

Bride of Portable Hole

The Book of Neurotic Fantasy



**CHAINMAIL
BIKINIS!**

**PRESTIGELESS
CLASSES!**

WEAPUNS!

**BEAVER
HUNTING!**

and the return of the
**FLUMPHINOMICON,
POODLEMANCY,
BEER, ORCS, and PIE!**



The Book of Neurotic Fantasy

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Introduction to BRIDE OF PORTABLE HOLE

Goodness! It's 2005, and here we are again, plugging away at all hours to get out the latest "Portable Hole". Somehow 2004 just got away from us, but we're back with a vengeance. Maybe that should've been the title. When I first heard speak of the controversial "Book of Erotic Fantasy", I thought it was Neurotic Fantasy, and I knew I had to use it as a product title. We collected submissions along the theme from the good folks at EN World, and they collected electronic dust, but are finally released herein!

In this issue, we've got more feats, spells, magic items, monsters, encounters and horrible jokes. We've even got a card game to tickle your fancy. At the same time, we've compiled the works from the original Portable Hole Full of Beer (Ambient Inc., 2002) and Son of a Portable Hole (E.N. Publishing, 2003) into this massive tome. Heck, I've even tried my hand at updating them to 3.5 Edition rules. Unfortunately, I'm not that great with gay... sorry, *game* mechanics, so the occasional mention of Intuit Direction skill might slip in once in awhile. Forgive me.

As Portable Holes go, this one gets pretty racy at times. Some of the humour in here is pretty sophomoric- we've got references to sex, drugs, and flatulence. Heck, I even authorized a sexist cover and artwork for the Chainmail Bikini, and the return of the Girls of Gar'Udok Pinup Calendar. It's all good fun. If these topics tend to offend you, then I suggest you move on and stop reading right here.

But if you've got a well-developed sense of humour, I think you'll appreciate this. This book goes out to all the fans of the old Dragon magazines April issues, and those gamers out there who still like a good laugh.

A special thank you goes to the writers and authors who have donated their work to make this product what it is. Thanks to my own personal cheerleading section, my friends on LiveJournal, especially Maldur! Mostly, though, to the Gelflings who have gone without gaming for two weeks while we worked on the book, and my partner, Hound, who tried so valiantly to write more, but got too caught up in keeping his 4.0 GPA to be more involved in this year's production. I hope this lives up to his standards.

Denise Robinson
April 1, 2005

Introduction to SON OF A PORTABLE HOLE

This was where the introduction to this book was supposed to be. It was going to be an insightful exploration of the importance and symbolism of our obsession with portable holes, beer, orcs and pastry. But due to a massive computer crash on March 28th and the loss of many files and hours of work, that's all gone.

Hours of profanity, blood, sweat and tears later, we managed to rescue most of the work we did, but not all of it. The rest will appear over the course of the spring as webhancements.

All that work. Gone. So why didn't we just say screw it and just cancel the project? Especially since it's not a paying piece. Granted last year's Portable Hole Full of Beer made us into an Award-Winning Company (the capital letters are important), but the real reason is probably the same reason we got so many enthusiastic and talented contributions: for the love of the game. And because it was fun.

This is the feared and awaited sequel to the ENnie /GenCon Award-winning Portable Hole Full of Beer (this product contains no alcohol). This book is the culmination of a year of positive reaction from the community regarding the original award-winning April 1st release. Within these pages are the works of many community members, both graphically and in the material presented.

I would like to take this small piece of electronic space to thank everyone who voted in the GenCon /ENnie awards last year, and everyone who insisted on feeding me a portable hole worth of beer at the parties afterwards! Also a million thanks go out to Denise for cracking the whip to make this and the previous portable hole release a reality, as it always seems that my health and timing get in the way. If the current trend continues, I'll be typing in the next Portable Hole installment (Bride of a Portable Hole) from a hospital bed in intensive care.

Additional thanks must go out to the publishers who have helped us in our quest for hilarity - including Anthony Valtera at Wizards of the Coast for kind permission to use the Flumph and College Life and Greg Benage at Fantasy Flight Games for permission to use Romance and Relationships.

M Jason Parent
April 1, 2003

The Book of Neurotic Fantasy

Introduction to PORTABLE HOLE FULL OF BEER

One night, sitting in the crane at work, designing Prestige Classes for Librum Equitis volumes 1 & 2, I got burned out working on a series of Yuan-Ti crossbreed spy and assassin prestige classes. I closed my notebook and started to drift when a whole new series of prestige classes (or as I called them at the time, Prestigeless Classes) struck me.

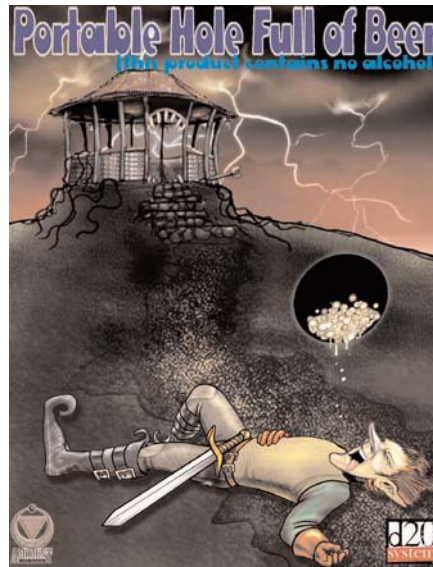
Of course, including the Reefer Madman or Field Chef in one of the Librum Equitis series would be pretty out to lunch, and on top of that the material quickly expanded into too large of a selection to be included as a web-enhancement for Librum Equitis volume 1.

So... next thing we know, a Portable Hole Full of Beer (this product contains no alcohol) was born, our mishappen love child.

This book is silly. It's not all laughs and chuckles silly, but it's definitely not serious enough for a "normal" sourcebook. Some of the material is not 100% suited to all readers, as there are references to drugs and drug use and, even worse, beat poetry! If something like that offends you, just remember that we labelled the product as being for mature audiences, close your browser and delete this file.

Once again, this book is silly. We don't expect much of this material to actually be used in a "normal" campaign (although I'm sure one of our old gamers would want to make the Prestige Classes in here into core classes in his game), although certainly some elements could be carried over. We have attempted (in most cases) to maintain a proper game balance with established systems, classes, feats and weapons. Most chapters include an "Almost Serious?" sidebar describing which items from the chapter are best suited to a "normal" game, and how they perhaps should be modified for such.

M Jason Parent
April 1, 2002



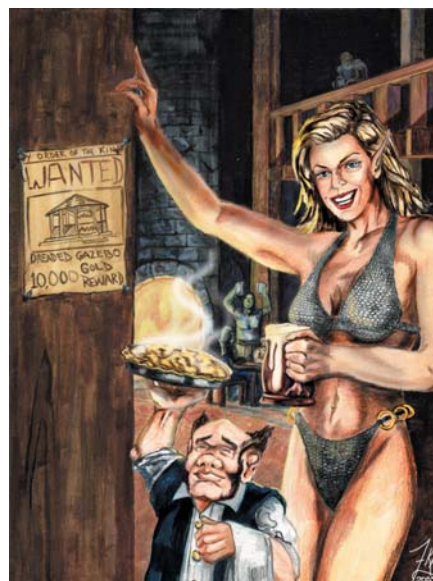
Portable Hole Full of Beer (this product contains no alcohol)
Ambient Inc. 2002

Cover Illustration by
Tony Monorchio



Son of a Portable Hole Full of Beer
E.N. Publishing,
2003

Cover Illustration by
Richard Pace



Bride of Portable Hole Full of Beer
E.N. Publishing,
2005

Cover Illustration by
Frank Krug

Bride of Portable Hole

Eric and the Dread Gazebo

THE CLASSIC MISADVENTURE AS TOLD BY RICHARD ARONSON

In the early seventies, Ed Whitchurch ran "his game", and one of the participants was Eric Sorenson. Eric plays something like a computer. When he games, he methodically considers each possibility before choosing his preferred option. If given time, he will invariably pick the optimal solution. It has been known to take weeks. He is otherwise, in all respects, a superior gamer.

Eric was playing a Neutral Paladin in Ed's game. He was on some lord's lands when the following exchange occurred:

ED: You see a well groomed garden. In the middle, on a small hill, you see a gazebo.

ERIC: A gazebo? What color is it?

ED: [pause] It's white, Eric.

ERIC: How far away is it?

ED: About 50 yards.

ERIC: How big is it?

ED: [pause] It's about 30 ft across, 15 ft high, with a pointed top.

ERIC: I use my sword to detect good on it.

ED: It's not good, Eric. It's a gazebo.

ERIC: [pause] I call out to it.

ED: It won't answer. It's a gazebo.

ERIC: [pause] I sheathe my sword and draw my bow and arrows. Does it respond in any way?

ED: No, Eric, it's a gazebo!

ERIC: I shoot it with my bow. [roll to hit] What happened?

ED: There is now a gazebo with an arrow sticking out of it.

ERIC: [pause] Wasn't it wounded?

ED: OF COURSE NOT, ERIC! IT'S A GAZEBO!

ERIC: [whimper] But that was a +3 arrow!

ED: It's a gazebo, Eric, a GAZEBO! If you really want to try to destroy it, you could try to chop it with an axe, I suppose, or you could try to burn it, but I don't know why anybody would even try. It's a @#%!! gazebo!

ERIC: [long pause. He has no axe or fire spells.] I run away.

ED: [thoroughly frustrated] It's too late. You've awakened the gazebo. It catches you and eats you.

ERIC: [reaching for his dice] Maybe I'll roll up a fireusing mage so I can avenge my Paladin.

At this point, the increasingly amused fellow party members restored a modicum of order by explaining to Eric what a gazebo is. Thus ends the tale of Eric and the Dread Gazebo. It could have been worse; at least the gazebo wasn't on a grassy gnoll. Thus ends the tale of Eric and the Dread Gazebo. A little vocabulary is a dangerous thing.

The story of Eric and the Gazebo is Copyright © 1989 by Richard Aronson. Reprinted with permission. The author grants permission to reprint as long as all copyright notices remain with the text.

"Eric and the Gazebo" was written and copyrighted by me in 1986. It was based on an event at a role-playing game, but the addition of several jokes moves it out of journalism, or at least into DocuHumor. Some of the people at the game retold the event, each with their own spin, but I was the one who told it to Lee Gold, editor of the fanzine "Alarums and Excursions," who insisted I print it up for her. After reprinting in several amateur publications, it leapt to "The Mensa Bulletin." I then foolishly allowed a reader to reprint it on the internet (who knew from internet in 1989). For many years his was the only interent reprint which even mentioned that there was a copyright on it (thanks, James Chu). Eventually I became a professional game designer for Sierra On-Line and the late lamented "ImagiNation Network" and after having been accused of stealing my own story at a gaming convention I have spend several hours every year protecting my copyright, especially since I incorporated E&tG into a chapter of my as yet unpublished novel. "

Richard Aronson, Feb 15, 2000

The Dread Gazebo

Gargantuan Construct

Hit Dice: 24d10 (132 hp)

Initiative: +0

Speed: 0 ft

AC: 6 (-4 Size, +8 Natural)

Attacks: 1 Bite +24 (melee)

Damage: Bite 3d12+15

Face/Reach: 30 ft x 30 ft/10 ft

Special Attacks: Leap attack, Improved Grab, Swallow whole

Special Qualities: Construct, Hardness, Alignmentless

Saves: Fort +6, Ref +6, Will +7

Abilities: Str 30, Dex 10, Con -, Int 4, Wis 12, Cha 14

Climate/Terrain: Any Land

Organization: Solitary or neighborhood (2-24)

Challenge Rating: 8

Treasure: Standard

Alignment: Neutral Evil (Usually)

Advancement Range: 25-48 HD (Gargantuan), 49-72 HD (Colossal)

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Alignmentless (Ex): The Dread Gazebo cannot be detected nor affected by alignment-specific effects and spells, even though it is of evil alignment.

Hardness (Ex): The Dread Gazebo retains the hardness of the wood it was constructed of. This grants it a hardness of 5, which reduces all damage dealt to the Dread Gazebo by 5 points, no matter the source.

Improved Grab (Ex): To use this ability, the Dread Gazebo must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can attempt to swallow the foe.

Leap Attack (Ex): The Dread Gazebo can leap up to 90 feet in a single jump to catch opponents unaware. It can attack with its bite attack the same round that it leaps.

Swallow Whole (Ex): The Dread Gazebo can swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes full bite damage each round as the Gazebo crushes it. A swallowed creature can climb out of the Gazebo with a successful grapple check. The Gazebo can hold two Large, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.



Bride of Portable Hole

Librum Perflagitiosus Equitis

THE BOOK OF VERY SHAMEFUL CAVALIERS - PRESTIGE CLASSES FOR ALL OCCASIONS

There was a time when any book that included prestige classes was a guaranteed seller. While that may no longer be the case, what would a book largely written by M Jason Parent be without Prestige Classes? Everyone needs a Prestige Class to which to aspire. Fighters seek to become dragon slayers or mighty warlords, rogues become one with shadows and slay any and all who they can sneak up on, clerics become the divine avatars of their faith and wizards will always seek a tower, a staff of the magi and the title of archmage.

But there are others. Lost Paladins who love to dance! Young spellcasters with pets contained within strange spheres! Pot-heads, drunkards, jesters and jocks! What about those who have slowly discovered that they are indeed naught but fictional characters within a role-playing game?

Here we present prestige classes for all occasions. The majority of the material in this chapter is released as Open Game Content. All the Prestige Class names and statistics (everything but the flavour and descriptive text) is Open Game Content. The sample NPCs StatBlocks are Open Game Content, but the remainder of the sample NPCs are not.

Ball Master

The face of magic has changed. New times bring new methods, and the children of this new age have begun to challenge even the mightiest archmagi with their new-found powers. These magics involve strange new foci, each with their own specific tricks and powers.

The ball master is a very specialized summoner, able to bring forth the same creature again repeatedly, using a foci dedicated to that creature. In time these creatures rise in power as the summoner does, becoming larger and more potent with each level.

Some ball masters take up the summoning spheres for their deity, or out of faith, while others seek only power and fame. Some do it primarily not to fight with their summoned creatures, but to collect as many different varieties of summoned creature as possible and to train them and advance them into much more powerful creations.

Hit Die: d6

Requirements

To qualify to become a ball master (bam) a character must fulfill all the following criteria.



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Age: younger than adult.

Knowledge (arcana): 6 ranks

Spellcasting: Able to cast any summon monster spell

Magic Items: Must have at least one Summoning Sphere (see pages 43-51, magic items)

Class Skills

The ball master's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Decipher Script (Int), Hide (Dex), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Planes) (Int), Spellcraft (Int) and Use Magic Device (Cha)

Skill Points per level: 2 + Int modifier

Class Features

All of the following are class features of the ball master prestige class.

Weapon and Armor Proficiency: The ball master gains no additional armor or weapon proficiencies.

Spellcasting: At the indicated levels, the ball master gains new spells per day as if he had also gained a level in the spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had

more than one spellcasting class before becoming a ball master, he must decide to which class he adds the new level for purposes of determining spells per day.

Unique Summons (Ex): At each level indicated, the ball master can attach a unique creature to one of his summoning balls. This creature is created using the statistics of an Astral Construct of the appropriate level as listed, except it has an Intelligence of 5.

Additional Summons (Ex): At level 2, the ball master can summon forth the creature bound by a summoning sphere one additional time per day (to twice per day). This increases again to three times per day at level 5 and 4 times per day at level 8.

Evolution (Ex): At the indicated levels, the ball master may select one of his Unique Summoned creatures and "evolve" it into a more powerful form. At level 3, the ball master increases the power of his Astral Construct III into an Astral Construct IV. At level 6, he may evolve either his Astral Construct IV or his Astral Construct V into an Astral Construct VI. At level 9, he may evolve any of his three Astral Constructs into an Astral Construct VII, and finally any of his Astral Constructs may evolve into an Astral Construct IX at level 10. When evolving an astral construct in this way, the ball master must attempt to make the new astral construct similar thematically to the astral construct from which it was evolved.

Table 2-1: The Ball Master Level Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Unique Summons III	
2	+1	+0	+0	+3	Additional Summons (2 / day)	+1 spellcaster level
3	+1	+1	+1	+3	Evolution IV	+1 spellcaster level
4	+2	+1	+1	+4	Unique Summons V	+1 spellcaster level
5	+2	+1	+1	+4	Additional Summons (3 / day)	
6	+3	+2	+2	+5	Evolution VI	+1 spellcaster level
7	+3	+2	+2	+5	Unique Summons VII	+1 spellcaster level
8	+4	+2	+2	+6	Additional Summons (4 / day)	+1 spellcaster level
9	+4	+3	+3	+6	Evolution VIII	
10	+5	+3	+3	+7	Evolution IX	+1 spellcaster level

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Beat Poet

“Dragon”

“Drag... On”

“Draggin’ your antiquated morals and ethics

‘round like a ball and chain of the ancient

bougeoisie”

“Drag On Man, I got my bongos!”

The Beat Poet has mastered the art of the Beat. They seek to move others through Disembodied Poetics, politically charged musings and strange bongo playing. The Beats, as they call themselves, are often failed bards, or as they put it “not willing to adapt our unique and disembodied sound to the mainstream teachings, instead changing the mainstream mindset through our music and poetry.”

Hit Die: d6

Requirements

To qualify to become a Beat Poet (Bpo) a character must fulfill all the following criteria.

Perform: 6 ranks (Bongos and Poetry)

Bluff: 3 ranks

Equipment: must own a masterwork black beret and a set of bongos.

Class Skills

The Beat Poet.s class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), and Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Beat Poet prestige class.

Weapon and Armor Proficiency: Beat Poets gain no additional training with weapons or armor.

Beat Poetics and Music: All the Beat Poet.s extraordinary abilities are derived from his talent for Beat Poetry and bongo playing. If interrupted by an attack or damage while performing one of these abilities, the Beat Poet must successfully make a Concentration check with a DC of 13 plus the damage dealt or the effect is ended.

Cause Confusion (Ex): By spouting beat poetry and striking at his bongos, the Beat Poet can create the effects of a Confusion spell as a sorcerer of twice his Beat Poet level. The save DC for this ability is 13 plus the Beat Poet.s Charisma bonus. Using this ability is a standard action and provokes an attack of opportunity.

This is a sonic, mind-affecting ability that can be used once per day per Beat Poet level.

Break Beat Bongos (Ex): While the level 2 Beat Poet Poet plays his Bongos, all skill checks performed within 120 feet (reduced based on walls and doors between the Beat Poet and the victim) suffer a -6 “irritating distraction” penalty.

Calm Emotions (Ex): Also referred to as “inspire depression” by those less “in tune” with the Beat culture, this ability duplicates the effects of the spell of the same name, cast as a sorcerer of twice the Beat Poet’s class level. The save DC for this ability is 13 plus the Beat Poet’s Charisma bonus. Using this ability requires that the Beat Poet spout strange and depressing poetry as a move-equivalent action that provokes an attack of opportunity. This sonic mind-affecting ability can be used once per day per Beat Poet level.

Table 2-2: The Beat Poet Level Advancement

Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Beat Poetics and Music, Cause Confusion
2	+1	+0	+3	+3	Break Beat Bongos
3	+2	+1	+3	+3	Calm Emotions
4	+3	+1	+4	+4	Mass Slow
5	+3	+1	+4	+4	Mass Confusion

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Mass Slow (Ex): Essentially a controlled mixture of BreakBeatBongos and Calm Emotions, using this ability is a move-equivalent action which provokes an attack of opportunity that must be performed each round or the effect ends. All creatures within 120 feet of this sonic mind-affecting ability (friend and foe alike) are affected as if the target of a *slow* spell cast by a Sorcerer of twice the Beat Poet's class level. The Save DC for this ability is 13 plus the Beat Poet's Charisma bonus. A Beat Poet can use this ability once per day per two levels of Beat Poet (rounded up).

Mass Confusion (Ex): The pinnacle of Beat Poetry, this ability can only be performed once per day by even the most accomplished Beat Poet. Using this ability is a move-equivalent action which provokes an attack of opportunity that must be performed each round or the effect ends. All creatures within 120 feet of this sonic mind-affecting ability (friend and foe alike) are affected as if the target of a *confusion* spell cast by a Sorcerer of twice the Beat Poet's class level. The Save DC for this ability is 13 plus the Beat Poet's Charisma bonus.

Milton Jack

Milton is living proof that too much contemplation can be a bad thing. While living and training in an ancient temple with the resident monks, his regular meditations led him to some strange revelation that the world was a static, unchanging thing. But worse, it was static because people weren't trying to change it. So Milton donned his black beret, picked up his bongos and moved on.

Milton Jack, male human Mnk3 / Bpo3; CR 6;

Medium-size Humanoid (human); HD 3d8+3d6; hp 24; Init +6; Spd 40 ft; AC 16 (+2 Dex, +2 Wis, +2 bracers); Melee masterwork dagger +6 (1d4+1 / crit 19-20) or flurry of blows +3/+3 (1d6+1); SA Unarmed Strike, Stunning Attack, Flurry of Blows, Cause Confusion, Break Beat Bongos, Calm Emotions; SQ Evasion, Still Mind, Slow Fall (20 ft); Face 5 ft x 5 ft; Reach 5 ft; AL NG; SV Fort +6, Ref +8, Will +8; Str 12, Dex 14, Con 11, Int 9, Wis 14, Cha 15.

Skills and Feats: Bluff +9 (4), Concentration +4 (4), Diplomacy +9 (4), Perform +15 (9), Tumble +6 (4); Deflect Arrows, Great Fortitude, Improved Initiative, Run, Skill Focus (perform).

Equipment: masterwork bongos, masterwork black beret, black turtleneck, potion of cat.s grace, potion of cure light wounds, bracers of armor +2

Appearance: Milton Jack is a thin human of average build and a slight pot-belly from excessive ale consumption since he stopped his monastic training in favor of the Beat movement. He has short black hair that is usually spiked and often wears darkened gnomish goggles over his eyes.

Roleplaying: Milton Jack often rambles on about things strange and esoteric. To make it worse, he couches his conversations within even *more* cryptic commentary, using the bluff skill to get his message across, even if it's just saying that he needs another cup of joe.

The Bowler

"Awoogah! A 5-10 split of Goblin Infantry for the spare! Now if only they didn't run away like that, the game would be a helluva lot easier!"

While most giants are known for their rock-throwing and rock-catching abilities, this is generally seen as a deadly skill they have practiced in order to prove their superiority of size and power over the smaller races.

But the life of a giant is not all "Fee, Fie, Foe, Fum" and grinding bones into flour. The rock-throwing is actually training for the sport of kings... Few indeed are the giants who don't aspire to join The Big Leagues!

Hit Die: d8

Requirements

To qualify to become a Bowler (Bwl) a character must fulfill all the following criteria.

Race: Giant, Humanoid or Monstrous Humanoid

Size: Large or greater

Base Attack Bonus: 9+

Equipment: Must own or craft a bowling rock one size increment smaller than himself

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Table 2-3: The Bowler Level Advancement

Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Beer Drinkin' Man
2	+2	+3	+3	+0	Bouncing Betty
3	+3	+3	+3	+1	Bowlin.
4	+4	+4	+4	+1	Sidewinder
5	+5	+4	+4	+1	All-Terrain Bowlin.

Class Skills

The Bowler's class skills (and the key ability for each skill) are Appraise (Int), Balance (Ref), Bluff (Cha), Climb (Str), Craft (rocks) (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), and Perform (Cha).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Bowler prestige class.

Weapon and Armor Proficiency: Bowlers receive no additional training with weapons or armor.

Beer Drinkin' Man (Ex): A Bowler can drink booze like there is no tomorrow (and may well wish there was no tomorrow when the hangover hits). He can drink a large mug of beer as a move-equivalent action. (Note that for giants, the definition of a "large mug of beer" is quite daunting to a medium-size creature, these

sizes are all relative to the size of the imbiber). The first drinks have no effect on his performance, but once he has consumed drinks equal to his class level plus his Constitution bonus, he finally begins to feel it. For each drink consumed beyond that point, he gains a -1 drunken penalty to Intelligence, Wisdom and Dexterity and gains a +1 drunken bonus to his choice of Strength or Constitution. These effects are each reduced by 1 point per hour that has passed since the drinking began. A smart giant knows his limit, and drinks just enough to keep just below the line of true inebriation.

Bouncing Betty (Ex): A beginning bowler doesn't so much "roll" his rock towards targets, but "bounces" it. In addition to the first target of the



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Bowler's attack with a Bowling Rock, the Bowler may attempt to attack a second target in a 60 foot cone beyond the initial target at a -2 penalty on the attack roll and with the damage bonus for Strength halved. An additional attack as above at a further -2 penalty to hit and with no Strength bonus to damage can be attempted when the Bowler reaches level 4.

Bowlin' (Ex): As long as the level 3 Bowler is attacking opponents on relatively level or downhill terrain with a Bowling Rock, the Bowler can sacrifice his attack in order to "bowl" with the rock, effectively making the attack an area attack, 300 feet long and 5 feet wide, with each target in that area taking full damage from the Bowling Rock unless they can make a Reflex save DC 10 + Bowler level + Dexterity bonus to reduce the damage by half.

Sidewinder (Ex): A level 4 Bowler can perform impressive stunts with his Bowling Rock. When performing a Bouncing Betty attack, he can attack a third target (as per the description in the Bouncy Betty ability) and when using the Bowlin. ability he can have the area of the Bowlin. attack to include a single bend of up to 90 degrees somewhere in its length.

All-Terrain Bowlin' (Ex): At level 5, the Bowler can use the Bowlin. ability uphill, over rough terrain and even through forests. In addition, the Bouncing Betty ability can be used to attack targets behind cover of low walls and so on, halving the defensive bonus of cover and concealment.

