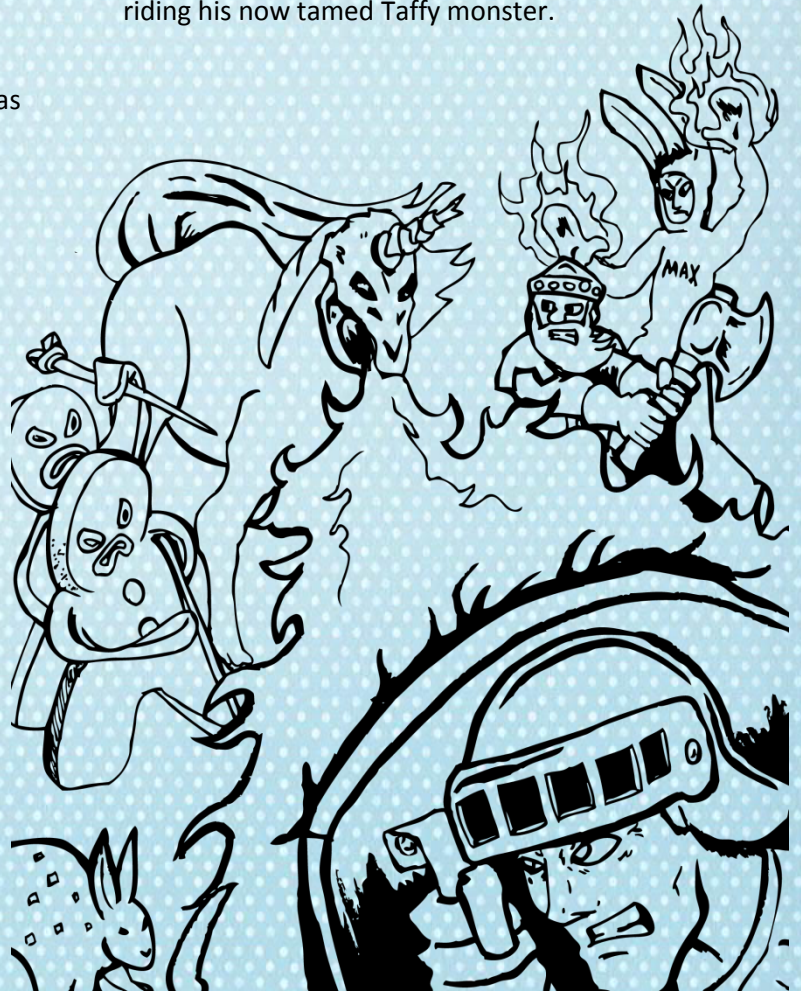
The unicorn is dark, skeletal, and has brightly glowing red eyes. When the party enters, they will be confronted by an equal numbered group of elves that will stop them at the entrance if they are seen. The unicorn will be busy torturing a small family of rag dolls, pulling at threads and asking if they have seen Shemik. If Shemik is with the party he will speak up immediately and possibly offer himself in the place of the doll victims, as Shemik will feel terrible about anyone suffering due to his actions. Otherwise, the party will hopefully step up and aid the dolls before the unicorn has his way and tortures them in horrifying ways.

#### A DEATH DUEL AND A LITTLE GIRL

The story does rely on Lydia getting to the final confrontation, though logic would demand that you get any innocent people out of the way of danger. So presuming the players bring Lydia to the final fight, for every round that Lids tries to talk to Bernard the unicorn must make a saving throw versus spells. If the saving throw fails then for the entire turn Bernard will be in control of the unicorn, and will probably be frustrated that he has been turned back into a horse. If Lids is knocked out, is taken away from the combat, or her speech is impaired, then the unicorn is not required to make any saves and will continue with evil as planned.

#### THE SUPER HAPPY FUN ENDING

There are a lot of ways this battle could end, but the ideal way is to have Bernard turn back into a human. Have Lydia be the one that saves him, the curse should be lifted and the Sack World should revert back to normal. A meeting or feast would be in order, to gather all the heroes involved in restoring the unicorn to normal. The group should experience true joy when Burlap Jack arrives just in time to feast riding his now tamed Taffy monster.





## Characters

### Shemik



(AC 15; hp 11; #AT: 1; DMG staff 1d6; save as MU lvl 4; Spells - 1st: Shield, Protection from Evil, 2nd: Knock, Levitate; Magic Items: Staff of Cold (same as Wand of Cold) (12 charges), Cap of Teleportation)

A former alchemist, Shemik was corrupted by a magical staff with an evil spirit that replaced his own personality. He entrapped Staven, persecuted Gela and her daughters, and enslaved the elves of the Elgrink Woods. He also transformed the horse thief into a horse, until a group of heroes destroyed the staff and stopped him. After being freed from the staff's powers, he swore to make restitution to Bernard, Gela's family, and the elves. Shemik now spends his time helping the elves and creating toys for the children of Brattleburg, through the use of his special magical sack.

### Lidya (Lids)

(AC 13; hp 2; #AT: 1; save as Fighter 1; DMG fist 1d2 or thrown rock 1d2)

The youngest daughter of Staven and Gela, Lidya formed a special bond with Bernard in a previous adventure. Shemik believes this little girl is the only person able to reach Bernard through the influence of the staff. While she could be an asset, mostly she is there as a liability for the adventurers to rescue from Shemik, only to discover that she can help to possibly restore Bernard back to normal.



### Gela (Lids' mother), Staven (Lids' father) , and Shala (Lids' sister)

The family will explain to the adventurers that Shemik has taken Lidya into the sack, which now sits on the floor their home. The family had been persecuted by Shemik until they were saved by a group of heroes (see G1312 Unicorn without a Horn), but have since moved from the country to the bustling city of Brattleburg.



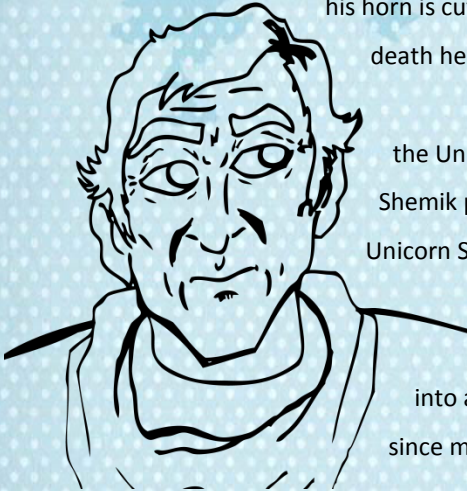
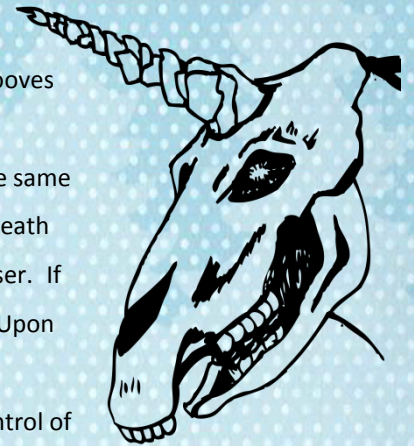
### **Bernard**

As Human (AC 12; hp 11; #AT: 1; save as Thief lvl 2; DMG dagger 1d4)

As Bad Unicorn (AC 19; hd 4; hp 26; save as Fighter lvl 7; #AT: 2 hooves / 1 horn; DMG hooves 1d8 or 1d6+3 horn)

As the twisted unicorn, Bernard can teleport once per day as per the spell of the same name, and all of his attacks count as magical attacks. The twisted unicorn has a flame breath attack three times a day, which counts as a fireball spell as if cast by a level four magic user. If his horn is cut or removed he will revert to his normal human body. Upon death he will revert to his normal human form.

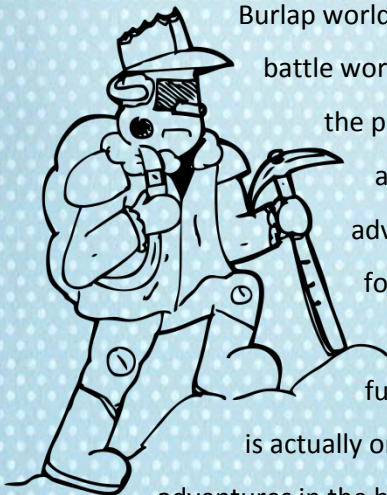
An unlucky thief that helped free Shemik from the control of the Unicorn Staff, Bernard has since become Shemik's assistant. He and the Elves help Shemik prepare toys for the Winter Festival. Bernard kept a small piece of the damaged Unicorn Staff, which has slowly corrupted his spirit over the last year. While He originally wore the shard around his neck as a reminder, it now works as a conduit for the evil influence of the Unicorn Staff. When Bernard was originally transformed into a horse, Lidya was only one that could understand him, and the two of them have since maintained a special bond.