Bowling Rocks: Statistics on Bowling Rocks can be found in chapter 6, "Yee Mighty Sporting Goodes Shop". A Bowler must use a Bowling Rock one size increment smaller than himself in order to use any of the class abilities beyond the Beer Drinkin' Man.

Drug Fiend

I finished shooting up quicker than usual, and looked up to watch Terrance take his hit... except he hadn't tied himself off yet. Then I saw that new girl of his lean over, her tongue stretching out of her mouth like some messed-up proboscis from a giant mosquito. He tilted his head back and she slipped the tip of her tongue into his carotid... I could tell he was getting his hit that way, and I ran and never saw Terrance or his demon girlfriend again.

Everyone knows you can't trust a Drug Fiend. These are the final evolution of hardcore drug users and drinkers. They have the man inside, they never get busted because they never have to buy again, they can make their own. They are downright creepy. Darwin would be shocked.

Hit Die: d8

Requirements

To qualify to become a Drug Fiend (Drg) a character must fulfill all the following criteria.

Diplomacy: 8 ranks

Bluff: 8 ranks

Base Fortitude Save: +7 or greater

Feats: Streetwise

Special: must have the Drinkin' Man or Lord of the Dose special ability.

Class Skills

The Drug Fiend's class skills (and the key ability for each skill) are Balance (Ref), Climb (Str), Intimidate (Cha), Jump (Str), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Drug Fiend prestige class.

Weapon and Armor Proficiency: Drug Fiends receive no additional training with weapons or armor.

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Table 2-4: The Drug Fiend Level Advancement

Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Sneak Attack +1d6
2	+1	+3	+0	+3	Miscibility Master
3	+2	+3	+1	+3	Sneak Attack +2d6
4	+3	+4	+1	+4	Create Dependency
5	+3	+4	+1	+4	Sneak Attack +3d6
6	+4	+5	+2	+5	AutoSynthesis
7	+5	+5	+2	+5	Sneak Attack +4d6
8	+6	+6	+2	+6	Drug Fiend Metamorphosis

Sneak Attack (Ex): Never turn your back on a Drug Fiend. If a Drug Fiend can catch an opponent when he is unable to defend himself effectively, he can strike a vital area in order to deal extra damage. This is identical to the Rogue ability and begins at +1d6 at level 1 and increases by 1d6 every two levels thereafter. This bonus stacks with any Sneak Attack bonuses the Drug Fiend has from other sources.

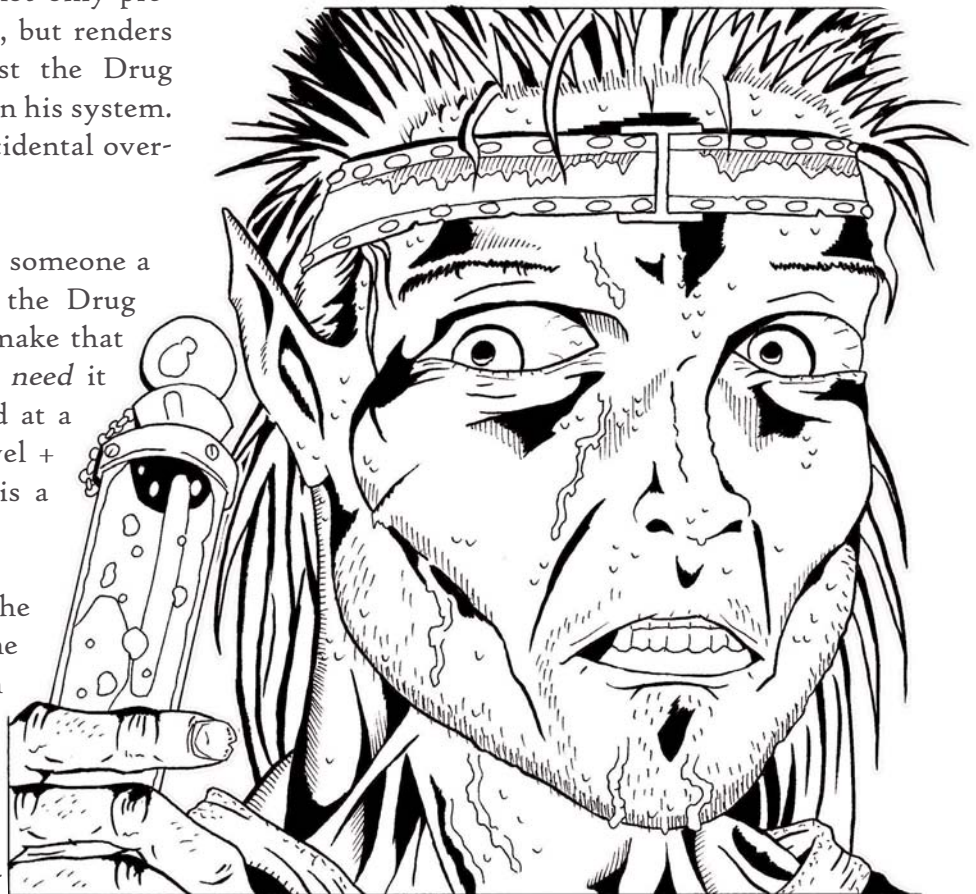
Miscibility Master (Ex): Beginning at level 2, the Drug Fiend never suffers any adverse effects from combining drugs and alcohols. This not only prevents illness and accidental poisoning, but renders any binary toxins ineffective against the Drug Fiend as they never combine properly in his system. The Drug Fiend is also immune to accidental overdoses at this point.

Create Dependency (Su): By giving someone a single dose of any drug or alcohol, the Drug Fiend has the supernatural power to make that person crave the particular drug and *need* it twice per day unless they can succeed at a Will save DC = 10 + Drug Fiend Level + Drug Fiend's Charisma bonus. This is a mind-affecting ability.

AutoSynthesis (Su): At level 6, the Drug Fiend gains "the man inside" - he can now create drugs within his own body, creating up to his Constitution bonus of drug doses per day (minimum 1 per day) plus 1 additional dose daily per drug fiend level above 6th. Either he gains the benefits of consum-

ing the drug, or he can excrete the drug for another to share - although most people are too squeamish to take a drug you just milked out of your pores or vomited up spontaneously - this is for real desperate addicts only. Using this supernatural ability requires an alchemy check as if the Drug Fiend was attempting to manufacture the drugs in a lab, but the DC is reduced by 10.

Drug Fiend Metamorphosis (Ex): At level 8 the Drug Fiend completes the metamorphosis begun with the AutoSynthesis ability, becoming an out-



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sider who can not only autosynthesize drugs, but can spontaneously create the necessary paraphernalia out of his own form for the administration of the drug - fingers become hypodermics, stomach becomes a huge hookah with hoses extending from the navel, and so on. The Drug Fiend's type changes to "outsider", making him immune to abilities and effects that specifically target his old racial type. Manifesting spontaneous drug paraphernalia takes a move-equivalent action and acts as a *charm person* spell cast by a sorcerer of twice the Drug Fiend's character level on all persons who are addicted to whatever drug the paraphernalia is appropriate for who can see the metamorphosis. The DC to resist this mind-affecting ability is 10 + the Drug Fiend's class level + the Drug Fiend's Charisma bonus.

New feat

Streetsmart [General]

The streetsmart individual has his ear to the ground and knows the ins and outs of the urban environment and lower society.

Benefit: The character gains a +2 bonus on all Gather Information and Bluff checks.

Field Chef

"A couple of onions, oregano, sage... pinch of salt... Voila! Displacer Beast Quiche!"

There are those who seek the Creature Comforts of home while on the road, or even in the dungeons. They understand the value of a good home-cooked meal and take the... interesting... ingredients available to them as a challenge to their culinary skills. They become Field Chefs.

Hit Die: d6

Requirements

To qualify to become a Field Chef (Fch) a character must fulfill all the following criteria.

Base Fortitude Save: 4+

Craft (alchemy): 4 ranks

Profession (cook): 8 ranks

Survival: 4 ranks

Class Skills

The Field Chef's class skills (and the key ability for each skill) are Craft (alchemy) (Int), Appraise (Int), Diplomacy (Cha), Listen (Wis), Perform (Cha), Profession (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Field Chef prestige class.

Weapon and Armor Proficiency: Field Chefs are trained with all simple and culinary weapons, but not with armor or shields.

Basic Cookery (Ex): The Field Chef can make anything edible, even to people without the Eat Anything feat. With a successful Profession (cook) check (DC 15+ CR of the creature) a Field Chef can use this extraordinary ability to turn any deceased creature into an edible meal in under an hour.

Mass Cooking (Ex): With a few vegetables, some water or stock and a very large pot, a Field Chef can use this extraordinary ability to feed huge numbers of people. In one single-hour session, the Field Chef can prepare food for 20 people per Field Chef level. This requires the meat of one medium-size creature per 10 people present. Larger and smaller creatures

Table 2-5: The Field Chef Level Advancement

Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Basic Cookery, Mass Cooking
2	+1	+3	+0	+0	Fungal Gourmet
3	+2	+3	+1	+1	Jelly Moulds
4	+3	+4	+1	+1	
5	+3	+4	+1	+1	Essence of Monster

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are worth 4 times more or less meat than a medium-size creature. If the meat being used is not normally edible, then the Basic Cookery ability must be used also.

Fungal Gourmet (Ex): At level 2, the Field Chef learns how to flavor his creations using normally hostile fungus. *Green Slime* added to a meal helps clean out the system, providing a +1 alchemical bonus on Fortitude Saves for 24 hours. *Yellow Mold* added to a meal provides a +1 alchemical bonus on all saves against heat effects (Fortitude saves against taking damage from prolonged heat exposure, Reflex saves against flame attacks, etc). *Shrieker* added to a meal provides a +1 alchemical bonus to initiative checks for the next 6 hours. *Purple Fungus* added to a meal provides a +2 alchemical bonus on all Fortitude saves against poison. One normal specimen of each fungus is enough to add to five meals.

Jelly Moulds (Ex): Once he has reached level 4, the Field Chef can cook any ooze into a tasty... although interesting dessert in one hour. Most Acidic Oozes are cooked into Ooze Meringue Pies (one pie for a medium-sized ooze, double the number of pies per size increment larger than medium). An Ooze Meringue Pie will keep for one week if packaged well. Ooze Meringue Pie is very acidic and can be used as a solvent countering most commonly encountered dungeon stickiness and glues including web spells and sundew. If ingested after being poisoned it fortifies the system, providing a +3 alchemical bonus on saves against secondary damage from poison (and a +3 to the heal check for someone trying to treat a poison). Gelatinous Cubes, on the other hand, are diced and boiled down to reduce the strength of their analgesic effects. Gelatinous Cube Jelly, when ingested, causes numbness which results in a -2 alchemical penalty on fine motor skills such as open locks, pick pockets and disable device. Additionally, the consumer can ignore half of all subdual damage taken during the 1d4 hour duration. It also makes a great anti-itch ointment.

Essence of Monster (Ex): With 12 hours of work, a level 5 Field Chef can distill the magical essence of a monster slain within 12 hours of the procedure. Creating the Essence requires a masterwork cooking set as well as 400 gp of ingredients and 32 XP from the Field Chef. A bottle of Essence of Monster can be quaffed like a potion, granting the imbiber a single use of one of the distilled monster's abilities such as a dragon's breath weapon or a medusa's gaze (or for 1 minute for abilities that are not single use such as a creature's natural AC bonus, Constitution, Strength or Dexterity). A bottle of Essence remains potent for 1 month after it has been distilled.

Flunky

Every villainous spellcaster seems to have them: lackeys cowering at their elbows, servile, obsequious, intent on doing whatever tasks their powerful master requires, so long as it will spare them their wrath, although it never seems to do so for long.

They are the flunkies, whose toadying and bootlicking makes the work of archvillains a little simpler, as they have someone to shine their shoes, feed the prisoners, sharpen the iron maidens and, when life in the Tower of Unmitigated Darkness is quiet, someone to beat and experiment upon.

Flunkies can be members of any race, although they are most typically kobolds, goblins, orcs, half-orcs and particularly wretched halflings, gnomes, dwarves and humans. Flunkies can be drawn from any class, but in practice, only Commoners have such limited prospects that becoming a Flunky seems like a good career decision.

Requirements

To qualify to become a Flunky (Fky), a character must fulfil all of the following criteria.

Craft (Any): 8 ranks

Feats: Toughness, Endurance

Special: A would-be Flunky must speak the Common Tongue. In addition, he must be the primary servant of a non-good villainous wizard, cleric, druid or sorcerer.

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Table 2-6: The Flunky Level Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells 0	Spells 1
1	+0	+2	+2	+0	Evasion	-	-
2	+1	+3	+3	+0	Toady +1	-	-
3	+1	+3	+3	+1	Avoid Wrath	-	-
4	+2	+4	+4	+1	Uncanny Dodge	0	-
5	+2	+4	+4	+1	Toady +2	0	-
6	+3	+5	+5	+2	Avoid Wrath	1	-
7	+3	+5	+5	+2	Improved Uncanny Dodge	1	-
8	+4	+6	+6	+2	Toady +3	1	0
9	+4	+6	+6	+2	Avoid Wrath	1	0
10	+5	+7	+7	+3	Improved Evasion	1	1

Hit Die: d4

Class Skills:

The Flunky's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Magic Device (Cha), Use Rope (Dex)

Skill Points at Each Level: 4 + Int modifier

Class Features

All of the following are class features of the Flunky prestige class.

Weapon and Armor Proficiency: Flunkies are proficient with all simple weapons. They are not proficient with any type of armor, nor with shields. Armor of any type interferes with a Flunky's movements, which can cause his arcane spells to fail. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Evasion: Few flunkies would live past first level without evasion. If exposed to an effect that normally allows a character to attempt a Reflex saving

throw for half damage (such as a fireball hurled by their master after a hard day battling the forces of Good), he takes no damage with a successful saving throw. Evasion can only be used if the Flunky is wearing light armor or no armor. Evasion is an extraordinary ability.

Toady: Starting at level 2, flunkies become adept at subtly getting their masters to do what they want -- which normally translates into getting them to stop beating the Flunky at that given moment. Flunkies gain a +1 on all Charisma checks and Charisma-keyed skills such as Bluff, Diplomacy, Disguise, Gather Information and Perform as they relate to dealing with their master. They do not gain this bonus in conjunction with Intimidate, however. This bonus increases by 1 every 3 levels thereafter -- i.e. +2 at level 5, +3 at level 8 and +4 at level 11 (for epic flunkies, the wretched creatures).

Avoid Wrath: Beginning at level 3, flunkies have become adept at spotting their master's wrath moments before it's too late, and either getting out of the way, or steeling themselves for the worst. At level 3, they gain a +1 insight bonus to saving throws for all spells cast by their master. This bonus increases by 1 every three levels thereafter -- i.e. +2 at level 6, +3 at level 9, and so on.

Uncanny Dodge: Starting at 4th level, the Flunky gains the extraordinary ability to react to danger before his senses would normally allow him to even

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be aware of it. At 4th level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a Flunky already has Uncanny Dodge from a different class, he automatically gains Improved Uncanny Dodge (see below) instead.

Improved Uncanny Dodge (Ex): At 7th level, the Flunky can no longer be flanked (the origin of a popular peasant's tongue twister), since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the Flunky, unless the attacker has at least four more rogue levels than the target does.

If a character already has Uncanny Dodge (see above) from a second class, the character automatically gains Improved Uncanny Dodge instead, and the levels from the classes that grant Uncanny Dodge stack to determine the minimum rogue level required to flank the character.

Spells: Beginning at 4th level, a Flunky gains the ability to cast a small number of spells, of the sort their master can cast. (i.e. the Flunky of a necromancer would gain arcane spells as a wizard, while the Flunky of an evil cleric would gain divine spells using the master's spell list.) The Flunky can only prepare spells available to their master, and does not gain any bonuses for specialization if their master is a specialist wizard. Flunkies of sorcerers only know as many spells as they are able to cast (including bonus spells for high Charisma). Flunkies follow all other spellcasting rules as though they were a member of their master's spellcasting class.

Improved Evasion: This extraordinary ability, gained at 10th level, works like evasion (see above). The Flunky takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage (breath weapon, fireball, and so on). What's more, he takes only half damage even if she fails her saving throw, since the Flunky's reflexes allow him to get out of harm's way with incredible speed.

Ex-Flunkies

Flunkies who are no longer in the service of a villainous master cannot advance as a Flunky until such time as they enter the service of another master. (Their available spells may change accordingly, including switching from being an arcane to a divine spellcaster, or vice versa, as appropriate.)

Like a member of any other class, a Flunky may be a multiclass character, but flunkies face a special restriction. A Flunky who gains a level in a class or other than their original class prior to becoming a Flunky can never again raise their Flunky level, though they retain all their Flunky abilities. The path of the Flunky requires an abject lack of better prospects, and once a character is aware of better career opportunities, they may never return to flunkeydom.

Grizzled Old Fart

"Well, I'll be. Ain't been given the evil eye by a medusa in what, nigh on thirty years? Now you serpent-headed gal can jest git outta here, ya hear? Ain't got no use for your kind 'round here.."

The Grizzled old Farts are exactly that... grizzled and old. They refuse to grow old gracefully, instead becoming bitter and arrogant about it. They are packed full of old cliché about youngsters, whippersnappers and punks. Grizzled Old Farts are also known as Bloody Old Coots and Crazy Old Men. They can often be found sitting on their rocking chairs smoking on the porch or at the local tavern.

Hit Die: d8

Requirements

To qualify to become a Grizzled old Fart (Old) a character must fulfill all the following criteria.

Age: Middle Age or older

Intimidate: 8 ranks

Special: Must be visibly scarred and have a sob story.

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Table 2-7: The Grizzled Old Fart Level Advancement

Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	The Evil Eye and a One-Liner
2	+1	+3	+0	+3	Bardic Knowledge
3	+2	+3	+1	+3	Tough as Nails
4	+3	+4	+1	+4	Bloody Obstinate
5	+3	+4	+1	+4	Survivor

Class Skills

The Grizzled Old Fart's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (whittling or brewing) (Int), Intimidate (Cha), Knowledge (all skills taken individually), Listen (Wis), and Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Grizzled Old Fart prestige class.

Weapon and Armor Proficiency: Grizzled Old Farts gain no additional training with weapons or armor.

The Evil Eye and a One-Liner (Ex): The Grizzled Old Fart is a master of staring folk down and topping it off with a pithy (or cliched, depending on your opinion) one-liner. The Grizzled Old Fart can use this ability once per day, plus an additional time per day for every point of Charisma bonus (in fact, it can be - and is - used much more frequently, but the special ability functions only this often, the rest of the time, the Grizzled Old Fart just thinks he is being pithy). Each use of the ability targets a single sentient target that must understand the language spoken by the Grizzled Old Fart. For the next 24 hours the Grizzled Old Fart gains a +4 circumstance bonus on Intimidate checks against the target, as well as gaining a +2 circumstance bonus on all will saves against spells and effects performed by the target creature.

Bardic Knowledge (Ex): Years perched on the rocking chair on the front porch and sitting down with the old-timers at the local tavern gives the Grizzled Old Fart a cornucopia of stories and yarns

to tell. The upside is that it is treated as the Bardic Knowledge ability at onehalf the Grizzled Old Fart's class level. This stacks with the normal Bardic Knowledge ability for Grizzled Old Bards.

Tough as Nails (Ex): Sitting in the wind and sun (and whatever other elements are common in the local climate) has hardened the Grizzled Old Fart, combined with the pickling he provides himself in the form of home-brewed hooch he has become leathery and dry like an old mummy. This grants the Grizzled Old Fart of level 3 a hardness rating of 2, reducing all damage the Grizzled Old Fart takes from any source by 2 points.

Bloody Obstinate (Ex): Anyone who thought the Grizzled Old Coot was a pain in the ass before will be in for a shock when he reaches level 4. This ability grants the Grizzled Old Coot a +2 bonus on all Will and Fortitude saving throws.

Survivor (Ex): It seems that the truly miserable oldtimers *never die!* Once a Grizzled Old Fart reaches level 5, double the maximum age of each age category from Middle Age and up.

One day, a halfling commoner found that a Kobold had climbed into one of his trees. The halfling sent word to the local Kobold removal service he had heard about in town. A gnome showed up with a flumph, a ten-foot pole, and a crossbow that afternoon.

"I'm going to climb the tree and poke at the kobold till he falls out," he said to the halfling. "Then the flumph will naw on his sensitive parts."

"What's the Crossbow for?" asked the simple halfling.

The gnome replied, "If I fall out of the tree first, shoot the Flumph."

- The Flumphonomicon

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Jester

“What did the goblin princess say when she found out she was pregnant?”

“I hope it’s not mine!”

The Jester is a master of ridicule, a performer with a sense for the absurd. Jesters live to tell tales, insult kings and huge beasts, and to commit the greatest (or the worst) practical jokes. Most jesters come from those races best known for their sense of humour - primarily humans, gnomes and halflings. Occasionally stranger creatures take this path, but few indeed are as memorable as the Minotaur Joke Tossers of Karran Dore. Most Jesters are bards or rogues with a few expert entertainers joining their ranks. Charisma and Dexterity are the key abilities of Jesters as most of their skills rely on the first and their survival often relies upon the second.

Hit Die: d6

Requirements

To qualify to become a Jester (Jst) a character must fulfill all the following criteria.

Alignment: any non-lawful

Balance: 7 ranks

Perform: 7 ranks

Tumble: 7 ranks

Feats: Ambidexterity, Improved Initiative, Prat-Fall

Class Skills

The Jester’s class skills (and the

key ability for each skill) are Balance (Ref), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Jump (Str), Language (special), Perform (Cha), Sense Motive (Wis), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Jester prestige class.

Weapon and Armor Proficiency: Jocks are proficient with all simple weapons and light and medium armor, but not shields.

Spellcasting: Jesters cast arcane spells from the Jester Spell list according to table 3-6: The Jester. He casts these spells without needing to memorize them beforehand, although he has to maintain a

jokebook (although this is usually in the form of a small collection of comic books, scribbled notes on beer coasters and so on) which he must study for at least an hour weekly. Jesters receive bonus spells for high Charisma, and to cast a spell a Jester must have a Charisma score at least equal to 10+ the level of the spell. The Difficulty Class for a saving throw against a Jester’s spell is 10 + the spell’s level + the Jesters Charisma modifier.

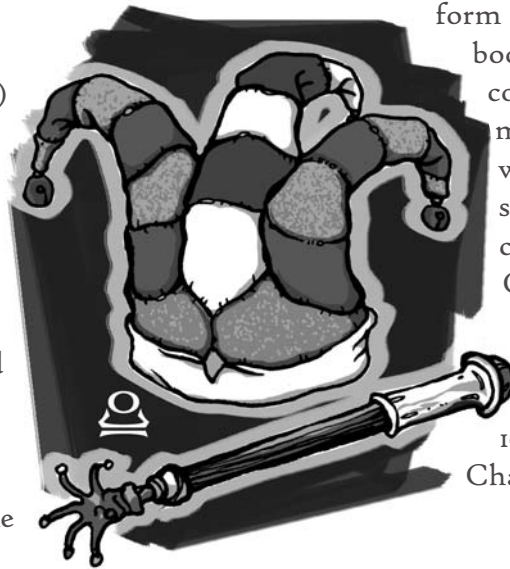


Table 2-8: The Jester Level Advancement
Spells per Day

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1	2	3	4
1	+0	+0	+2	+0	Spellcasting, School of Humour, Linguist	s	-	-	-
2	+1	+0	+3	+0	Witty Defense +1, Outrage	0+s	-	-	-
3	+2	+1	+3	+1	Uncanny Dodge	1+s	s	-	-
4	+3	+1	+4	+1	Deflect Arrows	2+s	0+s	-	-
5	+3	+1	+4	+1	Witty Defense +2	3+3	1+s	s	-
6	+4	+2	+5	+2	Improved Uncanny Dodge	3+s	2+s	0+s	-
7	+5	+2	+5	+5	Improved Outrage	3+s	2+s	1+s	s
8	+6	+2	+6	+2	Witty Defense +3	3+s	2+s	2+s	0+s
9	+6	+3	+6	+3	Rapier Wit	4+s	3+s	2+s	1+s
10	+7	+3	+7	+3	Improved Prat-Fall	4+s	4+s	3+s	2+s

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School of Humour: Each Jester is trained or is naturally talented in one school of humour. In addition to his standard spells, a Jester gets one school spell at each spell level, as listed in the Jester.s Schools of Humour tables. On the spellcasting table, the .s. entries represent the Jester.s school of humour spell. At level 8 a Jester gains access to a second school of humour - from that point onwards, his school spell can be chosen from the two schools he has access to.

Linguist (Ex): Love knows no bounds... but unfortunately the language barrier is enough to kill most jokes. Because of this at each level the Jester learns an additional language.

Witty Defense (Ex): Starting at 2nd level, the Jester learns how to defend himself with strange motions, disconcerting actions and loud exclamations. As long as the Jester is wearing no armor or armor with an armor check penalty of zero, this provides a +1 dodge bonus to the Jester's Armor Class at level 2, increasing by an additional +1at levels 5 and 8. This dodge bonus is doubled against unarmed and natural weapon attacks.

Outrage (Ex): A level 2 or higher Jester can use loud vocal commentary and hand gestures to cause outrage in opponents who can see him and understand what he is saying. To be affected, the creatures must hear the Jester's outrageous commentary for one full round. The effect remains as long as the Jester maintains his commentary plus 1d4 additional rounds afterwards. While performing this outrageous commentary, the Jester can still fight and move normally, but cannot cast spells, activate magic items by spell completion or by command word. Affected enemies within 120 feet suffer a -2 morale penalty to Will saving throws and a -1 morale penalty to attack rolls. A Jester can use this ability once per day per two Jester levels.