### **Burlap Jack**

(AC 14; hp 16; #AT: 1; save as Fighter lvl 3; DMG pick axe 1d6)

A wooden soldier sent by Pigetto to investigate the Bag, Jack learned to survive in the Burlap world after the defeat of his fellow soldiers. During his time in the bag Jack has become battle worn around the edges. His hat is broken and his paint is chipped. Jack has skinned the plush predators of the forest and made gear from their soft hides. He has become an expert on the dangers of the bag, and how to counter them. Early in his adventure, Jack encountered and escaped the Taffy creature, and the two have formed a strange bond of hunter and prey, though it's hard to tell who is who. Jack carries a large pickaxe to help him climb through the mountains, and has a bag full of adapted gear he has scavenged. While he appears human size in the bag, he is actually only a foot or so high. With some encouragement, Jack will tell stories about his adventures in the bag, and will recite random facts he's learned about the Taffy Creature.





## Hopps, The Ostara Bunny

(AC 17; hp 33; #AT: 2; save as Fighter lvl 6; DMG thrown egg 1d4)

Once a year on Ostara's Eve, a worthy Goblin must don the mantle of a furry bunny and travel to all the children's homes and hide Ostara Eggs. Hopps has been granted a limited immortality as long as he wears the cute bunny outfit. He is a very cheerful goblin and tries to keep close connections with the other avatars of different holiday seasons. He can travel four times as fast as any normal goblin and is able to fit through even the smallest opening in a door or window, even down to a single crack. He is able to also reach into his pockets and produce an unlimited supply of colorfully decorated Ostara Eggs, which Hopps will immediately hide.

## Details

### SACK WORLD BESTIARY

#### Building Blocks, Primitive

Armor Class: 14

Hit Dice: ¼ HD

No. of Attacks: 1 strike

Damage: 1d2

Movement: 30' (flight)

No. Appearing: 5d10

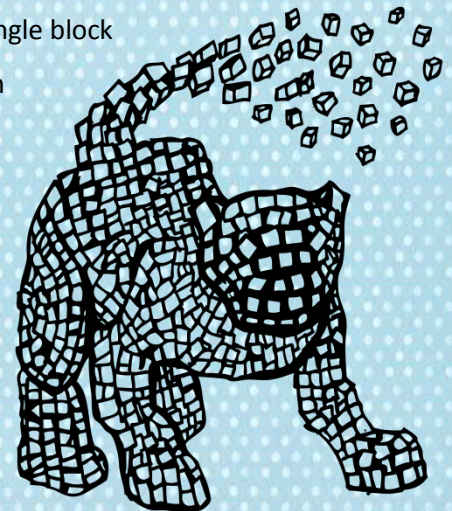
Save As: Fighter: 1

Morale: 6

Treasure Type: None

XP: 5

These two inch wooden blocks are smooth and can fly through the air as if walking. Blocks are pack animals that stay together. It is very rare that you will ever see a single block by itself. They will commonly form floating versions of other creatures in order to scare off possible attackers, though this disguise is easily disregarded since they can only form shapes in a cubist form. When attacking it is the sheer numbers of blocks involved that will pummel a person to death.

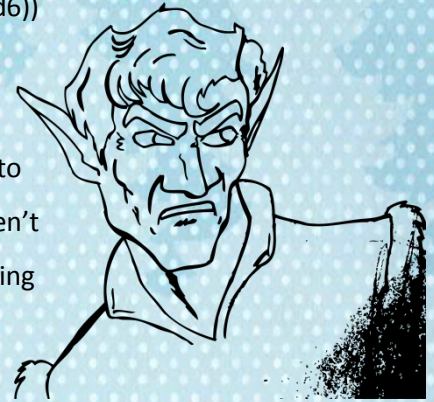




### Elf Patrol, Ambusher, or Guard

(AC 13; hd 2; hp 6-12; #AT: 1; DMG by weapon (commonly a heavy candy cane 1d6))

While under the influence of the unicorn's corruption, the elves are susceptible to the same turn affects as if they were undead. They are not actually undead, just corrupted by evil to the point that Bernard is forcing them to act as if they were being controlled by a lich. Though in some cases the elves aren't even working together, grouping off as if they were a group of street thugs, bowing to the stronger leader without a moment's thought. The corruption has made them act without any thought for others, and focus on self-preservation.