Uncanny Dodge (Ex): Starting at 3rd level, the Jester gains the extraordinary ability to react to danger before his senses would normally allow him to do so. This ability is identical to the Rogue ability

of the same name.

If a Jester already has Uncanny Dodge from a different class, he automatically gains Improved Uncanny Dodge (see below) instead.

Deflect Arrows (Ex): At level 4, the Jester gains the Deflect Arrows feat as a bonus feat, even if he does not have the prerequisites.

Improved Uncanny Dodge (Ex): At 6th level, the Jester can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the Jester, unless the attacker has at least four more rogue levels than the target does.

If a character already has Uncanny Dodge (see above) from a second class, the character automatically gains Improved Uncanny Dodge instead, and the levels from the classes that grant Uncanny Dodge stack to determine the minimum rogue level required to flank the character.

Improved Outrage (Ex): Whenever a Jester of level 7 or greater uses his outrage ability in a language that his allies understand, they gain a +2 morale bonus to saving throws against fear and charm effects and a +1 morale bonus on attack rolls for the full duration of the outrage ability.

Rapier Wit (Ex): At level 9 the Jester gains the ability to use the bluff skill in combat (as a feint) as a moveequivalent action instead of a full-round action.

Improved Prat-Fall (Ex): When attacked by a person or creature with multiple attacks (either multiple weapons or iterative attacks), after the first attack lands the level 10 Jester can tumble backwards under the effect of the blow in an attempt to avoid the remaining attacks. The Jester tumbles backwards 10 feet, if unable to move back that far, this ability cannot be used. If tumbling that far back puts the Jester out of the attacker.s reach, the attacker.s remaining attacks are lost. The attacker is allowed one Attack of Opportunity against the Prat-Falling Jester if he can succeed at a Reflex save

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with a DC of 10 + the Jester.s class level + Dexterity bonus. The Jester must make a tumble roll as normal to prevent attacks of opportunity while performing the Improved Prat-Fall.

Jester Spell List

Level 1 Jester Spells

Charm Person. Makes one person your friend
Expeditious Retreat. Doubles your speed
Glitterdust. Blinds target, outlines invisible targets
Grease. Makes 10 ft square or one object slippery
Sleep. Put 2d4HD of creatures into comatose slumber
Unseen Servant. Invisible force that obeys commands

Level 2 Jester Spells

Emotion. Arouses strong emotion in subject
Leomund.s Trap. Object appears trapped
Rope Trick. Eight creatures can hide in pocket space
Tasha.s Hideous Laughter. Subject loses actions
Summon Monster I. Call outsider to distract for you

Level 3 Spells

Charm Monster. Makes monster believe it's your ally
Confusion. Makes subject behave oddly
Displacement. 50% miss chance
Rainbow Pattern. Lights prevent 24HD from attacking

Level 4 Spells

Hold Monster. As *hold person*, but any target type
Mind Fog. Subjects get -10 Wis and Will checks
Otto.s Irresistible Dance. Forces subject to dance
Veil. Changes appearance of group of creatures

Schools of Humour

Bodily Functions

Jesters from this school find great humour in fart and belch jokes, as well as potty-humour. These are often the crudest of Jesters, and it seems to appeal to the rare half-orc Jesters and some lower-class human Jesters.

- 1 - **Fog Cloud.** Fog obscures vision
- 2 - **Gust of Wind.** Blows away or knocks down targets
- 3 - **Stinking Cloud.** Nauseating vapors, 1 rnd / lvl
- 4 - **Shout.** Deafens all within cone and deals 2d6 dmg

Mime

Jesters from this school are usually dressed monochromatically, have a tendency to walk against the wind and try to tell all their jokes with hand gestures exclusively. They also tend to be pursued by crowds with murderous intent.

- 1 - **Silence.** Negates sound in a 15-ft radius
- 2 - **Gust of Wind.** Blows away or knocks down targets
- 3 - **Hold Person.** Holds one person helpless
- 4 - **Wall of Force.** Wall is immune to damage

Pranks

Jesters from the Pranking School are masters of practical jokes. Many consider their art to be much akin to non-damaging trapmaking.

- 1 - **Animate Rope.** Makes a rope move at your command
- 2 - **Illusory Wall.** Wall, floor or ceiling looks real...
- 3 - **Polymorph Other.** Gives one subject new form
- 4 - **Wall of Force.** Wall is immune to damage

Slapstick

Jesters from the School of Slapstick specialize in prat-falls, eye-poking, seltzer bottles and other visible physical forms of humour.

- 1 - **Jump.** Subject gets a +30 on jump checks
- 2 - **Illusory Wall.** Wall, floor or ceiling looks real...
- 3 - **Magic Vestment.** Armor or shield gains +1 / 3 levels
- 4 - **Telekinesis.** Lifts or moves 25 lbs / lvl at range

Tragedy

Tragic Jesters seek the enlightenment and comedy to be found in moments of sadness and tragic happenings. They are often fairly morose individuals or persons with an inappropriate or dark sense of humour.

- 1 - **Sanctuary.** Opponents can.t attack you
- 2 - **Shield Other.** You take half of subject.s damage
- 3 - **Bestow Curse.** Caster.s choice of curses
- 4 - **Feeblemind.** Subject.s Int drops to 1

Q: What's the brown stuff between dragons' toes?
A: Slow halflings.

- Ari Marmell

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Table 2-9: The Jock Level Advancement

Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Obscure Weapon Proficiency, Obscure Armor Proficiency
2	+2	+3	+3	+0	Drinkin' Man, Running Man
3	+3	+3	+3	+1	Obscure Weapon Focus
4	+4	+4	+4	+1	Steroid Treatment
5	+5	+4	+4	+1	Obscure Weapon Specialization

Hypnotism

Hypnotists like to make their victims.. err, audience, do strange things while under their spell...

- 1 - **Hypnotism.** Fascinates 2d4 HD of creatures
- 2 - **Suggestion.** Compel subject to follow suggestion
- 3 - **Lesser Geas.** Commands subject of 7HD or less
- 4 - **Dominate Person.** Controls humanoids by telepathy

The Jock

"Yah, like, you can cast like big flaming spells an' stuff, but I can kick yo' ass at lacrosse!"

The Jock is the master of sports, a hardy soul who has taken up body building, competitive sports and the consumption of mass quantities of protein supplements and anabolic steroids. Most Jocks are from races and classes that admire physical fitness and an aptitude for competitive sports. A majority of these are human and half-orc fighters and warriors as well as a few barbarians and monks. For a small race, a surprising number of gnomes get involved in this class because of their organized sports and competitions.

Hit Die: d12

Requirements

To qualify to become a Jock (Jok) a character must fulfill all the following criteria.

Fortitude Save: +5 or greater base save

Feats: Endurance, Power Attack, Toughness

Class Skills

The Jock's class skills (and the key ability for each skill) are Balance (Ref), Climb (Str), Intimidate (Cha), Jump (Str), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Jock prestige class.

Weapon and Armor Proficiency: Jocks are proficient with all simple weapons and light and medium armor, but not shields.

Obscure Weapon Proficiency (Ex): Jocks are skilled in the use of all hand-held Sporting Gear, including but not limited to javelins, discus, hockey sticks and shotputs. When wielding these weapons, Jocks do not suffer the usual -4 non-proficiency penalty on attack rolls.

Obscure Armor Proficiency (Ex): Jocks are trained in wearing many esoteric forms of sporting protective equipment, including but not limited to football and hockey padding and the essential cup.

Drinkin' Man (Ex): At level 2, a Jock can drink booze like there is no tomorrow (and may well wish there was no tomorrow when the hangover hits). He can drink a large mug of beer, small bottle of wine or a large tumbler or small flask of hard spirits as a move-equivalent action. The first drinks have no effect on his performance, but once he has consumed drinks equal to his class level plus his Constitution bonus, he finally begins to feel it. For each drink consumed beyond that point, he gains a -1 drunken penalty to Intelligence, Wisdom and Dexterity and gains a +1 drunken bonus to his choice of Strength or Constitution. These effects are each reduced by 1 point per hour that has passed since the drinking began.

Running Man (Ex): At level 2, the Jock's base speed increases by 10 feet as long as the Jock is wear-

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ing light armor or sporting goods. This speed increase does not stack with the speed increase granted by the Barbarian class nor with the speed increase of a monk.

Obscure Weapon Focus (Ex): When wielding sporting goods (any weapon defined as such in the Obscure Weapon Proficiency ability), a Jock of level 3 or higher gains a +1 competence bonus on all attack rolls with them. This bonus is the same as the Weapon Focus feat and does not stack with it.

Steroid Treatment (Ex): The constant consumption of protein supplements, potions of Bull's Strength and anabolic steroids has long-term effects on the Jock. At level 4 the Jock gains a +2 buff bonus to Strength and Constitution and a -2 penalty to Wisdom and Charisma.

Obscure Weapon Specialization (Ex): When wielding sporting goods (any weapon defined as such in the Obscure Weapon Proficiency ability), a Jock of level 5 gains a +2 competence bonus on all damage rolls with them. This bonus is the same as the Weapon Specialization feat and does not stack with it.

Junk Zombie

"Well, the fuzz has my spoon and dropper, and I know they are coming in on my frequency led by this blind pigeon known as Willy the Disk. Willy has a round disk mouth lined with sensitive, erectile black hairs. He is blind from shooting in the eyeball, his nose and palate eaten away sniffing H, his body a mass of scar tissue hard and dry as wood. He can only eat the shit now... He follows my trail all over the city into rooms I move out of already, and the fuzz walks in on some newlyweds from Sioux Falls... Now Willy is getting hot and you can hear him always out there in darkness (he only functions at night) whimpering, and feel the terrible urgency of that blind, seeking mouth...."

- William S Burrough, Naked Lunch

Many an opiate addict slips into the routine of the Junk Zombie. They exist in two states of being, on the nod (using the opiates) and looking to score (attempting to find more opiates). Most members of the Junk Zombie class never realize they have become such...

Hit Die: d8

Requirements

To qualify to become a Junk Zombie (Jun) a character must fulfill all the following criteria.

Gather Information: 6 ranks

Feats: Streetwise

Special: Must have an opiates habit.

Class Skills

The Junk Zombie's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Gather Information (Cha), Hide (Dex), Move Silently (Dex), Pick Pocket (Dex) and Search (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Junk Zombie prestige class.

Weapon and Armor Proficiency: Junk Zombies are proficient with all simple weapons but gain no additional training with armor or shields.

Lord of the Dose (Ex): A master user and a miser, the Junk Zombie with this ability gains twice the normal benefits from consuming a dose of any opiate-based drug (but not from other drugs).

Shuffle (Ex): The distinctive gait of the Junk Zombie is a slow shuffle. In fact it becomes difficult for a Junk Zombie to move any faster than this. Junk Zombies can not run and therefore can move a maximum of twice their base speed in a round.

Painkiller (Ex): The constant dosage of opiates has massively increased the Junk Zombie's resistance to pain and hardship. Once at level 2, the Junk Zombie no longer has to make checks caused by

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Table 2-10: The Junk Zombie Level Advancement

Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Lord of the Dose, Shuffle
2	+1	+3	+0	+0	Painkiller
3	+2	+3	+1	+1	Detect Junk
4	+3	+4	+1	+1	Lord of the Stash
5	+3	+4	+1	+1	Immune to Mind Control

damage taken such as when on horseback, when casting spells and so on. In addition, the Junk Zombie can continue to move once at negative hit points, but only able to take one move-equivalent action per round.

Detect Junk (Su): Once at level 3, the Junk Zombie can detect the presence of opiates within 20 feet as a standard action. This junk sense is so strong that the Junk Zombie can make Tracking rolls (as if using the Track feat) with a base of 10 + Junk Zombie level instead of using Survival when tracking someone who has opiates on their person. This ability is sometimes used by city watch to hunt down other Junk Zombies, they put one on a leash and suggest that they need more junk, then watch them go.

Lord of the Stash (Ex): An old junky always keeps a backup stash or three. Whenever a level 4 Junk Zombie runs out of opiates, he can use this ability to make a Search check (DC 21) to find a single dose in his belt pouch, pocket, shoe heel, etc. If this fails he can check again when he gets home as he scours his cupboards, under the couch and so on. Another roll can be made when visiting friends who use occasionally or other locations the Junk Zombie may have hidden a small stash.

Immune to Mind Control (Ex): The need for and use of opiates is now the level 5 Junk Zombie's only motivating force. Because of this single-mindedness, the Junk Zombie, like an undead, becomes immune to sleep, hold and charm spells and any form of mind or emotion control.

Magic User



No matter what, sooner or later an adventurer will find himself with more magic items than he can use. Whether it is two cloaks of resistance +1, or having to choose between a helm of brilliance and a hat of disguise, it will happen that they just don't all fit at once. Creative use of extraneous limbs doesn't seem to solve the problem either, as magic hats just don't seem to work when worn on your feet, nor do the boots of flying confer any bonus when worn on elven ears, unless you are a slap-stick jester perhaps.

But with enough work, a magic item can be convinced of ANYTHING. And the magic user just seems to speak the items' language.

Magic Users are usually fairly distinctive, carrying around a few extra rings than the typical adventurer, or perhaps wearing sandals over boots or with a glove at sword-tip. What IS scary, however, is that all these items work.

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Table 2-11: The Magic User Level Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Detect Magic 4 / day / level
2	+1	+3	+3	+3	Extra Chakra
3	+1	+3	+3	+3	Identify 1 / day / level
4	+2	+4	+4	+4	Extra Chakra
5	+2	+4	+4	+4	Combined Powers
6	+3	+5	+5	+5	Extra Chakra
7	+3	+5	+5	+5	Extra Chakra
8	+4	+6	+6	+6	Combined Powers, Extra Chakra
9	+4	+6	+6	+6	Legend Lore 1 / week / level
10	+5	+7	+7	+7	Extra Chakra, RingMaster

Hit Die: d8

Requirements

To qualify to become a Magic User (Mau) a character must fulfill all the following criteria.

Knowledge (arcana): 6 ranks

Feat: Skill Focus (Use Magic Device)

Class Skills

The Magic User's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Knowledge (arcana), Perform (Cha), Spellcraft (Int) and Use Magic Device (Cha).

Skill Points per level: 2 + Int modifier

Class Features

All of the following are class features of the Magic User prestige class.

Weapon and Armor Proficiency: The Magic User is proficient in all simple and martial weapons and with light armor and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor or equipment carried.

Detect Magic (Sp): Needing to know what exactly he should even bother wearing, the level 1 Magic User gains the ability to cast detect magic as a spell-like ability four times per day per class level.

Extra Chakra (Ex): At levels 2, 4, 6, 7 8 and 10 the Magic User gains an additional "floating" magic

item chakra. This allows him to wear one additional magic item of any type (or a pair in the case of boots, gloves and so on), either in the same location as the item normally goes (such as wearing two pairs of boots, one inside the other) or in a non-traditional location (such as elven Magic Users who are known to wear a pair of boots or gloves on their elongated ears).

Identify (Sp): At level 3, the Magic User gains the ability to cast identify as a spell-like ability once per day per class level.

Combined Powers (Su): At level 5, the Magic User gains the ability to wear multiple items that grant the same bonus (such as a deflection bonus to AC) and have the effects partially stack. To determine the full bonus granted in this fashion, take the highest bonus granted by an item and then add half of the bonus granted by other items that provide such a bonus. When this ability is gained, a single bonus must be named for it to apply to, and this named bonus will not change as the Magic User advances. A second bonus is selected at level 8.

Legend Lore (Sp): At level 9, the Magic User gains the ability to cast legend lore as a spell-like ability once per week per character level.

Ringmaster (Su): At level 10, the Magic User gains the ability to wear up to 18 rings at once (2 on each finger, one on each thumb). In addition the Magic User may use floating chakras for rings also, but not worn on their fingers.

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Paladin-Knight of the Secret and Bizarre Righteous Order of the Hokey Pokey

It is said that paladins are "tapped" by a god to serve as shock troopers in the holy wars. Many paladins are even unaware of the deity that has so tapped them for their honour and skills at war. But at least one group of paladins have a pretty good idea who it is...

These are the Paladin-Knights of the Secret and Bizarre Righteous Order of the Hokey Pokey. Together with the Sacred and Pious Mendicants of the Temple of the Everlasting Hokey Pokey, they have found a connection with the higher power that grants many paladins the divine bounty for which they are known. In the secret temples of the Everlasting Hokey Pokey they worship and praise the secretive god who brings light to the world and they do the hokey pokey.

The Temple of the Hokey Pokey is a very secretive and bizarre organization. With their strange ways, it ends up being more bizarre than secret, however. Paladin-Knights of the Secret and Bizarre Righteous Order of the Hokey Pokey are recruited to the order from existing paladins, either by traveling Knight-Paladins of the order who they have fought beside, or by the Sacred and Pious Mendicants who are always watching for those who hear the call of the higher power to teach them the Hokey Pokey. As such, all Paladin-Knights of the Secret and Bizarre Righteous Order of the Hokey Pokey are either Paladins or Clerics before gaining levels in this class.

And that's what it's all about!

Hit Die: d10

Requirements

To qualify to become Paladin-Knight of the Secret and Bizarre Righteous Order of the Hokey Pokey (PKotSaBR0otHP) a character must fulfill all the following criteria.

Race: Human, half-elf or gnome

Alignment: Lawful Good, Lawful Neutral or Neutral Good.

Knowledge (religion): 4 ranks

Perform (dance): 1 rank

Feats: Martial weapon proficiency

Spellcasting: Must be able to cast *bless* and *divine favor*.

Class Skills

The Paladin-Knight of the Secret and Bizarre Righteous Order of the Hokey Pokey's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Knowledge (religion), Perform (Cha), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Points per level: 3 + Int modifier

Class Features

All of the following are class features of the Paladin-Knight of the Secret and Bizarre Righteous Order of the Hokey Pokey prestige class.

Weapon and Armor Proficiency: The Paladin-Knight of the Secret and Bizarre Righteous Order of the Hokey Pokey is proficient in all simple and martial weapons and with light, medium and heavy armor and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim

Table 2-12: Paladin-Knights of the Secret and Bizarre Righteous Order of the Hokey Pokey Level Advancement

Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+1	+2	+0	+0	Do the Hokey Pokey	+1 Spellcaster Level
2	+2	+3	+0	+0	Secret Innuendo of the Sacred Dance	
3	+3	+3	+1	+1	Magic of the Hokey Pokey (level 2)	+1 Spellcaster Level
4	+4	+4	+1	+1	Mystic Ward of the Hokey Pokey	
5	+5	+4	+1	+1	Magic of the Hokey Pokey (level 4)	+1 Spellcaster Level

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checks suffer a -1 penalty for every 5 pounds of armor or equipment carried.

Spellcasting: At levels 1, 3 and 5, the Paladin-Knight of the Secret and Bizarre Righteous Order of the Hokey Pokey gains new spells per day as if he had also gained a level in the divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a Paladin-Knights of the Secret and Bizarre Righteous Order of the Hokey Pokey, he must decide to which class he adds the new level for purposes of determining spells per day.

Do the Hokey Pokey (Ex): By doing the sacred dance of the Temple of the Everlasting Hokey Pokey (a full-round action that involves wiggling his posterior, raising his hands in the air above his head with his index fingers raised and then shaking them while rotating 360 degrees), the Paladin-Knight of the Secret and Bizarre Righteous Order of the Hokey Pokey can sow confusion among his enemies. All enemies of the Paladin-Knight of the Secret and Bizarre Righteous Order of the Hokey Pokey within 10 feet per class level must make a Will save or be stunned for one round. The difficulty of the Will save is equal to 10 plus the Paladin-Knight of the Secret and Bizarre Righteous Order of the Hokey Pokey's class level plus his Charisma bonus. This extraordinary ability takes a full-round action to complete, and provokes an attack of opportunity.

Secret Innuendo of the Righteous Dance (Ex): When higher-level members of the Paladin-Knights of the Secret and Bizarre Righteous Order of the Hokey Pokey meet each other, they introduce themselves via a variant of the sacred dance of the Temple of the Everlasting Hokey Pokey. Each sub-

tle variance in the dance indicates something that one Paladin-Knight wishes to convey to the other. This is treated in all ways as the innuendo skill when used by one Paladin-Knight of the Secret and Bizarre Righteous Order of the Hokey Pokey to another. Treat the Paladin-Knights as each having the Innuendo skill at a level equal to twice their class level.

Magic of the Hokey Pokey (Ex): At level 3, the Paladin-Knights of the Secret and Bizarre Righteous Order of the Hokey Pokey gain the ability to cast spells while performing the sacred dance of the Temple of the Everlasting Hokey Pokey. This allows the Paladin-Knight to cast a single spell of level 2 or lower with a casting time of one action or less while using the Do the Hokey Pokey ability. At level 5, the Paladin-Knights of the Secret and Bizarre Righteous Order of the Hokey Pokey can cast spells of up to level 4 in this fashion.

Mystic Ward of the Hokey Pokey (Su): A level 4 Paladin-Knight of the Secret and Bizarre Righteous Order of the Hokey Pokey can perform a longer version of the sacred dance of the Temple of the Everlasting Hokey Pokey (that involves putting their right hand in, taking their right hand out, putting their right hand in, and shaking it all about) that protects their friends and companions from harm. The Paladin-Knight of the Secret and Bizarre Righteous Order of the Hokey Pokey can take no other actions except performing this dance every round (although he may also use the Magic of the Hokey Pokey ability at the same time). As long as he maintains the dance, a number of allies up to the character's class level plus his Wisdom bonus are warded so that some of the ally's wounds are transferred to the Paladin-Knight. The allies gain a +1 deflection bonus to AC and a +1 resistance bonus to saves. Additionally, the allies take only half damage from all wounds and attacks (including those inflicted by special abilities) that deal it hit point damage. Half of the damage not taken by the warded creature is taken by the Paladin-Knight. (So an attack that deals 20 damage normally deals 10 damage to the ally and 5 damage to the acting Paladin-

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Knight). Forms of harm that do not involve hit points are not affected. If the ally suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with the Paladin-Knight. When the ability ends, subsequent damage is no longer divided between the subject and the character, but damage already split is not reassigned to the subject.

Pony Girl (Boy)

There are many cultures that believe in animal totems and drawing upon the powers of animals. Many of these believe there is one animal that best defines the person to whom it belongs. Some can call upon the guile of a fox, the strength of the bear, or the ferocity of a wolf, but what of those that have the spirit of the horse? The horse serves, as a mount and as a beast of burden and those that explore this aspect of their soul soon finding themselves serving as well.

Those who embark on this path embrace their animal totem completely, to the point that they "live" as a horse; in a stable or on a farm. They willingly serve another as a mount and a beast of burden, even occasionally one may even be "called" to serve a paladin as a mount. Most will not even speak to another person, only producing sounds that a horse would make.

Hit Dice: d10

Requirements:

To qualify to become Pony Girl (Boy) (PBG) a character must fulfill all the following criteria.

Animal Empathy: 2 ranks

Ride: 8 ranks

Powers Known: Animal Affinity, Body Equilibrium

Feats Known: Run, Improved Unarmed Strike, Any two Riding-based feats

Special: Weapon Specialization (Unarmed Combat)

Class Skills:

The Pony Girl (Boy)'s class skills (and the key ability for each skill) are Animal Empathy (Cha), Autohypnosis (Wis), Balance (Dex), Concentration (Con), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Spot (Wis), Stabilize Self (Con), Survival (Wis), Swim (Str), Tumble (Dex).

Special: Cross-class skills are banned from this prestige class

Skill Points at Each Level: 4+ Int Modifier

Class Features:

All of the following are class features of the Pony Girl (Boy) prestige class.

Table 2-13: The Pony Girl (Boy) Level Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Discovered
1	+1	+2	+2	+0	Horse Hide +1, Latency: Burst, Bonus Feat	-
2	+2	+3	+3	+0	Equine Empathy	-
3	+3	+3	+3	+1	Pony, Latency: Stomp	+1PW level
4	+4	+4	+4	+1	Horse Hide +2, Bonus Feat	+1PW level
5	+5	+4	+4	+2	Mount, Latency: Hammer	-
6	+6	+4	+4	+2	Horse	-
7	+7	+5	+5	+2	Horse Hide +3, Latency: Steadfast Gaze, Bonus Feat	+1PW level
8	+8	+5	+5	+3	Warhorse	+1PW level
9	+9	+5	+5	+3	Scent, Latency: Any Psychometabolic power up to highest level she has access to.	-
10	+10	+6	+6	+3	Horse Hide +4, Equus	-

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Weapons and Armor: A Pony Girl gains no new weapon proficiencies, but does gain the armor proficiency for wearing horse-like barding for Light, Medium and Heavy armors. She does not use shields, losing the proficiency if she possessed it.

Effective manifester level: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if she had also gained a level in the psionic class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, additional psionic combat modes, hit points beyond those she receives from the prestige class, and so on). She does gain the following benefits: an increased effective level of psionic manifestation, additional power points, more effective levels for psicrystal powers(if any), and extra free manifestations of 0-level powers. If a character had more than one psionic class before becoming a member of this prestige class, she must decide to which class she adds the new level for purposes of determining Effective Manifester Level.

Horse Hide (Ex): By exposing herself to the weather and natural conditions, she develops a natural armor bonus. The bonus is +1 at 1st level, and increases at 4th, 7th and 10th levels till at +4.

Bonus Feat: At 1st, 4th and 7th levels the Pony Girl gains a bonus feat. This may be any general or psionic feat that is either physical in nature or relat-

ed to horses or riding somehow. Note that a pony girl can "use" her riding-based feats upon herself when serving as a mount.

Equine Empathy (Su): The Pony Girl gains a class level bonus to all Animal Empathy, Handle Animal and Charisma checks in relation to horses or equine-like creatures, including centaurs, pegasus and unicorns. She also can make a "Use Magical/Psionic Item" check to attempt to use an item made for horses. She is considered to have as many ranks as she has levels in this prestige class.

Pony (Sp): She can now do a partial Wild Shape, modifying a part of her body to be more horse-like. She may use this ability 3 times per day, making as many changes as she wishes with a single use, but has limited access to them depending on her current level. She may wear the new form for as long as she wishes and may dismiss it as a free action.

Latency: As she advances in levels, she unlocks a latency of certain psionic powers. She discovers these powers as if discovered normally and if she already knows one of these powers, she may discover any Psychometabolic power of the same level.

Mount (Su): She can emulate a horse's ability to carry large loads or pull wagons or carts. She is considered a Large creature (or Medium for an already Small character) for this purpose only. Her ability is based on level and she gains the Carrying Capacity of the equivalent horse when carrying a rider or pulling a cart, wagon or chariot.

Table 2-13.2: Partial Wild Shape Special Benefits

Pony Girl (Boy) Level	Partial Wild Shape	Special Benefit
3	Mane and Tail	+ 2 to Cha checks for Reaction checks and can swat flies and other things with her tail
4	Feet to Hooves	+2 to Balance check and Kick for 1d6+2 damage
5	Muzzle	Bite attack for 1d3+1 damage and +4 to Animal Empathy checks with equines
6	Hands to Hooves	Hit for 1d8+2 damage but can't hold anything, also can Run on all fours to double running speed
7	Oats & Hay	Can eat anything a horse can, but only needs enough food as her size requires
8	Palomino	Gain a horse-like hide and double the Horse Hide natural armor bonus
9	Exotica	May now emulate the features of exotic equines, including a Unicorn's horn or a Hippocampus's scaly hide.

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Table 2-13.3: Carrying Capacity Advancement

Character Level	Equivalent Strength
5	Light Horse
7	Light War Horse
9	Heavy War Horse

Horse (Su): The pony girl gains the ability to Wild Shape into horse form, up to her current "Mount" equivalent strength, 3 times per day. This considered separate from her "Pony", partial Wild Shape ability.

Warhorse (Su): She gains the Trigger Powers feat to all the powers on her "Latency" list above including whatever power she chooses at 9th level despite the power's actual level.

Scent: She gains the Scent feat from the DM's Guide page 81 for free.

Equus (Su): The pony girl may now Wild Shape into any equine form once per day, including Centaur, Pegasus, Unicorn or Hippocampus forms. She may also incorporate "exotic" aspects of these equines into her "Pony" partial wild shapes. This ability is considered separate from her other wild shape abilities.

The Reefer Madman

"Hey man, like, don't bogart that bowl of pipeweed!"

Hobbit pipeweed, while an excellent tool for relaxation and a potent anti-nauseant, is also said to cause other... stranger side effects. Those who smoke it recklessly or habitually are sometimes nown as Reefer Madmen. Members of this prestige class are drawn from all walks of life and races,

although most are low-level members of the various NPC classes, most commonly Commoners and Aristocrats.

Strangely enough, few halflings ever become members of this class, as pipeweed addiction is rare in their communities as they all use it recreationaly and sensibly. (This Prestige Class is based on the portrayal of marijuana addiction in the movie *Reefer Madness*)

Hit Die: d6

Requirements

To qualify to become a Reefer Madman (Rfm) a character must fulfill all the following criteria.

Special: Must have a serious pipeweed habit.

Class Skills

The Reefer Madman.s class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (local) (Int), Search (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Reefer Madman prestige class.

Weapon and Armor Proficiency: Reefer Madmen are proficient with all simple weapons but gain no additional training with armor or shields.

Gradual Insanity (Ex): As the Reefer Madman gains levels he loses his grasp on conventional sanity, gaining more and more bizarre insights from the hallucinogenic pipeweed. The Reefer Madman.s class level is subtracted from his rolls on all

Table 2-14: The Reefer Madman Level Advancement

Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Gradual Insanity
2	+1	+0	+3	+0	Lord of the Dose
3	+2	+1	+3	+1	Criminal Tendencies
4	+3	+1	+4	+1	Fuzz Detector
5	+3	+1	+4	+1	Lord of the Stash

Bride of Portable Hole

Wisdom-based skill checks and Will saves. Once per day per class level the Reefer Madman can gain insight into a single Intelligence or Wisdom based skill check, adding twice his Class Level to the roll.

At level 1 The Reefer Madman's alignment immediately shifts one step towards Chaotic.

Lord of the Dose (Ex): A master smoker and toker, the Reefer Madman with this ability gains twice the normal benefits from consuming a dose of pipeweed (but not from other drugs).

Criminal Tendencies (Ex): The need for pipeweed and the gradual insanity and moral decay caused by its constant consumption inevitably brings a Reefer Madman to a life of crime. A level 3 Reefer Madman gains a +2 desperation bonus to all Hide, Move Silently, Open Locks, and Sleight of Hand checks. This bonus is doubled to a +4 bonus if the skill is being used directly to get more pipeweed.

The Reefer Madman's alignment immediately shifts one step towards Evil.

Fuzz Detector (Su): A life of crime leads to paranoia. With this ability, the level 4 Reefer Madman automatically detects the presence of police officers, watchmen and other officials with the legal power to prevent the Reefer Madman from acquiring more pipeweed if they come within 30 feet of the Reefer Madman. Additionally, the Reefer Madman can actively use this ability to spot such persons within 60 feet as a standard action.

Lord of the Stash (Ex): A pipeweed guru always keeps a backup stash or three. Whenever a level 5 Reefer Madman runs out of pipeweed, he can use this ability to make a Search check (DC 18) to find a single dose in his belt-pouch, pocket, shoe heel, etc. If this fails he can check again when he gets home as he scours his cupboards, under the couch and so on. Another roll can be made when visiting friends who smoke occasionally or other locations the Reefer may have hidden a small stash.

Self-Aware Player Character

Characters can only take so much before they begin to suspect there is something deeply wrong with the world.

Maybe it's the strangely episodic nature of their life, where dangers and threats arise and are dealt with on a roughly weekly basis. Maybe it's the way swords just don't seem to hurt as much as they used to, but it takes even more powerful healing to get them up to full strength.

Or perhaps it's the strange way everyone only walks in 5' increments these days. Or how they always have exactly the same number of travelling companions, and whenever one dies they meet another one with exactly the same level of competence soon after.

Something is going on. Something strange. Some turn to religion. Some turn to drink. Some turn to stone, but that's probably 'cos of the medusae. And some realise that the truth is far, far, far, really much farther, past that, even further farther far stranger.

They are characters in a roleplaying game.

Hit Die: d8

Requirements

To become a Self-Aware Player Character (SPC), a character must fulfil all the following criteria:

Concentration: 6 Ranks

Gather Information: 6 Ranks.

Knowledge (Metagame): 1 rank

Knowledge (Religion): 6 Ranks

Special: Wisdom 13+

Special: To become a Self-Aware Player Character, the character must have experienced a retcon or benefited from dice fudging, cheating, or some other intrusion of the metagame. By using phrases like "intrusion of the metagame", I sound smart.

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Class Skills

The Self-Aware Player Character's class skills (and the key ability for each) are Bluff (Cha), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Intimidate (Str), Knowledge (Int), Perform (Cha), Search (Int), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 6 + Int modifier.

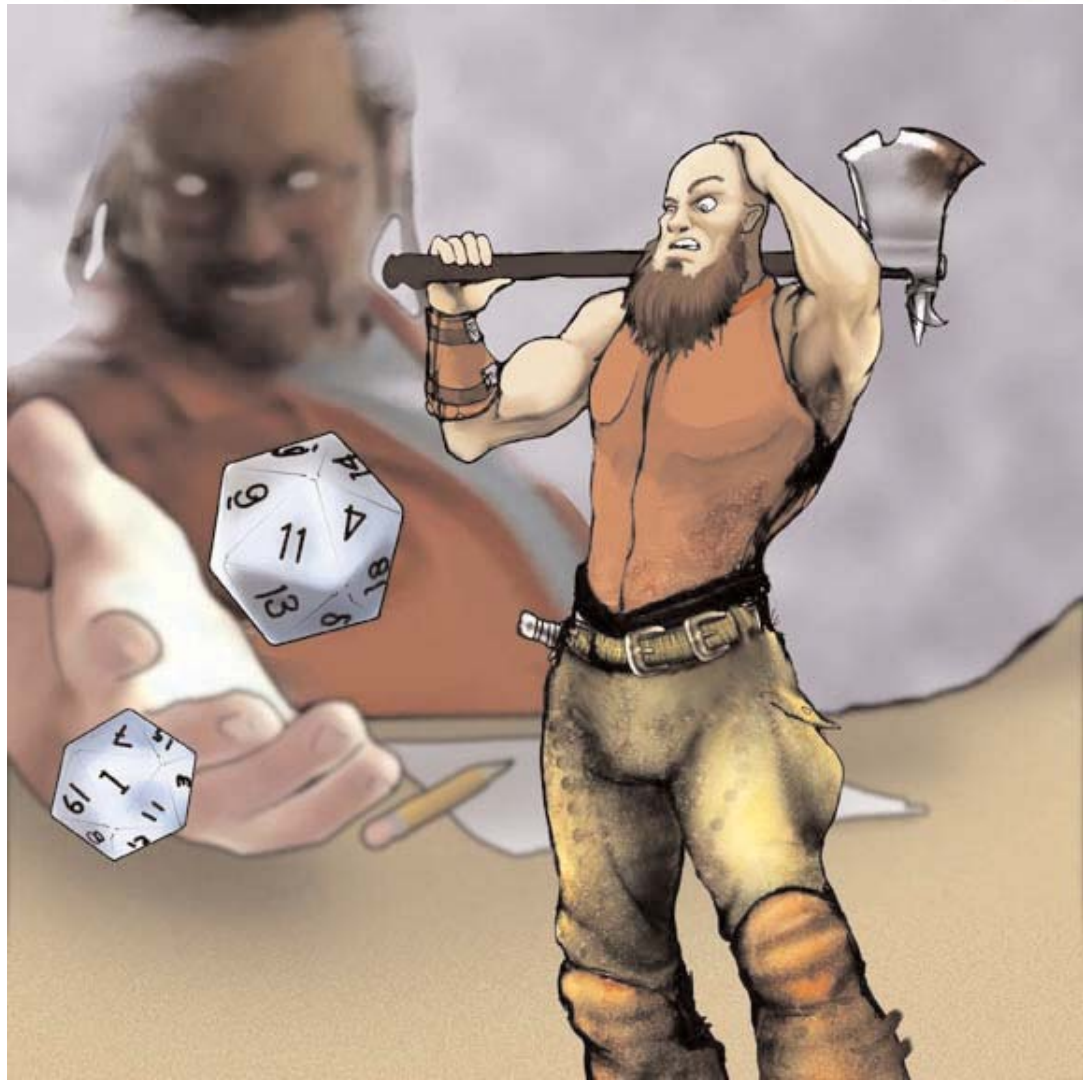
Class Features

All of the following are class features of the Self-Aware Player Character prestige class.

Weapon and Armor Proficiency: Self-Aware Player Characters gain no additional weapon or armor proficiencies. They can, however, complain about this.

Something Strange Is Going On (Ex): At 1st level, the Self-Aware Player Character has only the merest inkling that Reality is not what it seems, but he or she pays more attention to the surroundings, looking for other clues. He or she gains the Awareness feat for free.

No, Really, Guys, This Is A Set-Up (Ex): At 2nd level, the Self-Aware Player Character realises that life is strangely formulaic. He or she may detect Cloaked Strangers In The Shadowed Corners Of The Inn, Mysterious and Portentous Dreams, Maidens In Peril Who Only You Can Save and other Plot Hooks at will. This ability functions like a paladin's detect evil spell. Sales of lead lined cloaks increase as the Cloaked Strangers realise that business is dropping off.



Dramatic Necessity Defence (Ex): At 3rd level, the Self-Aware Player Character can manipulate the DM. If the character is killed, the DM must make a Will save (DC equals 15+the number of unresolved plots that are tied to the character). If the player of the Self-Aware Player Character wishes, he or she can make the saving throw for the DM secret. Behind a screen. While grinning evilly. Let's see how you like it when the screen's on the other foot, you smug bastard.

Self-Ret-Con (Ex): At 4th level, the Self-Aware Player Character can change one element of his history, including choice of a particular feat or skill point allocation.

Bride of Portable Hole

Table 2-15: The Self-Aware Character Level Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Something Strange Is Going On
2	+1	+0	+0	+3	No, Really Guys, This Is A Plot Hook
3	+2	+1	+1	+3	Dramatic Necessity Defence
4	+3	+1	+1	+4	Self-Ret-Con
5	+3	+1	+1	+4	Break The Fourth Wall
6	+4	+2	+2	+5	Oh ***, I'm A Character In A Roleplaying Game
7	+5	+2	+2	+5	I'll Get You For This, Tweet!
8	+6	+2	+2	+6	Tweet Gets You For This
9	+6	+3	+3	+6	Legal Rights
10	+7	+3	+3	+7	I.....Live!!!

Break The Fourth Wall (Ex): At 5th level, the Self-Aware Player Character becomes aware that he or she is a character in some sort of entertainment. He or she gains 100XP for every smart quip or self-referential joke made during a session. Even when this gets annoying for everyone else. Especially when it's annoying for everyone else. Let he who never made up a PC just to piss off the DM cast the first dice.

Crap! I'm A Character In A Roleplaying Game (Ex): At 6th level, the momentary joy of insight, the epiphany, of Breaking The Fourth Wall falls away as the character realises that he or she is a character in a roleplaying game, with the utter pointlessness that that engenders. After all, if Hamlet realises he's a character in a play, he's still a character in the greatest play in history. If Frodo realises he's a character in a book, he can still demand a cut of the merchandising rights. If Grimbore the 5th level barbarian realises he's a character in an rpg, he can still...well, not a lot really. It's not like anyone's ever going to read about his exploits or make little action figures of him.)

(Note: This also applies to characters in Ulysses and Finnegan's Wake. Although maybe not the action figure part. Certainly the reading part though.)

The game effect of this realisation is a +4 "Oh, Crap" bonus to Will saves.

I'll Get You For This, Tweet! (Ex): At 7th level,

the Self-Aware Player Character gains a fiery hatred for those responsible. He or she gains Favoured Enemy: Game Designer as if he or she were a ranger of equal level to his or her Self-Aware Player Character level. When he or she gains extra Favoured Enemies from any source, the character may choose particular designers, such as Favoured Enemy (Monte Cook), Favoured Enemy (Mike Mearls) or Favoured Enemy (Jary Jyjax).

Tweet Gets You For This (Ex): At 8th level, the Self-Aware Player Character suffers for being a Self-Aware Player Character. For the effects of this level, please see the Over The Edge roleplaying game, page 224 of the Atlas Games edition, second-last paragraph.

Legal Rights (Ex): At 9th level, the Self-Aware Player Character becomes legally aware and sentient. He spends all his remaining treasure on lawyers. If the player puts the Self-Aware Player Character in danger while he is 9th level, the player gets sued so fast his or her head spins. Reckless Endangerment, Unlawful imprisonment, Running The Life Of A Fictional Character While Under The Influence Of Too Much Mountain Dew...do you want me to go on, buster? The Self-Aware Player Character will automatically win all legal challenges, because the player is a gamer which is just another word for Satanist Blood-drinking Serial Killer to the jury, and the Self-Aware Player Character's lawyer will be sure to point this out,

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you Satanist Blood-drinking Serial Killer You.

I....Live!!! (Ex): At 10th level, the Self-Aware Player Character becomes a real person, who moves in with the player, sleeps on his or her couch, drinks his or her beer and steals his or her girlfriend or boyfriend. The Self-Aware Player Character is often nasty and violent - after all, the player has put the Self-Aware Player Character through all sorts of horrible experiences and dangers for nothing more than childish entertainment. For God's sake you've got to help me, Grimbor the Barbarian's got me trapped here in the apartment. He slew my pet hamster and killed the tv to stop it scrying on him. He's insane, I tell you! Emailing this to Ambient is my only way of getting a message out. I just hope that he - no....no, stay back Grimbor! Put the +4 battleaxe of really, really nasty, I mean totally yickky maiming down...NOOOOO!!!

The Twit

Every adventurer who has ever had to deal with magic users is familiar with the Twit. Those who walk the path of the arcane are on a razor's edge between true knowledge on one hand and cries of "I'm mad, I am!" on the other. Those who succumb to the latter temptation invariably end up wearing too much kohl, misusing the words 'random' and 'sar-



castic' to near-breaking point, and making grandiose claims to membership of ancient and oppressed religions that they know nothing about. These are the Twits, and they are many. The Twit is mostly an urban creature - despite professing to be environmentally conscious, and in unique personal contact with the gods of the natural world, the Twit appreciates nothing more than the comforts of civilisation. Most notably alcohol.

Most characters become Twits between the ages of sixteen and twenty-one, although this is not guaranteed. It is possible to remain a Twit well into late adulthood. While the particular variety of idiot defined by the Twit prestige class tends most often to be female, men are by no accounts barred from entry, and can in fact become truly powerful and accomplished Twits in their own right. The Twit's penchant for skipping in public, far from acting as a deterrent, simply cements for all time the character's status as a Twit.

Table 2-16: The Twit Level Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Skip, Weapon Proficiencies
2	+1	+3	+3	+0	
3	+2	+3	+3	+1	
4	+3	+4	+4	+1	Power Of Stupidity
5	+3	+4	+4	+1	
6	+4	+5	+5	+2	
7	+5	+5	+5	+2	Immune to Silence While Drunk
8	+6	+6	+6	+2	
9	+6	+6	+6	+3	
10	+7	+7	+7	+3	Stupid Candle Magick

Bride of Portable Hole

The Twit class attracts people who are smug about their knowledge of the arcane, therefore sorcerers and wizards are the two classes that are the most attracted. Bards find the Twit's immunity to silence while drunk very useful indeed, much to the chagrin of their companions. Clerics rarely make good Twits, contrary to popular belief, as a high Wisdom modifier detracts from the vital ability of the Twit to be protected by her own stupidity. Those who actually know something about their own religion have little business as official Twits anyway. Strangely, a large number of characters who become Twits often mistakenly believe themselves to be druids. Real druids have declined to comment. They almost never become Twits themselves.

NPC Twits are most often found in large groups in urban centres, creating annoying sounds after the drinking establishments have closed. Individuals are more commonly seen during the day, waving their Strange Fluffy Contraptions (see Weapon Proficiencies, below) around in public.

Hit Die: d10 (annoyingly resilient).

Requirements

To become a Twit, a character must fulfil all of the following criteria:

Spellcasting: Ability to cast arcane spells at 5th level or higher. Being really smug about it doesn't hurt either.

Alignment: Lawful neutral or chaotic neutral. The Twit is basically good, but believes that claiming to be evil makes her more interesting, therefore she adopts neutrality as a convenient middle ground. This rule also applies to the character's sexual leanings: one gender preference is simply not enough for many modern Twits, who feel that bisexuality has to feature in their repertoire. Usually they are just pretending on both counts, the average Twit having as much to do with homosexual encounters as she does with genocide.

Skills: Bluff 4+ ranks, Perform 4+ ranks, Tumble 4+ ranks.

Special: Must possess a novelty backpack. These

are most often made from the intact hide of a small animal or monster, or the head of a larger creature, but they can be made out of artificial materials. The only requirements are that it be an unconventional shape and too small or oddly-shaped to be useful.

Class Skills

The Twit's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Hide (Dex), Perform (Cha), Jump (Dex), and Tumble (Dex). These skills are mostly geared towards leaping around like an idiot, particularly when drunk. Innuendo is useful for the kind of cheap humour that the Twit enjoys. Remember, a good Twit never misses an opportunity to point out a spurious sexual reference.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Twit prestige class:

Weapon Proficiencies: The Twit is proficient with all simple weapons, as well as anything annoying but essentially non-harmful that she found in the street or bought for less than a gold piece. These are mostly stick-like contraptions with fluffy things on the end. No other class seems capable of discovering them.

Skip: The Twit can travel at 150% of normal speed when skipping. This does not affect jumping distance. If possible, the Twit will hold hands with others and attempt to get them to join in. If two or more Twits join hands and skip then their movement speed is doubled. This is the most by which they can enhance their movement. This ability may only be used when there are allies in the vicinity who could be embarrassed or endangered by the extra attention. It is a supernatural ability.

Power Of Stupidity: At 4th level and above, the Twit gains the Power Of Stupidity ability. The Twit may add her Wisdom modifier, if negative, to all of her saving throws. For example, a Twit with a Wisdom modifier of -2 gets to add +2 to all her

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saving throws. A positive Wisdom modifier, however rare, has no effect on the Twit's special abilities. In the case of the Will save, this ability simply cancels out the existing Wisdom modifier.

Immune To Silence When Drunk: At 7th level the Twit becomes Immune To Silence While Drunk. When the dedicated Twit is intoxicated there is no force of reason or violence that can cause her to shut up. So long as there are at least two units of alcohol in the Twit's body, no mundane or magical effects - such as *silence* spells - can prevent her from making any kind of utterance. This could be a useful and benevolent power if the Twit saw fit to use it as such. Unfortunately drunken Twits are rather fond of singing very loudly.

Other Twits within a 10' radius also benefit from the effects of this ability, provided they are also drunk. This allows groups of less experienced Twits to be rendered absolutely #@!%ing intolerable by the presence of a Twit ringleader. They are often found together late at night when everybody else is asleep, combining this immunity with their Skip ability to bring musical joy to . . . well, themselves.

Stupid Candle Magick: At 10th level, the grand epitome of Twititude, the Twit becomes proficient at the use of Stupid Candle Magick*. The Twit may now replace the material component of any spell with either an appropriately-coloured candle ("appropriately" usually meaning "pink, purple, or black") or similarly-coloured paper (to be burned or anointed). This ability may only be used for as long as the Twit displays nothing but contempt for the methods of other spellcasters. Failing to sneer at any efforts by another to use magic, talk about magical theory, or attempt to spell magic without a 'k' (see footnote, below) means that the Twit will lose the Stupid Candle Magick power forever. But she still won't admit that the other methods work.

**Note: it must be spelled with a 'k' or it won't work. Anybody spelling it 'magic' is ignorant of the depths of culture and history surrounding real magick, which is Evil and Interesting and requires the use of Eyeliner.*

Used Car Salesman

"What they don't know, won't hurt me"

The used car salesman. Is there any person that can be compared to most predatory animals and have so many similarities? Used Car Salesman typically lair near a large parking lots full of junk cars and lemons and prey on those foolish enough to venture too close to the lot of worthless metal. They often appear as upstanding individuals in suits, ties, with greased back hair and a big stupid grin on their faces. Most have an annoying gameshow-host-like voice which they use to good effect against those they are trying to convince "It only has 300,000 miles on it! It's like brand new!".

Used Car Salesman are almost always rogues of some type. Typically the con man will attempt to get as much money from a target as he can while making it look like some sort of bargain that is somehow going to make him lose his or her job at the car lot.

Used Car Salesman will often come together in order to broker a better deal for themselves or to perform competitions on who can screw over a unsuspecting victim the most when they venture into the trash littered lot. However, these gatherings are rare since Used Car Salesman don't like the competition and want all of the ill-gotten gains for themselves.

Hit Die: d6

Requirements

To qualify to become a Used Car Salesman (UCS), the character must fulfill the following criteria:

Alignment: Any evil

Appraise: 8 ranks

Bluff: 8 ranks

Diplomacy: 8 ranks

Intimidate: 8 ranks

Move Silently: 8 ranks

Feats: Alertness, Improved Initiative

Special: Must have the sneak attack ability

Bride of Portable Hole

Table 2-17: Used Car Salesman Level Advancement

Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Peddle Junk +2, Commission (1%)
2	+1	+0	+3	+3	Peddle Junk +4
3	+2	+1	+3	+3	Have I got a Deal!, Commission (3%)
4	+3	+1	+4	+4	Peddle Junk +6, Commission (5%)
5	+3	+1	+4	+4	Peddle Junk +8, Commission (7%)

Class Skills

The class skills for a Used Car Salesman (and the key ability for each skill) are: Appraise (Int), Bluff (Cha) Diplomacy (Cha), Intimidate (Cha), Listen (Wis) Sense Motive (Wis), Spot (Wis), Perform (Cha), Profession (Car Salesman), and Move Silently (Dex).

Skill Points Per Level: 8 + Int modifier

Class Features

All of the following are class features of the Used Car Salesman prestige class.

Weapon and Armor Proficiency: Used Car Salesman gain proficiency in the exotic weapon, Used Car. They gain no new armor proficiencies.

Commission (Ex): The almighty commission, which every Used Car Salesman strives for with each ill-made sale. Starting a level 1, the Used Car Salesman begins gaining a percentage of the money made from each sale he commits.

Peddle Junk (Ex): Inside each Used Car Salesman lies a bundle of deceit and lies that they have acquired over the years in order to convince a customer that they want to buy something that they had no intention of ever acquiring. The Used Car Salesman can, once per day, add a bonus to his or her Bluff and Diplomacy check against a victim that is hostile toward them with a DC of 20. If this check is made successfully, the Used Car Salesman has convinced the victim that they do, indeed, need this car and makes the sale.