### Gingerbread Men

Armor Class: 13

No. Appearing: 2d12

Hit Dice: 1

Save As: Fighter: 1

No. of Attacks: 1 (punch or pointy stick)

Morale: 7

Damage: 1d4 or 1d6

Treasure Type: None

Movement: 30'

XP: 50



These sentient cookies stand about one meter tall and are decorated in tribal icing. They travel in small groups but rarely alone. Their tribal behaviors have always kept them grouped as families, normally hunting along the riverbanks. The gingerbread men were some of the first humanoid inhabitants to appear after the creation of the sack, unfortunately with the corruption of the bag the gingerbread men have become some of the most deliciously sought after prey.



### Gumdrop Bunnies, Dire

Armor Class: 15

Hit Dice: 2

No. of Attacks: 1 bite/1 kick

Damage: 1d4/1d4+2

Movement: 50'

No. Appearing: 1d8 or large warren 4d8

Save As: Fighter: 2

Morale: 7

Treasure Type: None

XP: 18

Gumdrops formed on the first day that the sack world existed, and over time as the gumdrops became ripe and dropped off the vine the magic took hold and started to reform them into adorable bunnies. Normally the gumdrop bunnies would bound around the sack world looking just as adorable as possible, sipping dew from leaves, and nibbling on the licorice grass in the fields. Since the changes in the sack world the bunnies have become terrified for their very lives, running and hiding at a moment's notice. The gumdrop bunnies are one of the few creatures that have not been corrupted, but because of their level of fear they made themselves a dangerous creature to be reckoned with in the sack world.



### Polar Bear, Dire

Armor Class: 16

Hit Dice: 8

No. of Attacks: 2 claws / 1 bite + hug

Damage: 1d8/1d8/1d10 + 4d6

Movement: 40'

No. Appearing: 1

Save As: Fighter: 8

Morale: 9

Treasure Type: None

XP: 700

Originally, this bear was found lost in the Brattleburg harbor, though back then he was just a normal sized polar bear. Shemik saved the bear and gave him a home in his sack world, promising that he would eventually get him back to his real home. The bear was quietly contented to live in the sack and feed on the chocolate covered fish in the rivers and magical berries that grow in the bushes along the river banks. Overtime, the bear has grown twice as big as he would have growing up in his normal environment. He has been affected by the corruption of the unicorn staff, but has mostly become very sad, gaining a heightened sense of loneliness. For the first time the bear feels scared and alone and will lash out at any creature passing by without acknowledging him. If a character acknowledges him then he will try and approach the character, but this could become very dangerous for the party. Remember that the bear is over two-thousand pounds and close to twenty feet tall when it stands upright. If a bear of this size considers you a plaything, the odds are against you for surviving more than a few minutes.





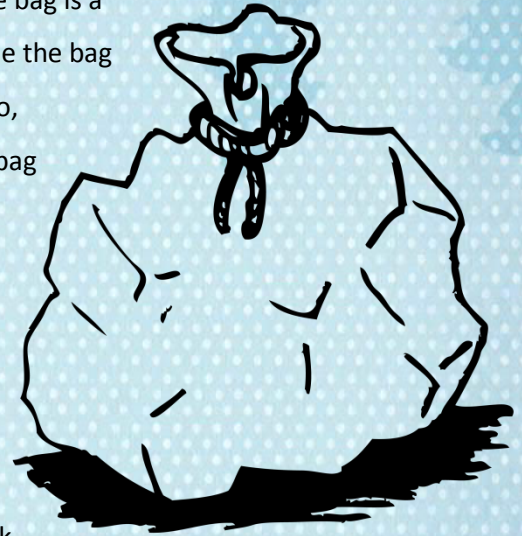
## MAGIC ITEMS AND OTHER SUNDRIES

### How is Shemik's Bag a Bag of Holding?

Or, what you might be thinking is, "How is it possible that this whole world is inside a normal bag of holding?" The short answer is: it isn't a normal bag of holding. The bag is a form of portable hole, using a gate spell that opens up a secret world inside the bag that can be visited. Perhaps one of the most ingenious creations of Pigetto, allowing Shemik to keep his entire factory and surrounding lands inside a bag that weighs no more than ten pounds.