Have I got a Deal! (Ex): The Used Car Salesman can steal a customer from another Used Car Salesman who works on the same lot using this

ability. When cornering a customer and offering them a slightly lower price for a lemon car, they can steal another Used Car Salesman's commission for their own with a slight reduction in takeback. This ability can be used only twice per day and only if the other Salesman isn't within 30 ft (hearing distance).

The Usenet Monk

What is Usenet? Ask ten people, and you will get twelve answers. Usenet is nowhere, and everywhere. Those whose lives it affects the most may be utterly unaware of its presence. It controls our destinies, and yet it is within our control. It surrounds us, it permeates us, it binds the Universe together. Or maybe that's duct tape.

In any case, a Usenet monk is one steeped in the mysteries of Usenet. Some monks seek enlightenment and spend their time trawling through musty, abandoned newsgroups in search of occasional pearls of wisdom (these types are usually incurable optimists). Others seek to test their mettle by searching for the most dangerous foes they can find, and besting them (these types are usually just nuts).

A monk is peaceable. Violence is met not with violence, but by turning the attacker's own force back against him. The best remedy to a flamewar, a monk believes, is a redirection of violent energy to a "sink": a place where the heat of conflict can be dissipated without doing further harm. This can be literal, as when followups are redirected to another newsgroup; or symbolic, as when a monk changes the tone of a thread by making seemingly cryptic and/or incomprehensible posts. Such as this one, for instance.

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Unfortunately, sometimes a monk's good intentions are misinterpreted, causing him to be labelled a "troll" or a "troublemaker" or both. A monk therefore must learn some means of self-defence, if he is to survive in the harsh landscape of Usenet. Some go beyond this, becoming true masters of their environment. Opinions remain divided on whether such a character is to be feared or pitied.

Hit Die: d8

Requirements

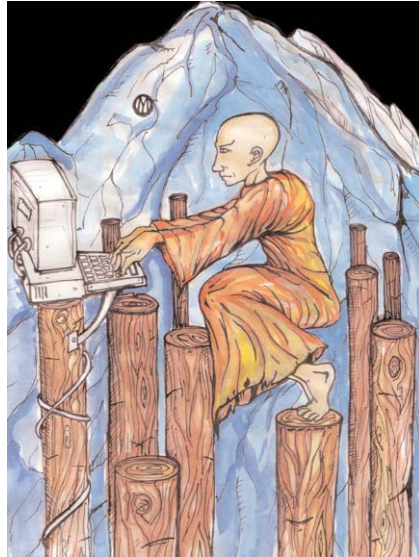
To qualify to become a Usenet Monk a character must fulfill all the following criteria.

Alignment: any lawful

Bluff: 10 ranks

Knowledge (Internet): 10 ranks
Bluff 10 ranks

Feats: Dodge, Mobility, Expertise



Class Skills

The Usenet Monk's class skills (and the key ability for each skill) are Bluff (Cha), Decipher Script (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Innuendo (Wis), Intimidate (Cha), Knowledge (Internet) (Int), Perform (Cha), Sense Motive (Wis).

Skill points/level: 4 + Int modifier

Class Features

All of the following are class features of the Usenet Monk prestige class.

Weapon and Armor Proficiency: The Usenet Monk gains no additional armor or weapon proficiencies. However some are known to train with mouse nunchaku.

Verbal Acrobatics (Ex): At 1st level, a Usenet monk gains a +10 competence bonus to his Sophistry and Bluff skill checks. At 6th level, this bonus increases to +20.

Improved Grapple (Ex): At 2nd level, when facing an opponent up to two sizes larger than him, a Usenet monk can tie his opponent up in knots by making a successful grapple check. This is treated as a successful pin attempt, except the victim cannot attempt to escape for one full round.

Damage Resistance (Ex): At 3th level, a Usenet monk gains damage resistance 1. He can ignore the first flaming followup posted in response to a troll of his. At 7th level, this increases to damage resistance 2; he ignores the first two flames directed at him in response to his troll. This damage reduction has no effect against actual physical assault or magical attacks.

Surreptitious Followup (Su): At 4th level, a Usenet monk's Followup-To headers are rendered invisible to lesser beings. Only a fellow monk of at

Table 2-18: The Usenet Monk Level Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Verbal acrobatics +10
2	+1	+0	+3	+3	Improved grapple
3	+2	+1	+3	+3	Damage resistance 1
4	+3	+1	+4	+4	Surreptitious followup
5	+3	+1	+4	+4	Attract sycophants
6	+4	+2	+5	+5	Verbal acrobatics +20
7	+5	+2	+5	+5	Damage resistance 2
8	+6	+2	+6	+6	Thousand faces
9	+6	+3	+6	+6	Stronghold
10	+7	+3	+7	+7	Troll without thought

Bride of Portable Hole

least the same level can see through the Surreptitious Followup.

Attract Sycophants (Ex): At 5th level, a Usenet monk gains the Leadership feat as a bonus feat. He automatically attracts a number of followers equal to 3d6 plus his Charisma modifier. Followers who are killed are not replaced, but may (at the monk's option) be reanimated as bots.

Thousand Faces (Ex): At 8th level, a Usenet monk gains the ability to move between news-

groups, as per the spell *dimension door*, three times per day (but only once per troll).

Stronghold (Ex): At 9th level, a Usenet monk gains the services of his own alt.fan newsgroup.

Troll Without Thought (Su): At 10th level, a Usenet monk gains the ability to troll newsgroups without conscious effort, or sometimes without even intending to. This, needless to say, can be more trouble than it's worth.

Almost Serious?

While we attempted to maintain d20 balance throughout this chapter, it's not necessarily going to be easy (or even a good idea) to introduce these classes into a normal game.

Ball Master

The Ball Master, while obviously based on a stereotyped anime television series / toys / video games and so forth, is playable exactly as written as an alternate conjurer prestige class that is reliant upon magical foci and trinkets for its most powerful magics. If being used as such, change the name to something less silly, and add Craft Wondrous Item to the requirements to join the class (so they can make their own foci instead of relying on other casters).

Beat Poet

Called the .Bard of Chaos. in a playtest, the Beat Poet actually worked fairly well once all the flavor text and bongo references have been removed.

Bowler

Once stripped of his bright blue bowling league shirt and those hideous shoes, the low-level bowler can be an excellent monster enhancement for a "typical" encounter with giants.

Drug Fiend

A level 10 Drug Fiend can easily be an actual outsider of considerable potency for a game relying on roleplaying and mature themes. As a 5-level instead of 7-level class, the Drug Fiend could easily be part of a modern or cyberpunk d20 RPG.

Field Chef

No apologies here. Either let it in with an ounce of salty humour (perhaps also requiring an arcane spellcasting ability to account for their semi-magical abilities) or hide it far away from your players.

Grizzled Old Fart

The Grizzled Old Goblin Matron or even that guy on the way into village "X", the Grizzled Old Fart's bardic knowledge ability means that they may well know something the players need.

Jester

The Jester is a staple of old time (1980's) gaming. As long as the Pratt-Fall feat is included, the Jester should be able to entertain and irritate any player group.

Junk Zombie & Reefer Madman

Both these classes could be used as is in a modern game, although pipeweed addiction should probably be replaced with something more appropriate to the setting at hand.

Pony Girl (Boy)

Add a few extra (Epic) levels to this class so the character can turn into a unicorn or centaur, and what player wouldn't want to play a Pony Girl or Boy (once they got over the sexual innuendo)

None of the remaining classes will integrate at all well into a serious d20 fantasy campaign, as they rely on metagame, silly dances and the existence of the Internet.

The Party Beeyotch

AN NPC CLASS YOU ACTUALLY WANT YOUR NPCs TO HAVE!



Known in other dialects as the bizzatch or biznatch, and in some ancient texts translating roughly as "female dog", the party beeyotch is the essential core class. With a party beeyotch around, other players and characters can concentrate on the real fun of hitting things with swords and blowing stuff up with fireballs rather than messing around with the more utilitarian aspects of adventuring. Those pesky rogues and insufferable clerics are no longer necessary. The "special" racial abilities of dwarves and elves with regards to detecting traps and secret doors and the like, eliminating the usefulness of these races.

Adventuring is the only reason of existence for the beeyotch. He otherwise lacks all social and useful skills outside the dungeon. Adventuring defines his existence. When not adventuring with a party, he either waits mournfully back at the tavern for

the rest of the group to return from a night on the town (and is sure to keep a hangover cure handy), or seeks out other adventurers with whom to throw in his lot. The beeyotch is known for his extensive bag of tricks, remarkable resilience, and super-keen senses. Unfortunately, he is not renowned for his ability to get out of the way of danger once he detects it, but at least he knows it's coming, and is sure to notify the party. Beeyotches tend to be the frequent targets of resurrection spells. Beeyotches tend to have a rather practical and cynical outlook on life, and this translates to a lack of organized faith. A beeyotch will usually align himself with the faith of that of any cleric in the party or of any local church in order to speed his inevitable resurrection. Beeyotches may be of any alignment, although their tendency towards loyalty usually implies a Lawful nature, although more mercenary beeyotches tend towards neutral or even Chaotic.

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Generally speaking, beeyotches come from calm, sturdy stock. Humans, dwarves, and rhoode make excellent beeyotches. They view other classes with indifference, although they wish there were more rogues around to disarm traps and more clerics to raise them from the dead. Although many feel as though once they're a party beeyotch they'll always be a party beeyotch, there are no restrictions on multi-classing.

GAME RULE INFORMATION

Beeyotches have the following game statistics

Abilities: A wise beeyotch will be able to cast more and higher level spells. An exceptionally wise beeyotch will get out of the business and find an alternative life path. Although their spell-casting ability is based on Wisdom, it is not their strong suit. Intelligence and dexterity- for the detection and circumnavigation of hazards- are of import, as is a hearty constitution for survival.

Alignment: Any

Hit Die: d6

Class Skills

The party beeyotch's class skills (and the key ability for each skill) are Craft (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Speak Language (none), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Skill Points per Level: 8 + Int modifier

Class Features

All of the following are class features of the party beeyotch

Weapon and Armour Proficiency: The party beeyotch is proficient with all simple weapons and with light and medium armour, but not shields. The party beeyotch is only proficient in using a shield as a carrying device, sled, or as a stretcher. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried, hence the beeyotch's instinctive fear of water.

Table 2-19: The Party Beeyotch Level Advancement

Class Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per Day							
						0	1	2	3	4	5	6	
1	+0	+2	+0	+0	Mostly Harmless +1, Strong Back	2	-	-	-	-	-	-	-
2	+1	+3	+0	+0	Battering Ram	3	0	-	-	-	-	-	-
3	+1	+3	+1	+1	Dungeon Awareness - Traps	3	1	-	-	-	-	-	-
4	+2	+4	+1	+1	Mostly Harmless +2	4	2	0	-	-	-	-	-
5	+2	+4	+1	+1	Useful	4	2	1	-	-	-	-	-
6	+3	+5	+2	+2	Dngeon Awareness - Stonecunning, Improved Endurance	4	3	2	-	-	-	-	-
7	+3	+5	+2	+2	Tactical Gear Arrangement (1/4 Cover)	5	3	2	0	-	-	-	-
8	+4	+6	+2	+2	Hardness 1, Mostly Harmless +3	5	4	3	1	-	-	-	-
9	+4	+6	+3	+3	Dungeon Awareness - Secret Doors, Blasé	5	4	3	2	-	-	-	-
10	+5	+7	+3	+3	Really Useful	6	4	3	2	0	-	-	-
11	+5	+7	+3	+3	Hardness 2	6	5	4	3	1	-	-	-
12	+6	+8	+4	+4	Mostly Harmless +4	6	5	4	3	2	-	-	-
13	+6	+8	+4	+4	Tactical Gear Arrangement (1/2 Cover)	7	5	4	3	2	0	-	-
14	+7	+9	+4	+4	Hardness 3	7	6	4	4	3	1	-	-
15	+7	+9	+5	+5		7	6	5	4	3	2	-	-
16	+8	+10	+5	+5	Mostly Harmless +5	8	6	5	4	3	2	0	-
17	+8	+10	+5	+5	Hardness 4	8	7	5	4	4	3	1	-
18	+9	+11	+6	+6		8	7	5	5	4	3	2	-
19	+9	+11	+6	+6	Tactical Gear Arrangement (3/4 Cover)	9	7	6	5	4	3	2	-
20	+10	+12	+6	+6	Hardness 5, Mostly Harmless +6	9	8	6	5	5	4	3	-

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Spellcasting: A party beeyotch casts divine spells from the beeyotch spell list according to Table 3-1: The Party Beeyotch and Table 3-2: Party Beeyotch Spells Known. He casts these spells without needing to memorize them beforehand or keep a spellbook. Party beeyotches receive bonus spells for high Wisdom, and to cast a spell a beeyotch must have a Wisdom score at least equal to 10 + the level of the spell (Wis 10 for 0-level spells, Wis 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against a beeyotch's spell is 10 + the spell's level + the beeyotch's Wisdom modifier.

Table 2-19.2: Party Beeyotch Spells Known

Level	0	1	2	3	4	5	6
1	4	-	-	-	-	-	-
2	5	2	-	-	-	-	-
3	6	3	-	-	-	-	-
4	6	3	2	-	-	-	-
5	6	4	3	-	-	-	-
6	6	4	3	-	-	-	-
7	6	4	4	2	-	-	-
8	6	4	4	3	-	-	-
9	6	4	4	3	-	-	-
10	6	4	4	4	2	-	-
11	6	4	4	4	3	-	-
12	6	4	4	4	3	-	-
13	6	4	4	4	4	2	-
14	6	4	4	4	4	3	-
15	6	4	4	4	4	3	-
16	6	5	4	4	4	4	2
17	6	5	4	4	4	4	3
18	6	5	5	4	4	4	3
19	6	5	5	4	4	4	4
20	6	5	5	4	4	4	4

Mostly Harmless (Ex): Party beeyotches are such integral parts of daily life in dungeons and with adventuring groups that people take their presence for granted, often forgetting entirely that they are physically present. Party beeyotches have perfected this ability into an art form. Although they are present to cater to their party members' every whim, nobody else really notices them until summoned- they might as well be invisible. They witness and overhear everything that occurs, though others act as if they weren't there. Their innocuous nature gives party beeyotches a bonus to Hide, Listen, and Move Silently checks when acting pas-

sively amongst a dungeoneering party. Innocuous gets +1 level 1, +2 at level 4, +3 at level 8, +4 at level 12, +5 at level 16 and finally a +6 bonus at level 20.

Strong Back (Ex): The party beeyotch can carry gear like no other. When calculating a party beeyotch's carrying capacity, treat add his class level to his Strength.

Battering Ram (Ex): The party beeyotch can be picked up by party members with sufficient carrying capacity in order to be used as a battering ram. This provides a bonus on all strength checks against the break DC of the door equal to one-half of the party beeyotch's level. (to a max bonus of +10)

Dungeon Awareness - Traps (Ex): Like a rogue, the level 3 party beeyotch can successfully search for traps with a Search DC of 21 or higher.

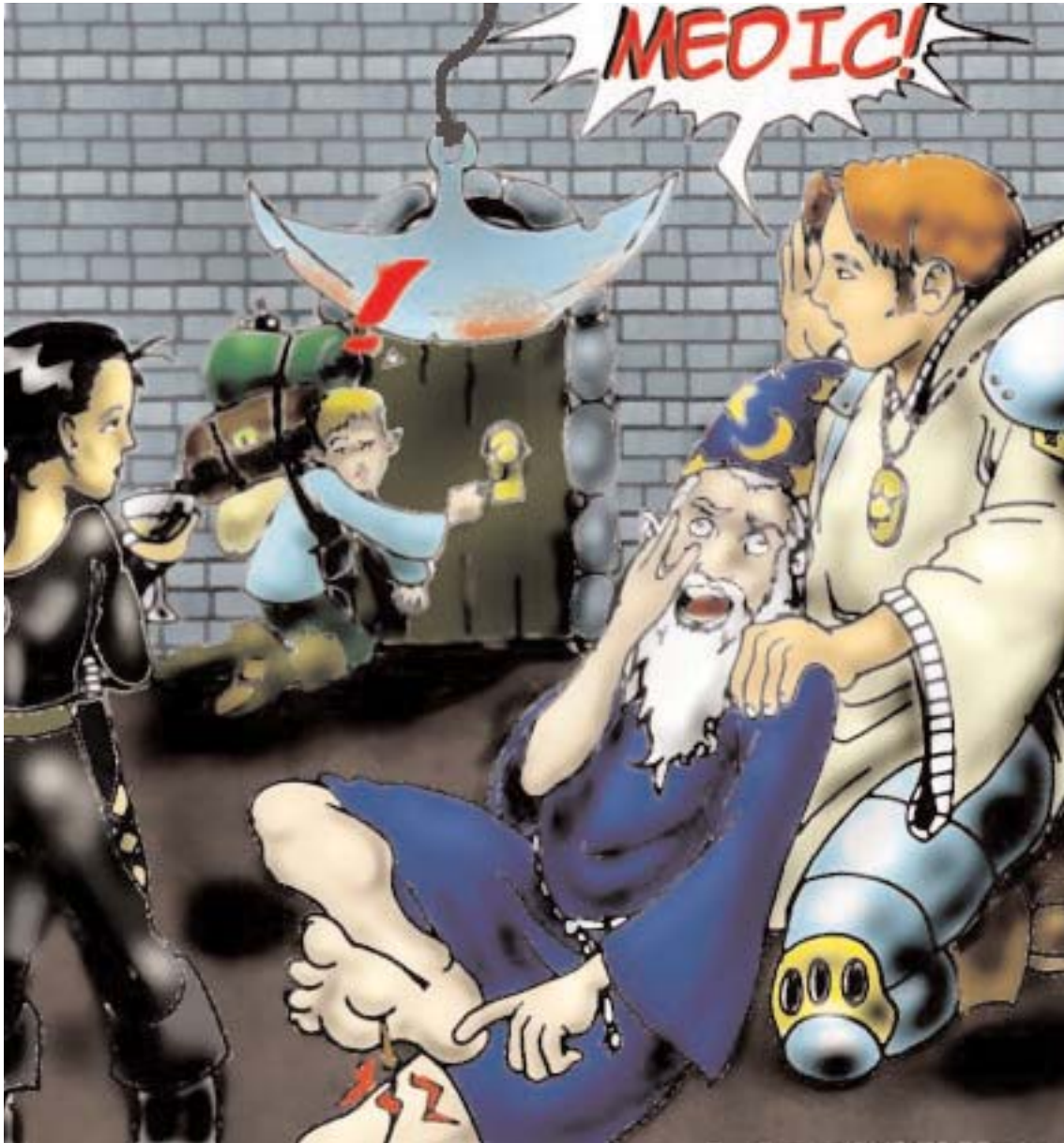
Useful (Ex): When using the Aid Another action, the party beeyotch grants a +4 bonus instead of the usual +2 bonus on a check.

Dungeon Awareness - Stonecunning (Ex): Stonecunning level 6 party beeyotches a +2 racial bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A party beeyotch who merely comes within 10 feet of unusual stonework can make a check as if he were actively searching.

Improved Endurance (Ex): At level 6, the party beeyotch gains the benefits of the Endurance feat. This bonus stacks with those granted by the Endurance feat if the party beeyotch has that feat in addition.

Tactical Gear Arrangement (Ex): At level 7, the party beeyotch learns how to best place his burdens such that they provide a modicum of protection. Whenever carrying a medium or heavy load, a level

Bride of Portable Hole



Blasé (Ex): Having seen just about everything under the sun be thrown against an adventuring party, at level 9 the party beeyotch gains a blasé bonus on will saves against fear and compulsions equal to 1/4 of his class level, rounded down.

Really Useful (Ex): Beginning at level 10, whenever the party beeyotch is implored to cast a spell by the party, the spell is cast at +1 caster level.

7 party beeyotch gains the benefits of one-quarter cover (+2 cover bonus to AC, +1 cover bonus to Reflex saves). At level 13, the party beeyotch can increase this to one-half cover, and to three-quarters cover at level 19.

Hardness (Ex): Since they are rarely treated as real people anyhow, beeyotches gain hardness as they progress in higher levels as a self-defense mechanism.

Dungeon Awareness - Secret Doors (Ex): At level 9, the party beeyotch who merely comes within 10 feet of a secret door can make a Search check as if he were actively searching for it.

0-LEVEL BEEYOTCH SPELLS (CANTRIPS)

Create Water	Creates 2 gallons/level of pure water.
Cure Minor Wounds	Cures 1 point of damage.
Detect Magic	Detects spells and magic items within 60'
Detect Poison	Detects poison in one creature
Light	Object shines like a torch.
Mending	Makes minor repairs on an object.
Open/Close	Opens or closes small or light things.
Purify Food/Drink	Purifies 1 cu. ft./level of food or water.
Read Magic	Read scrolls and spellbooks.
Virtue	Subject gains 1 temporary hp.

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1st-LEVEL BEEYOTCH SPELLS

Alarm	Wards an area for 2 hours/level.
Bless	Allies gain +1 attack and +1 vs fear.
Bless Water	Makes holy water.
Comp. Languages	Understand all languages.
Cure Light Wounds	Cures 1d8 +1/level damage (max +5).
Detect Chaos/Evil/Good/Law	Reveals creatures/spells/objects
Detect Secret Doors	Reveals hidden doors within 60 ft.
Detect Undead	Reveals undead within 60 ft.
Endure Elements	Ignore 5 dmg/round from one energy
Feather Fall	Objects or creatures fall slowly.
Floating Disk	Disk that holds 100 lb./level.
Identify	Determines single feature of magic item.
Mage Armor	Gives subject +4 armor bonus.
Magic Stone	Three magic stones
Magic Weapon	Weapon gains +1 bonus.
Mount	Summons riding horse for 2 hr./level.
Protection from Chaos/Evil/Good/Law	+2 AC and saves, counter mind control, hedge out elementals and outsiders.
Remove Fear	+4 on saves against fear
Unseen Servant	Invisible force obeys caster's commands.

2nd-LEVEL BEEYOTCH SPELLS

Aid	+1 attack, saves vs fear, 1d8 temp hp
Bull's Strength	Subject gains 1d4+1 Str for 1 hr./level.
Calm Emotions	Calms 1d6 subjects/level
Cat's Grace	Subject gains 1d4+1 Dex for 1 hr./level.
Cure Mod Wounds	Cures 2d8 +1/level damage (max +10).
Delay Poison	Stops poison from harming subject
Detect Thoughts	Allows "listening" to surface thoughts.
Endurance	Gain 1d4+1 Con for 1 hr./level.
Find Traps	Notice traps as a rogue does.
Gentle Repose	Preserves one corpse.
Knock	Opens locked or magically sealed door.
Lesser Restoration	Repairs 1d4 ability damage.
Locate Object	Senses direction toward object
Make Whole	Repairs an object.
Remove Paralysis	Frees creatures from paralysis
Resist Elements	Ignores 12 dmg/round from one energy
See Invisibility	Reveals invisible creatures or objects.
Shield Other	The caster takes half of subject's damage.

3rd-LEVEL BEEYOTCH SPELLS

Continual Flame	Makes a permanent, heatless torch.
Create Food/Water	Feeds three humans (or one horse)/level.
Cure Ser Wounds	Cures 3d8 +1/level damage (max +15).
Dispel Magic	Cancels magical spells and effects.

Haste	Extra partial action and +4 AC.
Helping Hand	Ghostly hand leads subject to the caster.
Invisibility Purge	Dispels invisibility within 5 ft./level.
Keen Edge	Doubles normal weapon's threat range.
Magic Circle against Chaos/Evil/Good/Law	As protection spells, but 10-ft. radius and 10 min./level.
Magic Vestment	Armor gains +1 / three levels.
Neg Energy Prot	Subject resists level and ability drains.
Protection/Elements	Absorb 12 dmg/level from one energy.
Rem Blind/Deaf	Cures normal or magical conditions.
Remove Curse	Frees object or person from curse.
Remove Disease	Cures all diseases affecting subject. Greater Magic Wpn +1 bonus/three levels (max +5).
Tiny Hut	Creates shelter for 10 creatures.

4th-LEVEL BEEYOTCH SPELLS

Break Enchantment	Frees subjects from enchantments
Cure Crit Wounds	Cures 4d8 +1/level damage (max +20).
Detect Scrying	Alerts the caster of magical scrying
Legend Lore	Learn about a person, place, or thing.
Locate Creature	Indicates direction to familiar creature.
Neutralize Poison	Detoxifies venom in or on subject.
Repel Vermin	Insects stay 10 ft. away.
Restoration	Restores level and ability score drains.
Secure Shelter	Creates sturdy cottage.
Tongues	Speak any language.

5th-LEVEL BEEYOTCH SPELLS

Atonement	Removes burden of misdeeds
Control Water	Raises or lowers bodies of water.
Greater Dispelling	As dispel magic, but +20 on check.
Healing Circle	Cures 1d8 +1/level damage
Raise Dead	Restores life to subject who died
Spell Resistance	Subject gains +12 +1/level SR.
True Seeing	See all things as they really are.

6th-LEVEL BEEYOTCH SPELLS

Control Weather	Changes weather in local area.
Find the Path	Shows most direct way to a location.
Greater Dispelling	As dispel magic, but up to +20 on check.
Greater Restoration	Restores all levels and ability scores
Heal	Cures all damage, diseases, etc.
Mass Haste	As haste, affects one/level subjects.
Veil	Changes appearance of a group.

Bride of Portable Hole

Ye Mighty Booke o' Feats

BECAUSE WHAT ELSE ARE YOU GOING TO DO WITH YOUR OWN TWO FEAT?