On the outside the bag feels bulky and has squared edges, as if it was filled with lots of small packages. Inside the sack world feels as if land goes on in every direction for a hundreds of acres. The landscape has reminders of red burlap fibers sneaking back in to remind you that the world is still inside bag. A misconception is that a person that enters is transported to another world, but any person or item taken into the sack will be shrunk down to fit into the sack.

The sack world still has weather patterns and changes from day to night, as a normal world, though there are areas that are constantly in a particular season or weather type. This is mostly to accommodate different creatures that have become native to the bag. On the good side, any item from anytime of the year can be procured with ease in the sack world.



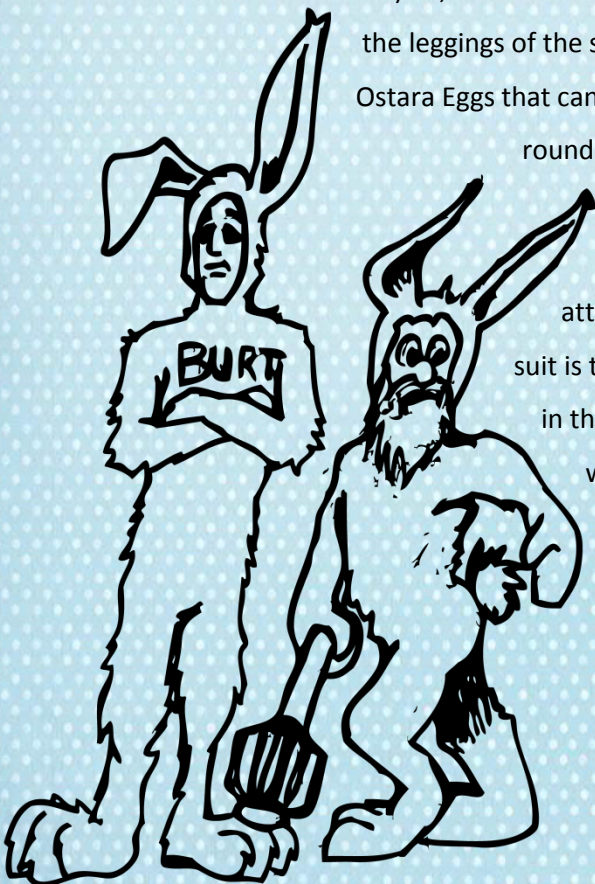


## Hopps' Personalized Bunny Pajamas

Hopps is the Ostara Holiday mascot and is glad to help protect the newest Winter Festival mascot, Shemik. The one gift he will bestow to the adventuring party is a matching set of bunny outfits, like his. They are not as powerful as his, but will grant each user special abilities that will help them take down the twisted unicorn. The bunny costumes have a pink hue, cover the entire body except the face, and each has the character's name magically embroidered over the chest.

Each outfit is custom fit to the character's personal body and the magic is designed to work only if the person it was made for is wearing it. The outfit will magically repair any rips, tears, or burns overnight and it will stay perfectly clean even in the muddiest of conditions. The outfit is designed to fit over the armor normally worn by the character and will add +2 Armor Class bonus, added to the normal armor bonus. While wearing the outfit the character will gain a 10' speed bonus and all movement will be muffled making all move silently checks +30%. Only creatures with a heightened sense should be able to detect a character wearing one of these special bunny suits.

A character wearing the suit that declares, "I AM < his/her name (the one printed on the suit)>!", before attacking, will gain a +1 hit and +2 damage. There are pockets in the leggings of the suit that when reached into will produce brightly colored Ostara Eggs that can be thrown for 1d2 damage and blind an opponent for one round. While wearing the suit the user will hear as if they were rabbits, if they are surprise attacked there is a 50% chance the hearing will alert them and give them the first attack regardless of the ambush. The one side effect of the suit is that the wearer will crave carrots, and if carrots are present in the room the wearer must make a save versus spells or stop what they are doing and eat the carrots until they are gone.





# Unicorn Now!

On the eve of Brattleburg's Winter Festival, Shemik has returned to see Lidya as promised. The party arrives just in time to discover that Shemik has kidnapped Lidya and jumped into his magical bag of holding. With a world of adventure crammed into a little space, the party must face enchanted toys, candied terrors, and one giant Christmas cliché after another. Can the heroes save Lidya? what has become of Bernard? And is that Unicorn still a unicorn if it breaths fire? With the Winter Festival hanging in the balance, Looks like the party may have to "sack tap" Father Christmas this year!