When Portable Hole was first released, there were approximately 1,200 feats published in the various d20 products available at the time. With the release of several products that focus on feats now, this number has climbed to unknowable numbers. To get all these feats, a character would need over 7,200 character levels. But the eternal question will still remain... what do you get when you reach level 7,203?

You get a new feat.

So, in the interest of avoiding duplication of feats on your record sheet, we present you a selection of... More Feats!

This chapter also introduces a new type of feat, the UBER feat. Uber feats are indicated as such by the descriptor [Uber] after the feat name. Uber feats can only be taken by uber-characters. Your GM will know when you are uber enough to get an uber feat. More information on uber-feats, uber-classes and the uber-characters who use them aren't available in the "Uber Character Handbook".

Feats with the [Fighter] descriptor can be taken as a bonus feat by Fighters. Feats with the [Monster] descriptor can only be taken by monsters. (not by the standard character races).

All feats and feat names in this chapter are released as Open Game Content.

ADD (General)

No, we're not resetting to 2nd edition. ADD, or Attention Deficit Disorder, lets you forget anything, just after you've heard it.

Prerequisite: Can only be taken at first character level.

Benefit: You gain a +4 forgetfulness bonus to saves against spells from the Enchantment-school.

Normal: You can remember most things you hear, at least for a while.



Anatomically Over-Endowed [General]

You have been blessed with "equipment" of exceptional size, and men and women alike are nervous or envious in your presence. In mammalian female characters, this feat is also known as "My Face Is Up Here".

Prerequisites: Cha 15+, humanoid

Benefit: Creatures that are physically similar to you, and who might find sexual or romantic interest in you suffer a -2 circumstance penalty to hit and damage when attacking you. You also receive a +2 circumstance bonus to any Charisma based checks against them. When dealing with humanoids that

are physically similar to you but are of a sexual orientation not attracted to you, you receive a -2 circumstance penalty on any Charisma based checks against them, except for the Intimidate skill. Your armour bonus to AC while wearing bikini or cod-piece armour is improved by 1.

Special: This feat may only be taken at 1st level, or within 2 levels of having increased either your Strength or Charisma stats. This feat may be taken twice, and it's effects stack.

Armed and Stupid [Monster]

Some monsters can attack with almost anything.

Prerequisites: Int of 8 or less, non-civilized

Benefit: Creatures who have this feat may use such things as sharpened stick or bones from an ass, and get to use the damage from a reasonably close

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weapon. Sticks are treated as half spears, tow-hand-ed sticks as shortspears, branches as clubs, and garbage can lids are as good as a breastplate.

Normal: The monster gets hacked into bloody gobbets for bringing a stick to a sword fight.

Atheist [General]

You don't believe any of this "Deities" stuff, and are very assured about that - no matter the proofs.

Prerequisite: May not have a patron deity

Benefit: You gain a +4 morale bonus to all saves against divine spells. But beware: you have to save even against beneficial divine spells (like a cure-spell).

Normal: You think there's a meaning of life, granted by the gods, and therefore suffer the consequences.

Special: Divine spellcasters with this feat, unless they serve a more "philosophical" power (like Druids serving nature), lose their spellcasting ability.

Belch [General]

You can expel a belch that would leave Beelzebub himself cowering in fear.

Prerequisites: Eat Anything, Con 15+

Benefit: Once per day, as a full round action, the character can suck in a mighty breath and expel it as a repugnant belch. This acts as a cone 10 ft long plus an additional 10 ft per size category larger than small. Any creature caught in this belch must make a fortitude save (DC $10 + \frac{1}{2}$ belcher's HD or level + Belcher's Constitution bonus) or suffer nausea for 1d6 rounds due to the immense stench. Creatures one or more sizes smaller than the belcher must also make a Reflex save (DC $10 + \frac{1}{2}$ of Belcher's Hit Dice + Belcher's Constitution bonus, with a -4 penalty per size category smaller the target is than the belcher after the first). If the save is failed the character suffers -2 to all ranged attacks for the

round, If failed by 5 or more, the character is checked for one full round, if failed by 10 or more the character is knocked down and if failed by 15 or more the character is blown away. The effects of being nauseated, checked, knocked-down and blown away can be found in the System Reference Document.

Normal: The best you can manage is a little URP!

Big-Ass Weapon Proficiency [General] [Fighter]

You can wield unwieldy large weapons, often weapons that are nearly as large as you are.

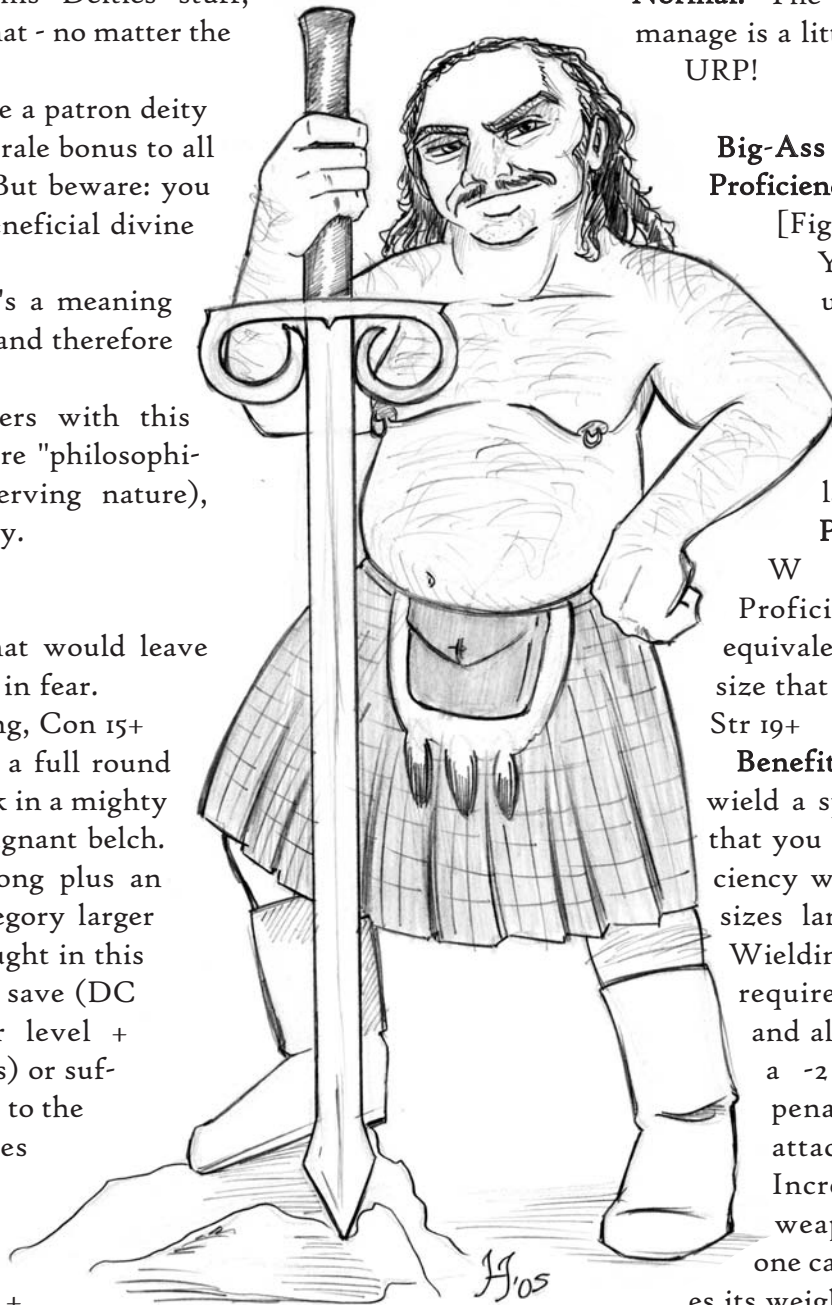
Prerequisites:

Weapon Proficiency with equivalent weapon in a size that you can wield, Str 19+

Benefit: You can wield a specific weapon that you take this proficiency with that is two sizes larger than you. Wielding this weapon requires two hands and all attacks suffer a -2 circumstance penalty on the attack rolls. Increasing a weapon's size by one category increases its weight four-fold.

Normal: You fall over backwards.

Special: This feat can be taken multiple times, each time you take this feat it applies to a new weapon.



Bride of Portable Hole

Clever Concealment [General]

Using your ample assets, you can hide small objects from detection.

Prerequisites: Anatomically Over-Endowed

Benefit: You may hide objects or creatures (woohoo!) three size categories or more smaller than you between or behind your... ahem.

Such well-hidden items receive a +10 bonus to Hide checks as the ample assets both cover the item and awe the searcher.

Special:

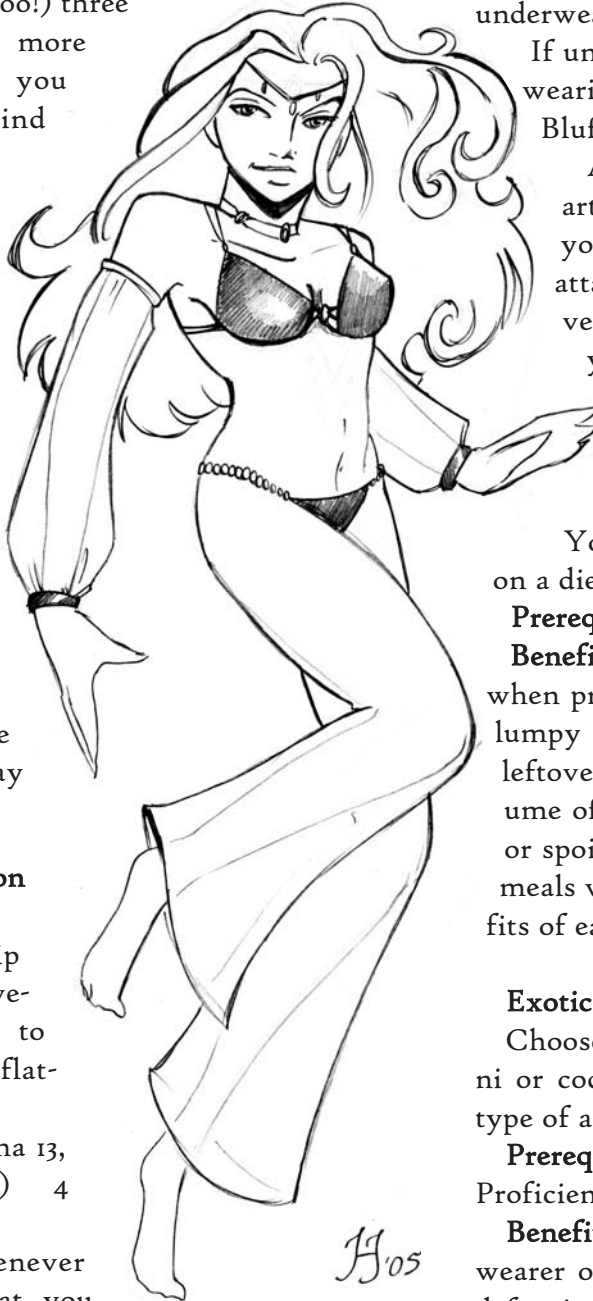
Those who have taken the Anatomically Over-Endowed feat twice may hide two objects away from prying eyes.

Combat Titillation [Fighter]

You can strip clothes off seductively during combat to catch opponents flat-footed.

Prerequisites: Cha 13, Perform (dance) 4 ranks.

Benefit: Whenever you feint in combat, you gain a +5 bonus to your Bluff check for each article of clothing you take off. As part of your Bluff check you can strip off one article of clothing for every 4 ranks you have in Perform (dance), except for armour. Armour requires its normal amount of time to take off. However, the Quick Don feat can



help you strip armour off more quickly.

A humanoid-shaped body can be covered in many layers of clothes, but there are only nine 'body slots.' All gear in a body slot must be removed to gain the effect of stripping. The body slots are headwear, neckwear, armour or robes, chestwear, legwear, underwear, cloaks or capes, armwear, and footwear.

If underwear is the last clothing article you are wearing, taking it off grants a +10 bonus to your Bluff check instead of the normal +5.

Additionally, as long as you have on an article of chestwear, legwear, or underwear, you may choose to gain DR 1/- against one attack per round. The amount of damage prevented is dealt instead to your clothing. If your clothing has no hit points left, it dangles uselessly on you, but provides an additional +1 bonus to AC.

Eat Anything [General]

You can subsist and even survive for weeks on a diet of nearly *anything* organic.

Prerequisites: Con 15+ or Stainless Steel Stomach

Benefit: You can fend off starvation for weeks when presented with dead and rotten meat, grass, lumpy seaweed, gelatinous cube chunks, or even leftover casserole. By eating the equivalent volume of two meals worth of raw and rotten meat or spoiled food, or the equivalent volume of four meals worth of grass or fodder you gain the benefits of eating a normal meal.

Exotic Armour Proficiency [Fighter]

Choose a type of exotic armour, such as the bikini or codpiece. You understand how to use that type of armour in combat.

Prerequisites: Base attack bonus +1, Armour Proficiency (light).

Benefit: Exotic armours grant benefits to the wearer of the armour, in addition to their normal defensive qualities. You must possess both the proper exotic armour proficiency and the standard armour proficiency of the appropriate weight of armour (light, medium, or heavy) to take no penalties and gain all benefits.

For example, to wear a fullplate bikini you need

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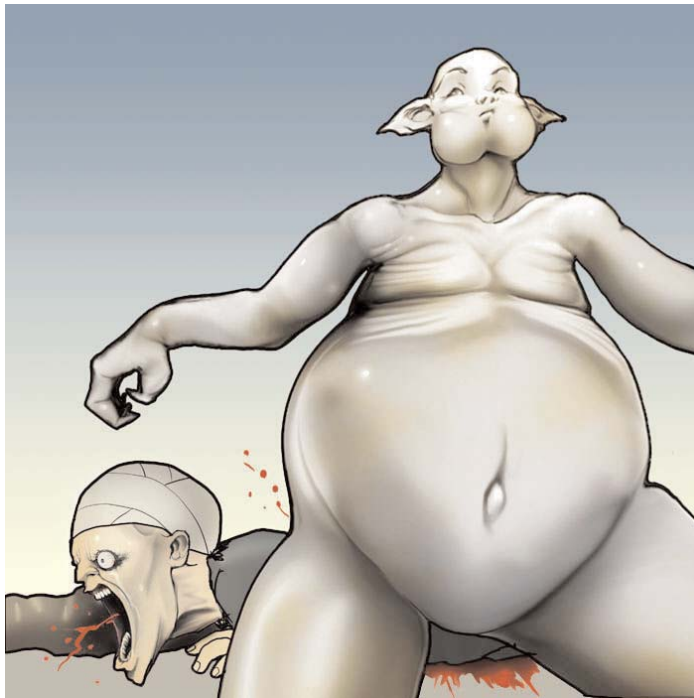
four armour feats - the normal Light, Medium, and Heavy Armour Proficiency, then Exotic Armour Proficiency (bikinis).

Extreme Flatulence [General]

You emit toxic gases that contravene the Geneva Convention.

Prerequisites: Con 15+, Eat Anything

Benefit: You can expel a cloud of toxic gasses once per day plus your Constitution bonus times per day. All within a 40 ft radius must make a Fortitude save (DC 10+Con bonus) or be forced to run at top speed out of the area. Persons who fail the save and stay in the area get a -1 nauseous penalty on attack rolls and suffers one point of subdual damage.



Fat-Ass [General]

You are not the fastest fighter on the block, but you can sit on your foes with devastating results.

Prerequisites: Con 13+

Benefit: Although your speed is reduced (-10 ft. for 30 ft. base, -5 ft. for 20 ft. base), your prodigious size and weight makes you a devastating wrestler, especially when sitting on your foes. You gain a +4 bonus to grapple checks.

God's Own Truth [Special]

You swear by it, and you don't get struck dead!

Prerequisites: Cha 13+, Cleric level 1+

Benefit: When you claim something is the will of your deity, or at least the will of your church, and you are not immediately struck dead by a bolt of lightning from the heavens (or similar impressive divine smiting), you gain a +2 circumstance bonus on bluff or diplomacy rolls based on said statement.

Hose-Beast [Special]

Not even lethal wounds can keep you out of combat.

Prerequisites: Great Fortitude, Iron Will, Psycho, Toughness, ability to Rage, Con 13+

Benefit: 1d4 rounds after being struck down in combat, you rise again in a full barbarian rage. You immediately gain 2 hit points per level and are capable of operating normally with a hit point total below zero, until your hit points drop to your modified Constitution score below zero (thus a character with a Constitution of 21 while raging would be able to fight at up to -21 hit points with this feat) for the duration of the rage. During this rage you must attack whatever targets present themselves, even turning on friends if there are no more enemies remaining. No matter what your hit point total is after the rage is complete, you drop to -10 hit points and die.

Normal: You are already dead.

I B Majick! [Monster]

Why is it that some idiots have tons of magical power and the dumbest one is the shaman?

Prerequisites: Must be able to cast zero level spells

Benefit: The monster subtracts its Intelligence score from 25 in order to see what bonus spells they gain.

Normal: The creature sits in the corner and drools on itself.

If I can't see you... [Monster]

Sometimes, if you believe it enough, no matter how stupid it is, it becomes true.

Prerequisites: Int and Wis combined less than 8

Bride of Portable Hole

Benefit: Monsters with this feat may cover their eyes, and suddenly gain a bonus to their Hide skill equal to their Int and Wis subtracted from twenty, and a Hide check. It does not matter if they are in plain sight or not.

Normal: The monster looks really stupid getting beat up with it's hands over its eyes.

I'll be back! [General]

Instead of attacking when they think, turn and run like hell!

Prerequisites: Bluff skill

Benefit: On a successful Bluff check vs the opponent's Sense Motive check, the character may turn and move at a dead run away from foes without incurring an attack of opportunity.

Normal: The character gets stabbed in the back and chopped into kibble.

Improved Naked Defense [Fighter]

Your nudity can distract even creatures with different conceptions of beauty.

Prerequisites: Bluff 5 ranks or Knowledge (dungeoneering) 5 ranks.

Benefit: You can apply the benefits of naked defense to your AC against all creatures except those with no Intelligence score, or those that are cannot see you.

Improved Stubbornness [General]

The people who know you well (like your fellow adventurers) must learn to cope with your incredible stubbornness.

Prerequisite: Intimidate 5 ranks

Benefit: When dealing with people you

encounter regularly you gain a +2 stubborn bonus to Intimidate and Diplomacy. They will rather have it your way than start an argument with you.

Normal: People around you rely on their own judgement.

Injury Prone [General]

Pain and bandages are second nature to you, so much in fact that the act of "not bleeding" would be completely out of character.

Benefits: For every 1 hit point of normal damage that you take, you gain 10 xp.

Intestinal Fortitude [General]

Your constant exposure to smelly adventurers, lack of personal bathing and hygiene, and constant explorations of gross and icky places gives you a hearty appetite even in the nastiest of environments.

Benefit: You gain a +4 competence bonus on all saving throws against smells, nausea and so forth.

Normal: Even you realize that you stink after two or three adventures between baths.

Lil Hardass [General] [Fighter]

You are well renowned as a psycho little bastard whom no one wants to cross.

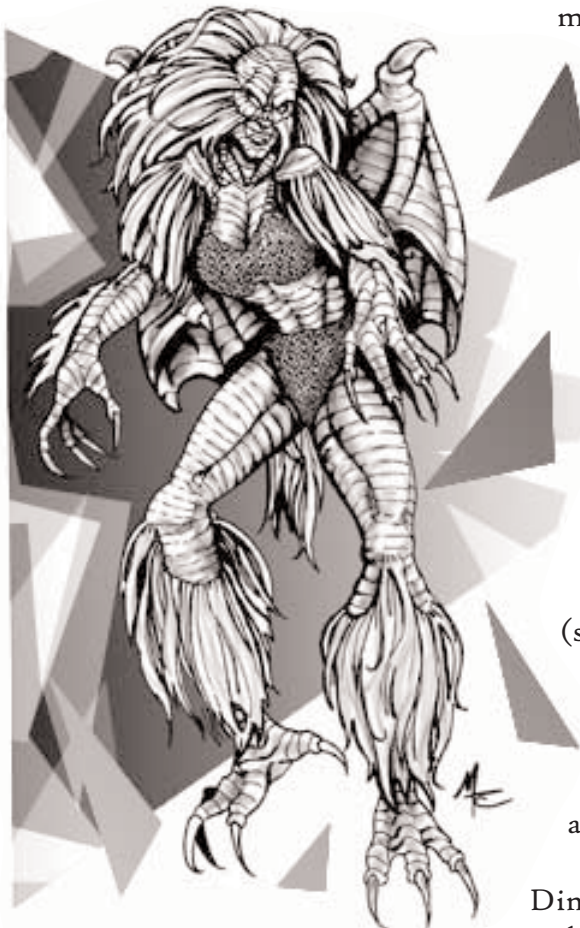
Requirements: Small size or lower.

Benefit: For special attack actions (such as overrun, grapple, bullrush) that contain a size modifier, you are considered one size categories larger than you really are. This feat can be taken multiple times and stacks.

Normal: As a Small, Tiny or Diminutive character, you suffer a penalty for certain attack actions.

Nasty Bastard! [General]

"If your opponent's eyes start to water during a



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sword fight, it puts you at an advantage."

-Sparhawk, Elenium Series by David Eddings

Benefit: This character stinks so badly that it's opponents suffer a -2 penalty to all actions directed against the monster when they are within the character's natural reach. The character also suffers a -4 "stinky" penalty to all charisma-based rolls except intimidate checks. Washing eliminates the effects of this feat for 1d3+1 days.

Normal: The character just stinks

No Toothbrush [General]

You believe that all it takes to clean one's teeth is a tongue.

Benefit: You'll never get cavities - because you ain't got teeth anymore.

Not Quite Dead [Monster]

Monsters are never as dead as they appear, always lunging up for that last .movie monster. attack that scares people if nothing else.

Prerequisites: BAB 5+

Benefit: Monsters with this feat are allowed one attack, taken 1d4 rounds after they are dead, no matter how badly burnt or hacked on, unless totally dismembered or disintegrated. They get one single attack with their most powerful physical attack. Opponents attacked by this must make a Reflex save (DC 10 + 1/2 of Monster's HD + Monster's Dexterity bonus) or be caught flat footed.

Normal: The creature is dead.

Patron Substance [General]

Beer, cigarettes, chocolate, or potted meat. There is bound to be something in your life that really keeps you going. Whether it be a swig from a cold one or that second spoonful from a bowl of double layer choco-caramel fudge brownie swirl ice cream, the vice of your pleasure helps keep you going.

Benefits: If you happen to have your favorite consumable vice on hand you gain a +3 to any skill check of your choice. You may use this feat up to three times per episode.

Picking At It

You've got pickles aplenty. And you scratch them all of the time.

Benefit: You gain a +1 bonus to Intimidate checks.

Special: Your Charisma drops by 2.

Pissing In the Wind [General]

Through years of practice, you've figured out the fastest way to put yourself out when on fire.

Prerequisites: Dex 13+, Int 8-

Benefit: On any round that you are exposed to fire damage, you may attempt to reduce the damage by half simply by pissing into the wind. This requires moderate or higher winds to be effective. Use of this feat reduces all Charisma-based checks by -2 until you bathe. You may only use this feat once per encounter.

Prat-Fall [General]

You are skilled at distracting people by falling flat on your face.

Prerequisites: Dex 13+, Bluff skill.

Benefit: When attacked by a person or creature with multiple attacks (either multiple weapons or iterative attacks), after the first attack lands you can fall flat on the ground in an attempt to avoid the remaining attacks. You immediately go prone and must make a Bluff check opposed by your opponent's Sense Motive check. If you win the roll, the opponent wastes his remaining attacks. If your opponent wins the roll, not only does he get to continue attacking you, he is doing so with the +4 bonus for attacking a prone target. Alternately, you can ready an action to perform a pratfall before the first attack against you, following all the rules above.

Normal: You take the beats!

Psycho [General]

You do not understand fear. In fact, you do not understand anything shy of full assault.

Prerequisites: Toughness, Iron Will

Benefit: You gain a complete immunity to fear-based effects and penalties, including any effect that would cause you to be shaken, scared or panicked. You can never retreat from combat unless a friend or companion successfully makes a Diplomacy or Intimidate roll with a DC of 20 plus your Will Save bonus to convince you to retreat (this is a move-

Bride of Portable Hole

equivalent action to perform).

Normal: Run away little man!

Smothering Attack [Fighter]

You can choke creatures that you grapple by smothering them with soft, fleshy parts of your body.

Prerequisite: Improved Grapple.

Benefit: While grappling, if a sizeable fleshy part of your body is exposed, you may choose one creature in the grapple to smother. You cannot smother a creature that is more than one size category larger than you. That creature is unable to breathe as long as you are in a grapple with it, unless you choose to stop smothering, or to smother someone else. You lose your Dexterity bonus to AC against a creature you are smothering.

Additionally, you may make an opposed grapple check to drive air from your foe's lungs. You spend an attack and make an opposed grapple check, and if you succeed your foe loses one round worth of breath, plus an additional round for every 5 points you beat him.

Alternately, instead of making a creature unable to breathe, you may choose to blind a creature by covering its eyes.

Special: If you possess the Anatomically Over-Endowed feat, you gain a +4 bonus to your grapple check when attempting to smother a creature, and you may smother creatures up to two size categories larger than you.

Stainless Steel Stomach [General]

You have developed a complete immunity to nausea. You never blow oats.

Prerequisites: Endurance, Great Fortitude, Intestinal Fortitude.

Benefit: You are completely immune to any effect that can cause nausea or morale penalties based on horrific smell, gross sights and so on. This feat can replace the normal minimum Constitution of 15+ in order to gain the Eat Anything feat.

Normal: URP!

Sweat Hog [General]

Ever try to wrestle an oiled pig at the county fair?

Benefit: This character is always sweaty, and so

gains a +2 when using to Escape Artist, or when trying to escape a pin during the grapple.

Normal: The character is just sweaty and gross
Take Your Mind Off It [General]

You can cure ailments with the healing power of sex.

Prerequisite: Cha 13, Heal 8 ranks.

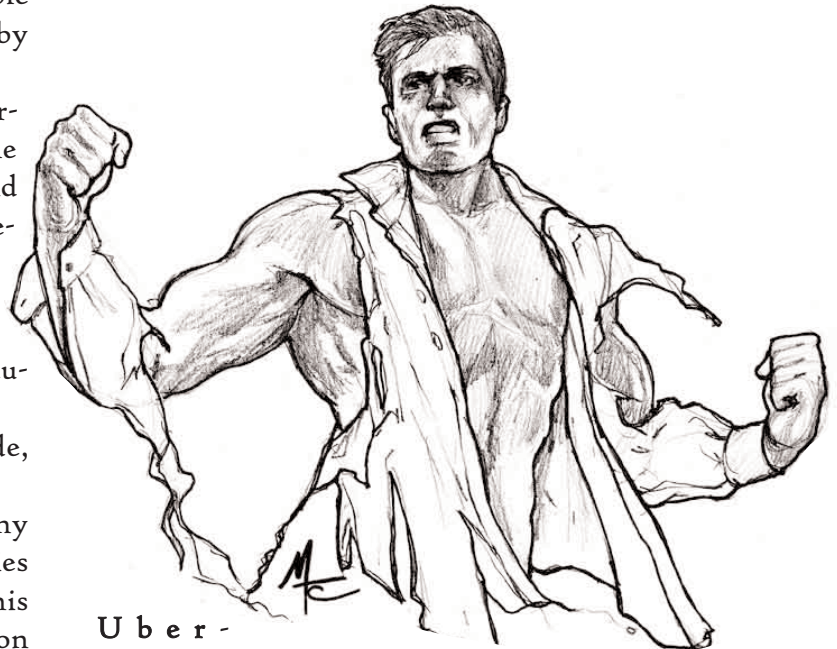
Benefit: By holding or cradling a creature, resting its head against your chest or in your lap, you can make a Heal check (DC 25) to affect the creature as if it had received a lesser restoration spell. For every point you beat the DC by, the creature also converts 1 point of damage into nonlethal damage. You can only attempt this a number of times each day equal to your Charisma modifier. Each attempt is a full-round action. This is a spell-like ability.

Tan Lines [General]

Your skin is used to unhealthy energies.

Prerequisite: Exotic Armour Proficiency (bikini or codpiece).

Benefit: You gain fire resistance 5 and a +2 bonus to saves to resist fire or light effects. This resistance only applies when you are benefitting from Naked Defense.



U b e r - Cleave [Uber]

It slices, it dices, it makes julienne fries!

Prerequisites: Str 25+, BAB 19+, Cleave, Great Cleave, Power Attack

Benefit: You can make a 5-foot step between cleaves, each time you cleave in a round. The most

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you can move in this way in a round is equal to your base speed.

Special: This feat may be taken more than once. Each additional time it increases the distance you can step between cleaves by 5 feet. This does not increase the maximum distance you can move while uber-cleaving.

Normal: You can cleave like a machine, but you do it while standing still.

Uber-Critical [Uber]

You can strike harder, deeper and leave the messiest, goriest disasters where your enemies once stood.

Prerequisites: Str 27+, Cleave, Power Attack, Weapon Focus (weapon to be chosen), Improved Critical (weapon to be chosen).

Benefit: Choose a weapon that you have the Improved Critical feat with. Your critical threat range and critical multiplier with this weapon are both increased by 1.

Special: You may take this feat multiple times. Each time it must be taken with a different weapon.

Normal: Your crits just ain't uber!

Uber-Distant Shot [Uber]

You can plug a dire rat with your sling at 1,000 yards.

Prerequisites: BAB +15, Point-Blank Shot, Far Shot

Benefit: Increase the range increment on ranged weapons by 100% and on thrown weapons by 200%. This supersedes (does not stack with) the increased range from the Far Shot feat.

Normal: Your range just ain't uber!

Uber-Fast [Uber] [Psionic]

You are faster than the eye, faster than the fastest of the fast. You are Uber-Fast.

Prerequisites: Dexterity 24+, Run, Speed of Thought

Benefit: Whenever you have over 15 power points in your reserve, you may make an additional move-equivalent or move action each round.

Normal: You is slow, baby. Not uber.

Uber-Focus [Uber]

You can concentrate all your abilities on a single skill. You are uber-leet with that skill.

Prerequisites: 12 ranks in the selected skill

Benefit: You gain a +5 uber bonus on all skill checks with the chosen skill.

Special: This feat may be taken more than once, becoming uber with a different skill each time it is taken.

Normal: You are skilled. But you do not have uber-leet skillz.

Uber-HardCore [Uber]

You can take a whoopin'

Prerequisites: Base Fortitude save +15 or higher, Toughness

Benefit: You gain an uber bonus of +20 hit points.

Special: This feat may be taken multiple times, making you more and more uber.

Normal: You bleed like a stuck pig.

Uber-Hunter [Uber]

Your chosen foes are in trouble when you start stalking their pathetic carcasses.

Prerequisites: Wilderness Lore 20 ranks, favored enemy bonus of +5 or greater.

Benefit: Choose a favored enemy when you select this feat. Whenever you strike this enemy with a melee weapon or a ranged attack within 30 feet, you gain an additional uber bonus to damage equal to your Wisdom stat. Creatures immune to critical hits are also immune to this ability.

Special: This feat may be taken more than once, each time it must be taken for a favored enemy with which you have a +5 or greater bonus against.

Uber-Item Craftsman

[Uber] [Item Creation]

You have learned the secrets to make the most powerful magic items.

Prerequisites: Knowledge (arcana) 25 ranks, at least 2 other item creation feats.

Benefit: You may substitute this feat for any other item creation feat when crafting magic items of greater than 750,000 gp value.

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Uber-Slayer [Uber]

No longer are your chosen foes in trouble when you seek them out, they are nearly guaranteed to fall before your sheer uber-ness.

Prerequisites: BAB +25, Uber-Hunter

Benefit: Choose a favored enemy who you have also chosen for the Uber-Hunter feat. Whenever you strike this favored enemy with a melee or ranged attack within 30 feet, the target must make a Fortitude save with a DC equal to the total damage dealt by the attack or be immediately reduced to -1 hit points.

Special: This feat may be taken more than once, each time it must be taken for a favored enemy with which you have taken the Uber-Hunter feat.

Uber-Smite [Uber]

You can smite evil all day long!

Prerequisites: Cha 23, Smite ability, character level 15+

Benefit: You gain a +10 uber bonus to your smite damage.

Normal: Your smite, but you just can't uber-smite.

Virtual Genius [General]

As the saying goes "a clean desk is a sign of a weak mind", your room is in an awful shape.

Prerequisite: You must have a home of some sort.

Benefit: Because of various conditions in your room, gain a +3 bonus on all fortitude saves against disease and poison.

Special: You gain hit dice at new levels one die type lower because of the ill effects of your messy habitation (minimum: d3).

What a cool looking dog! [Monster]

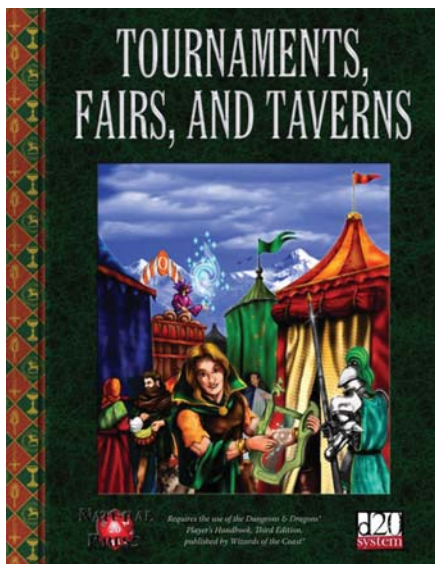
Not all creatures who can shift forms or are possessed by lycanthropy look hideously dangerous.

Prerequisites: Cha 13+, must be able to change forms (wildshape, lycanthropy, etc).

Benefit: When in animal form, the monster looks like the coolest type their prey has ever seen, often going home with their prey and getting fed, brushed, cared for, etc.

Normal: The monster usually gets it's ass kicked in an onslaught of silver-tipped weaponry.

GAMES & DRINK!



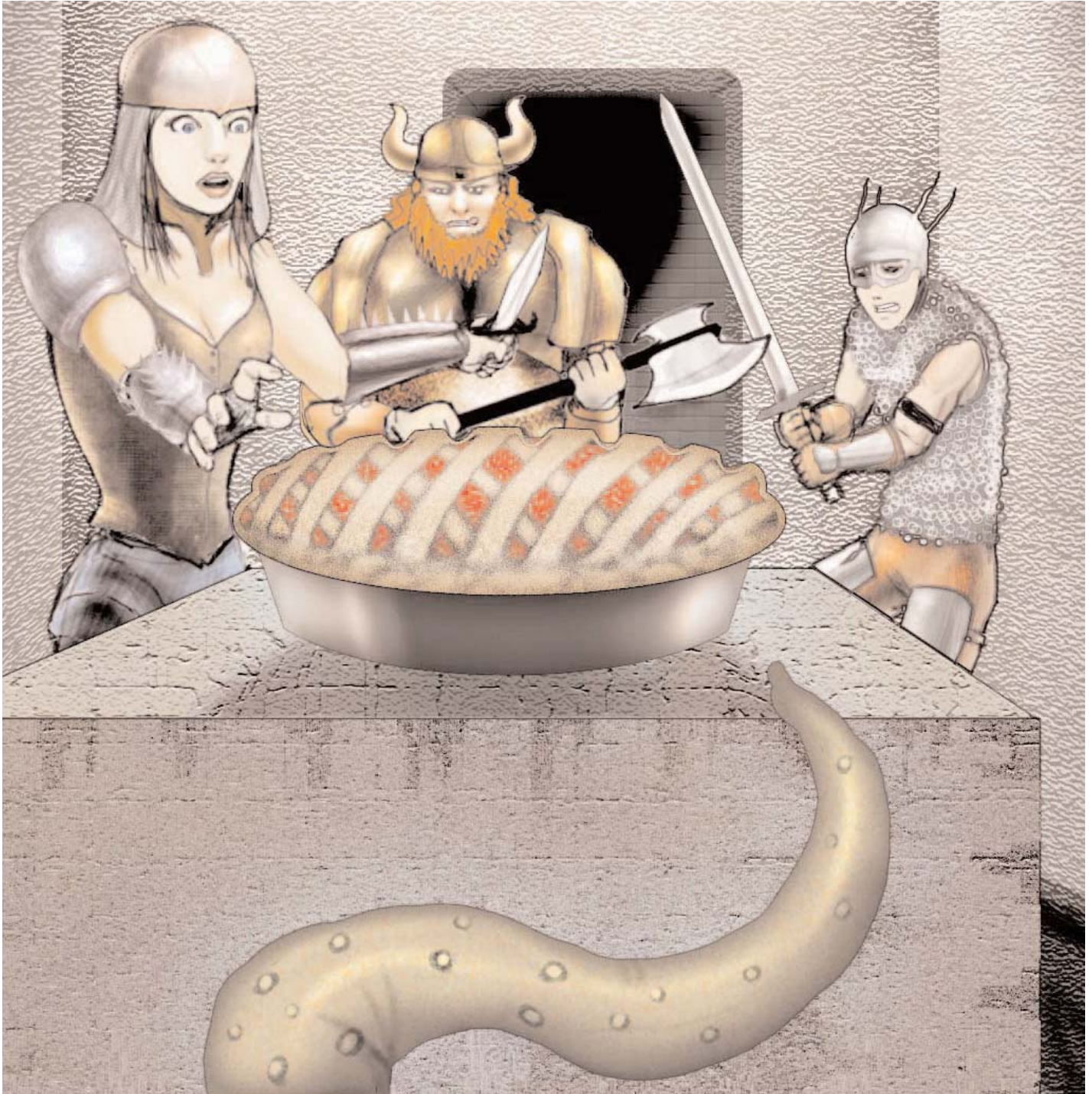
The best-selling d20 product of all time at RPGnow, Tournaments, Fairs, and Taverns is crammed with games to play within the game, from greased pig wrestling to classic medieval jousting. Paired with the most accepted and used drinking rules for the d20 system, how can you game without it?



Tournaments, Fairs and Taverns

Return to the Orc and the Pastry

DREADGAZEBO MODULE 0P2
A Sequel for 3-6 Characters of Level 1



tribute to the creative genius that brought us both The Orc and The Pie and Return to the Temple of Elemental Evil, Monte Cook

Bride of Portable Hole

Introduction cellar known as the dungeon of the Fire Offal... but that is a different story for another adventure parody.

Return to the Orc and the Pastry is a short module designed for a small group of level one characters, although it can be scaled for different experience levels by following the instructions in the “Scaling the Module” sidebar on the next page. This module is the second module in the OP series, although it only follows the first one in timeline and setting - you cannot use the same characters in Return to the Orc and the Pastry as were used in the first module unless the party failed to complete that first adventure and wish to try again.

Most of this module is not released as Open Game Content, although the stat blocks for the monsters as well as the new treasures are (and are indicated as such by font face).

History

Tales are told to this day of the fateful adventure wherein Linda the Rogue, Krock the Barbarian and Joshua the Cleric hungered for pastries in the hills nearby. It is said that they found a room in those hills containing a fruit-filled confection of the finest quality, encased in the lightest and flakiest of crusts and cooked to absolute perfection. Guarding this greatest of all treasures was a creature as fierce as it was ugly, an orc.

The ensuing battle was fierce, especially in the tight confines of that small ten foot by ten foot room. Finally, Joshua was forced to retreat, casting his last healing spell on Krock and then dragging Linda’s body back to town while Krock held the hill pass, preventing the treasure’s guardian from harassing them further.

Once they returned to town, they paid for the same information can be made known with a Bardic *raise dead* required to return their diminutive rogue to their ranks. The next week they re-equipped for a second attempt to liberate the tasty morsel from its orcish guardian. But they discovered to their chagrin that they had misplaced the map through the hills to that hidden ten by ten room, and without said map it would be nigh impossible to find the pastry again. So they set off for greater adventures which led them to the ancient monastery and wine

Some say the pie is still there...

Involving the Players

One night the player characters rent a room in an inn... any inn really, you can place this module just about anywhere in your campaign world where incompetence is common. It happens by chance (or is it destiny?) that this is the same room that Linda, Krock and Joshua used to launch their adventuring career - and the very place where they misplaced their map.

Once the party retires for the night, have each character make a search check (DC 12). If they succeed, the character who rolled the highest finds a tattered map tucked under one of the mattresses in the room. If, through some amazing feat of low-level incompetence, no one finds the map, choose one character at random. That character finds his bed incredibly uncomfortable and cannot fall to sleep without tossing and turning. Every time he rolls over the bed makes a “crinkling” sound. If the princess and the pea routine doesn’t help uncover the map, the adventure is over until the next group of unsuspecting characters drops by for the night.

The Map

Should the characters investigate the map and its origins, a gather information check (DC 16) will reveal the information in the introduction of the module. Feel free to read the four paragraphs as is to the players, or paraphrase it (or embellish it into a four-hour tale of epic fantasy) as you wish. The

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The Adventure

Sure enough, looking out their window at the inn, the party can make out a lone tree in the field, about 200 feet across the river from town. A successful Survival check (DC 13) indicates that the tree is roughly due East of town. A result on the check of 24 or greater indicates that the tree is within 2 minutes of angle of exactly due East from the front door of the inn.

1. The River (EL 1/6)

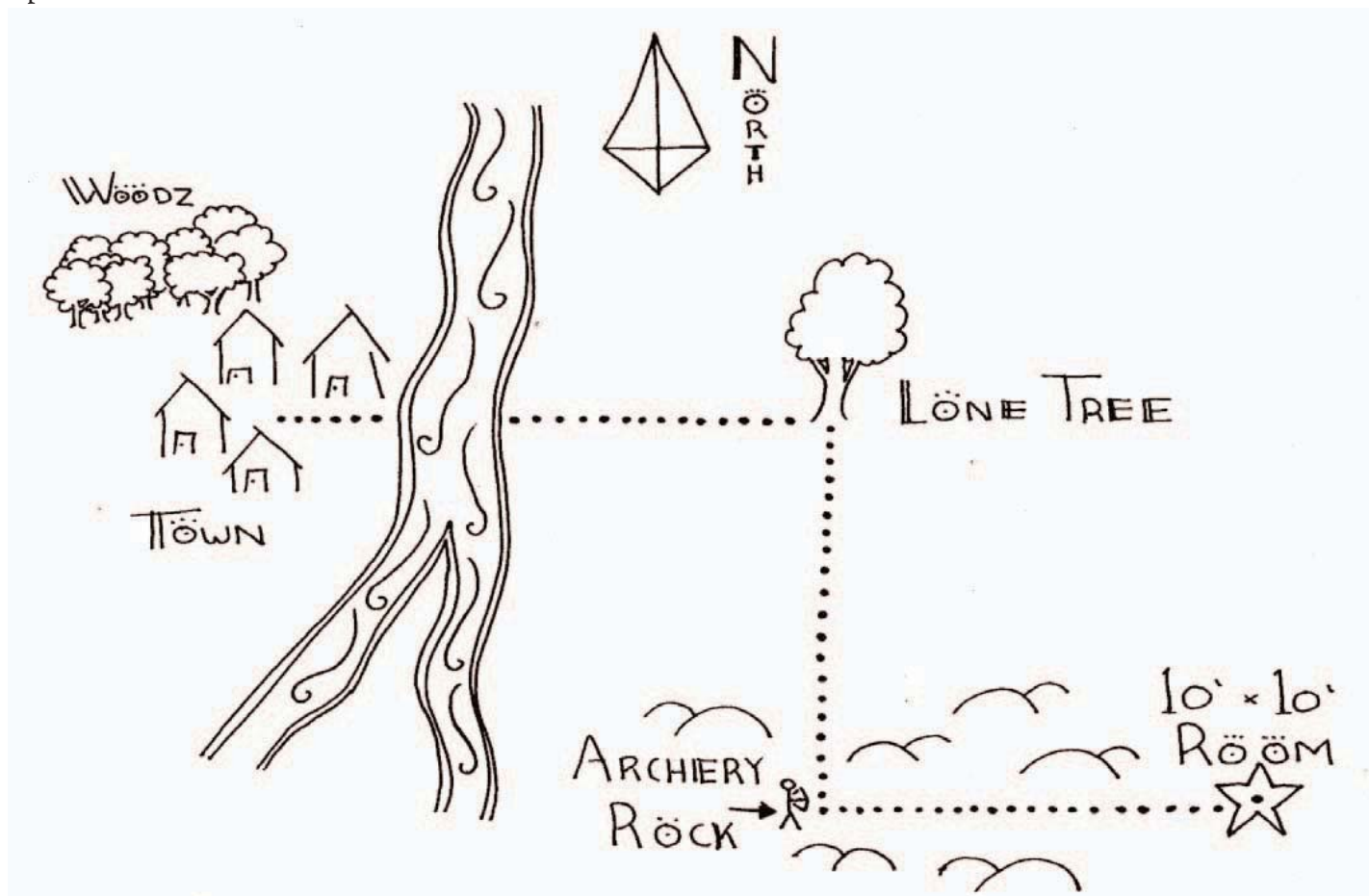
The first obstacle the characters face (perhaps the second... it is likely that the characters are short the 40 gp they owe the innkeeper - a bluff, diplomacy or intimidate check at DC 16 will allow them out the door without paying... yet) is the Black River of Dalsin which flows across their path, not thirty feet from town. A close inspection of the river gives no hint as to why it is called the "Black River", as it appears to be a silty brown because of operations up-river from here.

Someone searching for an alternate method of crossing the Dalsin can make a spot check. On a 13 or greater, they see an old rowboat run ashore 15 feet North of them. A result of 18 or better on the check has the character also notice the fine stone bridge that the locals use to cross the river nearly 50 feet beyond the boat.

Crossing in the boat requires a Profession (Sailor) check at DC 18. Failure means the boat tips and all occupants must make a DC 15 reflex save to avoid being thrown overboard. Failure by 10 or more on the Profession (sailor) check results in the boat capsizing, automatically throwing all occupants overboard.

Wading across (or being thrown into) the river is not dangerous for anyone over 4 feet tall. This doesn't require a swim check. Characters under 4 feet tall have to swim (DC 14) or be carried across by a taller character.

Crossing on the bridge does not require a check unless a character elects to cross along the handrail, which requires a DC 15 balance check to avoid



Bride of Portable Hole

falling into the river. Failing this check by 10 or more not only sends the character into the river, but has them fall crotch-first onto the handrail first, causing 1d6 subdual damage and forcing a DC 15 Fortitude save to avoid being stunned for 2d6 rounds from the impact.

2. Lone Tree

In the middle of a well-tended farmer's field, 200 feet from the river's edge, is a single massive oak tree. A Search check, DC 16, finds a carving depicting an arrow pointed due South about two feet up the trunk of the tree. Someone who can read goblin (or with a Decipher Script check, DC 15) can make out a signature carved below the arrow... that of "Linda Da Rogue".

A successful Survival check (DC 11, with a +4 circumstance bonus if the carving was discovered) aims the party due south into the Gray Hills, as per the directions on the map.

Ad-Hoc experience bonus: Successfully finding the tree and then their way due South earns each character 4 experience points.

3. Archery Rock

Following the directions on the map South and into the Gray Hills eventually (a 200 foot trek from the tree to the hills, and an additional 100 feet into the hills) leads the party to Archery Rock, a rough cut statue of a stout lizard-person matron wielding a bow. A Search check (DC 13) and cross-referenc-

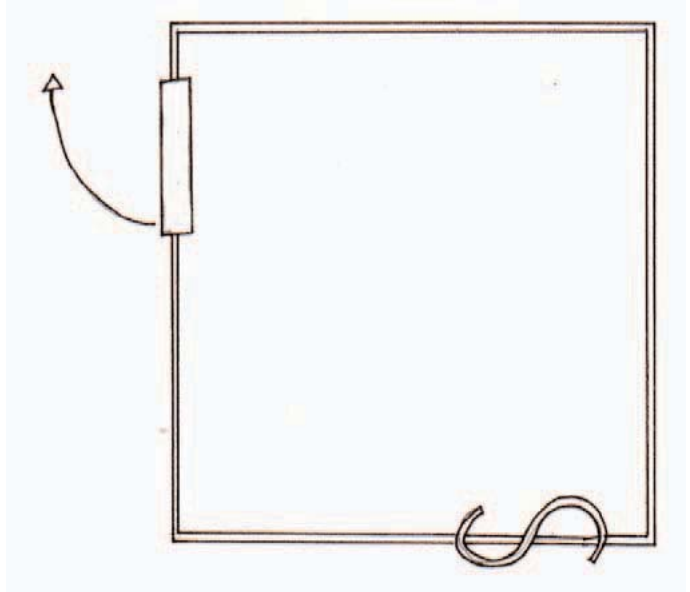
Almost Serious?

Once again, while we attempted to maintain D20 balance throughout this chapter, it's not necessarily going to be a good idea to try to run this adventure as anything but a one-shot 2 hour game with beer and pretzels.

The Squid God sidebar introduces a new deity of potentially cthonian influence and feel. The domains are obviously fully useable as listed.

The Amulets of the Squid are harmless minor magic items created when we felt a need for magic items that won't unbalance a low-level campaign.

ing with the map indicates that the bow aims directly eastwards down a valley in the Gray Hills to a ten foot by ten foot stone structure nearly 150 feet away at the end of a box canyon.



4. A Ten-by-Ten Room

Sitting alone at the end of the box canyon is an eight-foot tall masonry building, ten feet on a side. On the West face of the building is a single heavy wooden door.

The masonry walls are 1 foot thick (break DC 35, hardness 8, 90 hit points per 10 foot wall section) and of smooth construction (Climb DC 20). The West door is reinforced oak, 2 inches thick (break DC 25 if locked, but not currently locked or stuck, hardness 5, 22 hit points), with hinges on the outside left side (hardness 15, 20 hit points per hinge). The secret door on the South facing (see below) is a full foot thick of smooth masonry (break DC 30, hardness 8, 40 hit points) and is well-concealed on the outside by dried vines and natural weathering (Search check DC 26 to find). The roof of the building is made of the same foot-thick masonry (break DC 35, hardness 8, 90 hit points) and is flat.

Careful examination for tracks (Survival check, DC 17) reveals that humanoids were recently trampling through the grass here. If the character making the check has the Track Feat, then the tracks can be determined to proceed due South, deeper into the Gray Hills.

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Inside the small building is a scene of recent carnage... there is a single small pedestal in the center of the 10 foot by 10 foot chamber and a single dead orc.

Goroheim, *dead orc War3; Medium-size Humanoid (orc); CR 0; HD 3d8+0; hp -10; Init -5; Spd 0 ft; AC 9 (+4 scale mail, -5 dex); Melee n/a; Ranged n/a; SQ immunities; Face 5 ft x 5 ft; Reach 0 ft; AL N; SV Fort +2, Ref -5, Will -1; Str 15, Dex 0, Con 11, Int 9, Wis 8, Cha 8.

**for more information on the dead template, please see chapter 7, monsters*

Although a quick look over the dead orc shows only that he has been stripped of armor and weapons, a search reveals an amulet with a broken cord grasped in his left clawed hand, as if he had torn it from an attacker, but no other clues as to his attackers. identity. This is an **Amulet of the Squid**.

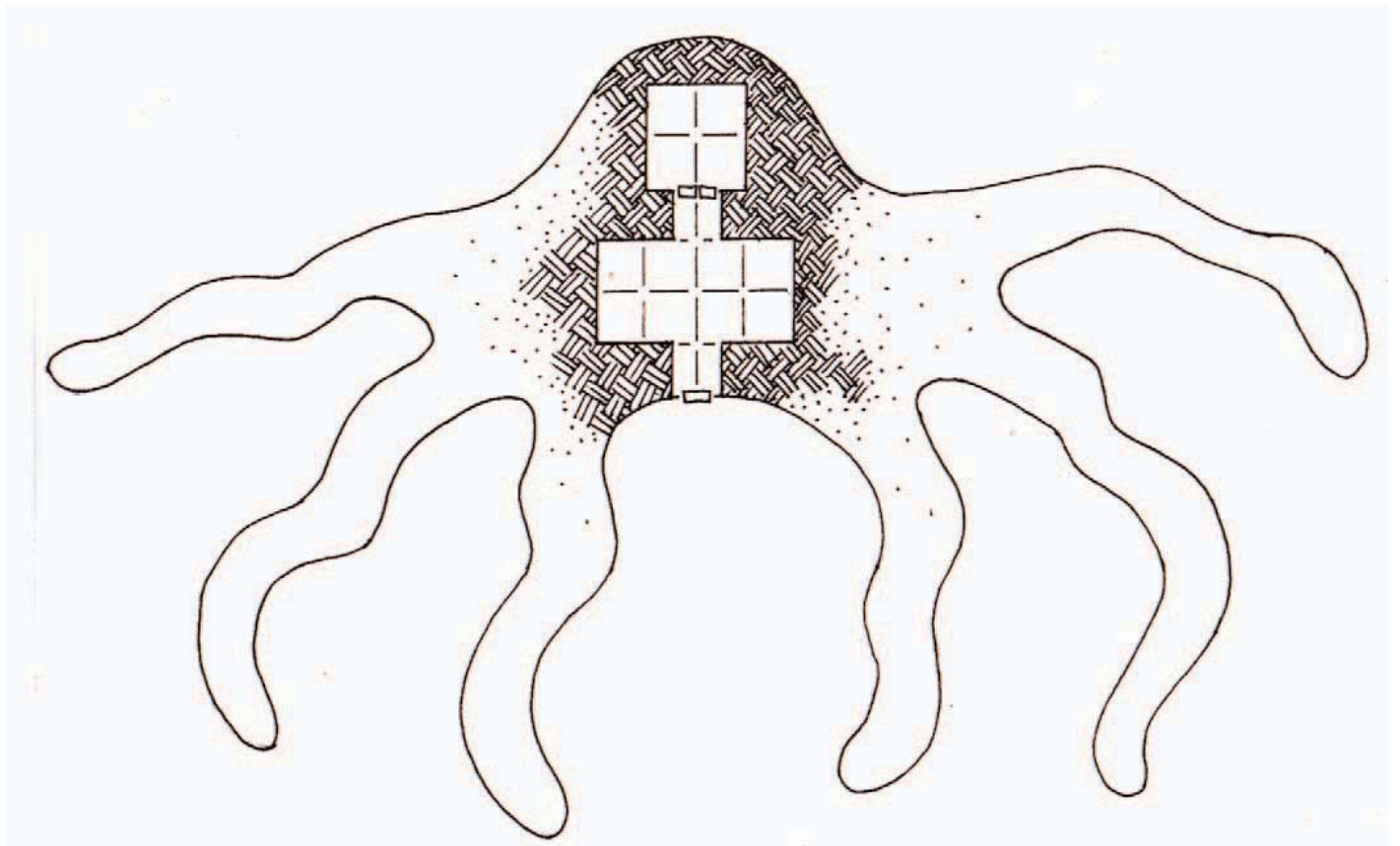
On the Pedestal is a small lump of sticky residue, deep red in color, surrounded by small beige flakes. A Profession (cook) check (DC 10, +4 racial bonus

for halflings) indicates that this is none other than Cherry Pie Residue, most likely from a masterwork pie of the highest quality. Brave souls who taste the red glob will determine the same thing. A trail of flaky crumbs leads from the pedestal to the south wall. Following this trail of crumbs makes finding the secret door in the South wall simpler. The normal Search DC for the secret door from the inside of the room is 20, with a +4 circumstance bonus for following the trail of crumbs. The trail of crumbs also provides a +4 circumstantial evidence bonus on Survival checks to follow the DC 17 trail into the hills (see above).

5. Temple of the Squid

The temple building proper is hard to miss from the end of the valley - it looks like some loathsome black tentacular monster sprawled across a low ridge of brown stone. The structure appears to be made of black masonry, rubbed smooth by hands, age or magic. In the middle of its six extended tentacles is a single stone door, black and marbled with purple streaks.

The structure itself is nigh invincible, most of it



Bride of Portable Hole

being literally solid rock stonework. Even the hollow section where the rooms are have walls at least ten feet thick.

The door lies partially open... leading to room 5a.

5a. The Outer Fane (EL 3)

A ten foot hall leads from the front door to the outer fane, a 20 foot deep room, 40 feet wide, all set in black masonry. Standing in this chamber are Cheng and Eng, a pair of Bugbear servants of the Squid God who are waiting for interlopers hot on the trail of the pie their priests have recently brought back to their temple. Behind Cheng and Eng is another ten-foot hallway leading to a set of stone double doors.

Cheng and Eng, male bugbears; CR 2; Medium-

size Humanoid (bugbear); HD 3d8+3; hp 19, 16; Init +1, Spd 30 ft; AC 17 (+1 Dex, +3 natural, +2 leather, +1 small shield); Melee morningstar +4 (1d8+2); Ranged javelin +3 (1d6+2); AL LE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13. Int 10. Wis 10, Cha 9.

Skills and Feats: Climb +2, Escape Artist +2, Hide +3, Listen +3, Move Silently +6, Spot +3; Alertness

Equipment: morningstar, leather armor, 3 javelins, amulet of the squid.

5b. Twenty by Twenty room (EL 3)

This unadorned twenty by twenty room serves as the inner sanctum for the priests of the Squid God. The room is made of black masonry and has only a single pedestal in the middle, upon which is a single masterwork cherry pie. Instructed in their dreams

The Squid God

The Squid God is a lawful evil god of secrets and squishiness. The Squid God seeks out strange and hidden secrets for his cult to learn and conceal. Members of the cult of the Squid God receive visions of their deity crawling into the edges of their dreams and whispering quiet orders to them. The cult of the Squid God appeals to tentacle-faced brain-eating horrors because of their physical resemblance to the Squid God, other creatures summoned to the service of the Squid God are usually primitive humanoids such as orcs.

Alignment: Lawful Evil

Domains: Death, Evil, Law, Secrets, Squid

Preferred Weapon: Whip

Typical Worshipers: Mind Eaters, obscure cultists

Domains

Secrets

- Skill Focus: Knowledge (arcana) as a bonus feat.
1. Identify. determine single feature of a magic item
 2. Locate Object. sense direction toward object
 3. Obscure Object. mask object against divination
 4. Illusory Wall. Wall, floor or ceiling looks real
 5. Leo.s Secret Chest. Hide expensive chest on ether
 6. Legend Lore. learn tales about a person or place
 7. Vision. quicker, strenuous legend lore
 8. Discern Location. exact location of creature of object
 9. Screen. illusion hides areas from vision, scrying

Squid

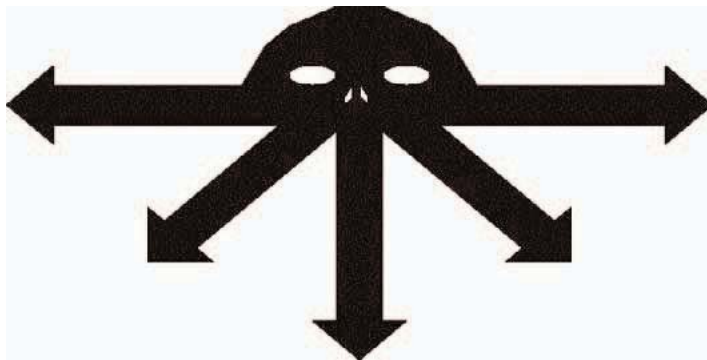
- +1 on all grapple checks, escape artist is a class skill
1. Grease. make 10 ft square or one object slippery
 2. Summon Monster II. fiendish squid only
 3. Stinking Cloud. nauseating vapors, 1rnd/lvl
 4. Ev.s Black Tentacles. 1d4+1/lvl tentacles in 15 ft.
 5. Big.s Interposing Hand. in tentacle form
 6. Control Water. raises, lowers or parts water
 7. Big.s Grasping Hand. in tentacle form
 8. Mind Blank. immune to mental/emotional spells
 9. Big.s Crushing Hand. in tentacle form

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to capture this pie by the Squid God itself, the two orc priests will die to defend it.

Priests of the Squid God: male orc Clr2; CR 2; Medium-size Humanoid (orc); HD 2d8+3; hp 11, 14; Init +0; Spd 20 ft; AC 16 (+6 banded mail, +2 large shield); Melee morningstar +5 (1d8+2); AL LE; SV Fort +2, Ref +0, Will +4; Str 14, Dex 10, Con 11, Int 9, Wis 12, Cha 8.

Skills and Feats: Knowledge (religion) +3, Gather Information +1, Escape Artist +3; Toughness.



Sigil of the Squid God

Amulets of the Squid

These small metallic amulets bear the sigil of the Squid God and are treated as holy symbols of said dark and secret deity. They are cold and slippery to the touch.

A basic Amulet of the Squid confers a +2 sacred bonus on the bearer's Escape Artist checks.

Caster Level: 1st, *Prerequisites:* Craft Wondrous Item, *grease*, *Market Price:* 100gp, *Weight:* 1/2 lb

A Great Amulet of the Squid confers a +6 sacred bonus on the bearer's Escape Artist checks.

Caster Level: 2nd, *Prerequisites:* Craft Wondrous Item, *grease*, *Market Price:* 750gp, *Weight:* 1/2 lb

A True Amulet of the Squid confers a +20 sacred bonus on the bearer's Escape Artist checks.

Caster Level: 4th, *Prerequisites:* Craft Wondrous Item, *grease*, *Market Price:* 8,000gp, *Weight:* 1/2 lb

Spellcasting (4/3): 0 - create water, detect magic, light, purify food and drink, 1 - bane, doom, inflict light wounds

Clerical Domains (death, squid): 1 - cause fear.

Equipment: banded mail, large metal shield, masterwork morningstar, 1 scroll inflict light wounds, 1 scroll cure light wounds, amulet of the squid.

Scaling the Module

In order for this module to be used with characters of power levels other than level one, we suggest the following changes to the encounters:

Level 4 party

(a) Increase the DC of all skill checks called for in the module by 2.

(b) Increase Goroheim (in room 4) to a level 8 warrior orc with the dead template. Increase his treasure to a Great Amulet of the Squid.

(c) Increase Cheng and Eng (in room 5a) to be a pair of summoned Osyluth Baatezu in the service of the Squid God.

(d) Increase the Squid Priests (in room 5b) to be level 5 clerics with comensurate equipment for an NPC of their level.

(e) Upgrade the pie (in room 5b) from a masterwork pie to a +1 Holy Pie.

Level 17 party

(a) Increase the DC of all skill checks called for in the module by 10.

(b) Increase Goroheim (in room 4) to a level 20 barbarian orc with the dead template. Increase his treasure to the True Amulet of the Squid.

(c) Increase Cheng and Eng (in room 5a) to be a pair of summoned Pit Fiend Baatezu in the service of the Squid God.

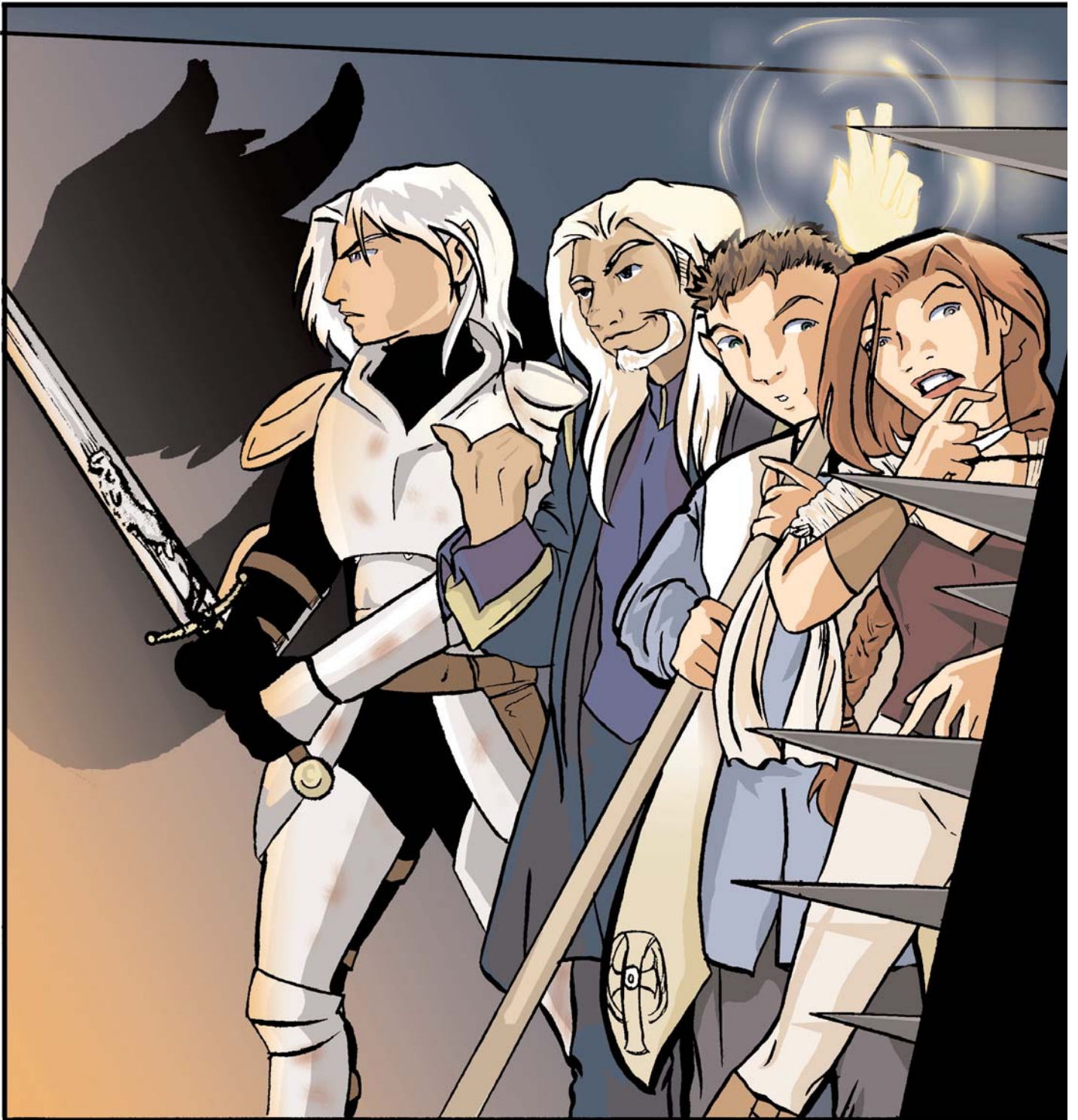
(d) Increase the Squid Priests (in room 5b) to be level 18 clerics with comensurate equipment for an NPC of their level.

(e) Upgrade the pie (in room 5b) from a masterwork pie to the +5 Cream Pie of Death.

Bride of Portable Hole

Revenge of the Orc and the Pastry

DREADGAZEBO MODULE 0P3



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Introduction

This mini-adventure is an expansion to dungeon module OP-3 : Expedition to the Meringue Peaks and a link between the events of module OP-2 (Return to the Orc and the Pastry) and OP-3 (Expedition to the Meringue Peaks). In this mini-adventure, the party becomes the target of reprisal attacks by the forces of the Squid God, which leads directly to the location of the Meringue Peaks, where that module takes over the action.

History

Tales are told to this day of the fateful adventure wherein Linda the Rogue, Krock the Barbarian and Joshua the Cleric hungered for pastries in the hills nearby. It is said that they found a room in those hills containing a fruit-filled confection of the finest quality, encased in the lightest and flakiest of crusts and cooked to absolute perfection. Guarding this greatest of all treasures was a creature as fierce as it was ugly, an orc.

The ensuing battle was fierce, especially in the tight confines of that small ten foot by ten foot room. Finally, Joshua was forced to retreat, casting his last healing spell on Krock and then dragging Linda's body back to town while Krock held the hill pass, preventing the treasure's guardian from harassing them further.

Once they returned to town, they paid for the raise dead required to return their diminutive rogue to their ranks. The next week they re-equipped for a second attempt to liberate the tasty morsel from its orcish guardian. But they discovered to their chagrin that they had misplaced the map through the hills to that hidden ten by ten room, and without said map it would be nigh impossible to find the pastry again. So they set off for greater adventures which led them to the ancient monastery and wine cellar known as the dungeon of the Fire Offal... but that is a different story for another adventure parody.

Some say the pie is still there...

But of course they are wrong. For an intrepid team of heroes did follow in the footsteps of the

famous Linda, Krock and Joshua. They discovered the map, and followed it to the pastry through many (well, a few) dangerous (dangerous to a one-legged blind kobold maybe) misadventures, and finally destroyed the servants of the Squid God who had stolen it. Liberating pastry forever.

Or so it seemed.

But in deep r'lyeh... ahem... I mean, somewhere, dark and mysterious, the Squid God seeks out the pastry once more. This time it will destroy those who stole it.

Involving the Players

This module brings the adventure to the characters, although the initial assumption is that the characters are the same ones who attacked the Squid God temple and liberated the pastry in module OP-2 (Return to the Orc and the Pastry). If, by chance, you are attempting to run this adventure without having first run Return to the Orc and the Pastry (good grief! Return has been available for FREE on the web for the past year, people!), then continue with the adventure as written, except that the Squid God has made a minor miscalculation and is targeting the wrong party. The Squid God has no interest in attempting the recovery of the lost pastry, but merely seeks revenge upon those who have stolen pastries from it - it feels that it and it alone is the lord of all secret treasured pastries.

The Squid God is now ready to launch a daring and cunning assault against the characters that stole the pastry from its altar.

And thus it begins.

Scene 1 - The Attack (EL 2)

This scene begins when the party is boring the Game Master. Typically this will be when the party is arguing over how to divide loot, or the purchase of adventuring equipment. While they are in the midst of their preparations, a crack suicide squad of Squid God commandos strike. Typically the crack suicide squad will find windows to crawl in through, else they will appear from wherever would be awkward and potentially surprising (from behind barrels, jumping off a passing cart, out of the

Bride of Portable Hole

sewers, or leaping down from the rooftops). The crack suicide squad is a team of three goblin ninja of the Yellow Elbow triad.



Goblin Ninja of the Yellow

Elbow 1; CR 1; Small Humanoid

(goblinoid); HD 1d6; hp 6; Init +3;

Spd 30 ft; AC 17 (+1 size, +3 Dex, +3

armor); BAB +1; Grap -3; Atk +3 melee

(1d8+1 / 19-20, small masterwork

katana) or +4/+4/+4 ranged (1,

shuriken); SA sneak attack +1d6; SQ

Darkvision 60 ft., goblin ninja stack, ninja

dodge +1; AL NE; SV Fort +0, Ref +3, Will

+2; Str 12, Dex 16, Con 11, Int 10, Wis 10, Cha 8.

SA - Sneak Attack +1d6: as per the rogue ability.

SQ - Ninja Dodge +1: as per the dodge feat.

SQ - Goblin Ninja Stack: see sidebar

Skills: Hide +11 (4), Innuendo +1 (1), Jump +3 (2),

Listen +1 (1), Move Silently +11 (4), Tumble +7, (4);

Feats: Exotic Weapon Proficiency (shuriken).

Languages: Goblin

Possessions: Small masterwork katana, masterwork studded leather armor, dagger.

Tactics

The Crack Suicide Squad will attack without warning and with extreme acrobatics. They will charge (tumbling) from target to target whenever the opportunity presents itself. They attempt to maintain higher ground at nearly any expense, tumbling up onto tables, bookshelves, and even each other if necessary (in goblin ninja stacks). If reduced to 2 hit points or less, a member of the crack suicide squad will do exactly what is expected of them... they commit suicide, performing a coup-de-grace manoeuvre on themselves using their daggers.

The goblins attack without warning and with extreme acrobatics (see the tactics below). They shout out "For Honour and Pie boys!" as they attack, with later groups using slogans such as "Pie before Dishonour!" and "Bree Yark!". They are canny opponents and will probably be difficult to capture or interrogate. If the party just slaughters the goblin ninja, they will have eliminated their

Goblin Ninja Stack

This special tactic taught by the Yellow Elbow triad is often used to allow goblins to fight larger foes on even footing. Two goblin ninja with this ability and at least 4 ranks in tumble each can clamber up, one upon the other's shoulders, and proceed to fight as one. Forming a goblin ninja stack takes a full-round action for both members of the stack. Once formed, both members of the stack gain the lower initiative of the two. The goblin stack moves as normal, with the ability to tumble and so on as a part of its movement. The bottom goblin of the stack attacks as normal, but the top goblin gains a +1 circumstance bonus on attack rolls for attacking from higher ground. Whenever the Goblin Ninja Stack is successfully attacked, roll randomly to determine which goblin has been struck (50% of each). Whenever a member of a goblin ninja stack is struck for damage, he must also make a Reflex save (DC = damage dealt) or the stack collapses and both members of the stack fall prone.

only lead to finding out where these attacks are coming from. But have no fear, for there are a damn sight more of these goblin ninja waiting to be sent on this suicide mission. Until the party manages to capture one or more of these little monsters, send new teams of Goblin Ninja of the Yellow Elbow every time they slow down or try to buy something at an inn, merchant's or temple. No matter where they go, they will be hounded by these half-pint green-skinned ninja until they manage to subdue or capture one.

If captured, the Goblin Ninja of the Yellow Elbow triad will do their best to commit suicide (after all, they are a crack suicide squad). A successful Intimidate check (DC 12) will make the ninja break however, and they will spill all the information they have. Interrogating the goblins is made easier if the interrogators threaten the goblin ninja with the use of fresh fruit (such as bananas or berries). This grants a +2 equipment bonus on the

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Intimidate check (whereas a bunch of bananas or a basket of berries grants a +4 equipment bonus that supersedes (does not stack with) the single fruit equipment bonus).

What the crack suicide squad goblin ninja of the Yellow Elbow triad know:

- The masters of the Yellow Elbow triad were converted last year to the worship of the Squid God, and in their dreams black tentacles of squid-iness implant dreams and thoughts of what is needed of them.

- Three weeks ago, the masters awakened and sent all the crack suicide squads into the field to find and destroy the defilers of the first pie.

- They were guided to the party by dreams of the squid god, channelled to them by the elders of the Yellow Elbow triad. It took weeks of hard searching to find the party, with the crack suicide squads travelling over mountains and under hills to finally find the party.

- The Yellow Elbow triad works under the cover of the Benevolent Goblin Society of the Yellow Elbow who have loose ties to the other Benevolent Goblin Societies in other cities (such as the Benevolent Goblin Society of the Fuzzy Peach based in AnkhPort).

- With all the crack suicide squads in the field, only the masters of the Yellow Elbow triad are left at the Benevolent Goblin Society of the Yellow Elbow HeadQuarters.

- Directions to the headquarters of the Benevolent Goblin Society of the Yellow Elbow (which is just around the corner from where the first attack took place).

Looking for Information

After the attack by the Goblins, the party may attempt to get information about them, the Yellow Elbow triad or even the Squid God and the Pie... Attempts to gather rumours require a Gather Information check as per the rules in Chapter 4 of Core RuleBook 1. Check the result against the list of rumours below, giving the character the rumour of the DC rolled (or the next lowest if there is no rumour for the exact DC rolled).

DC	T/F	Rumour
2	F	Ya know, if ya get a few pints o grog in ya, them goblin ninja kin be kinda sexy-lookin'.
10	T	Them goblins look familiar-like. I'm sure I saw them in this area before...
12	T	The squid-god is an ancient and cruel god, real secret-like. REAL secret-like. Nope, no clue how come I know about it, I'm just a peasant.
14	F	I hear the pies are all being eaten by a halfling in a volcano... he's got this evil black pie-cutter that sucks out the souls of those he slays, AND turns their marrow into cherry pie-filling. (see module OP-23 : White Pie Mountain for more information)
16	F	The slavers under the city are kidnapping children from the orphanage and are trading them for pie!
18	T	Those goblin ninja probably come from the the Benevolent Goblin Society of the Yellow Elbow, which has it's headquarters right over there (pointing behind the character).
21	T	An evil lich-priest of the squid god keeps an ancient and mighty pie in his tomb, far from here. (see module OP-24: Pie of Horrors)
23	F	The Benevolent Society has armies of goblin ninja and is led by two infernal trolls with the magic to appear as goblins.
25	T	There is a metal cave in the mountains spitting out fresh, hot pies, and monsters have come from far and wide to eat them.
27	F	The Squid God has risen and lives in the metal cave in the hills.

The Benevolent Goblin Society of the Yellow Elbow (EL 2)

Most clues will lead the party to the Benevolent Goblin Society of the Yellow Elbow. More than likely, the party will follow up on the attacking gob-

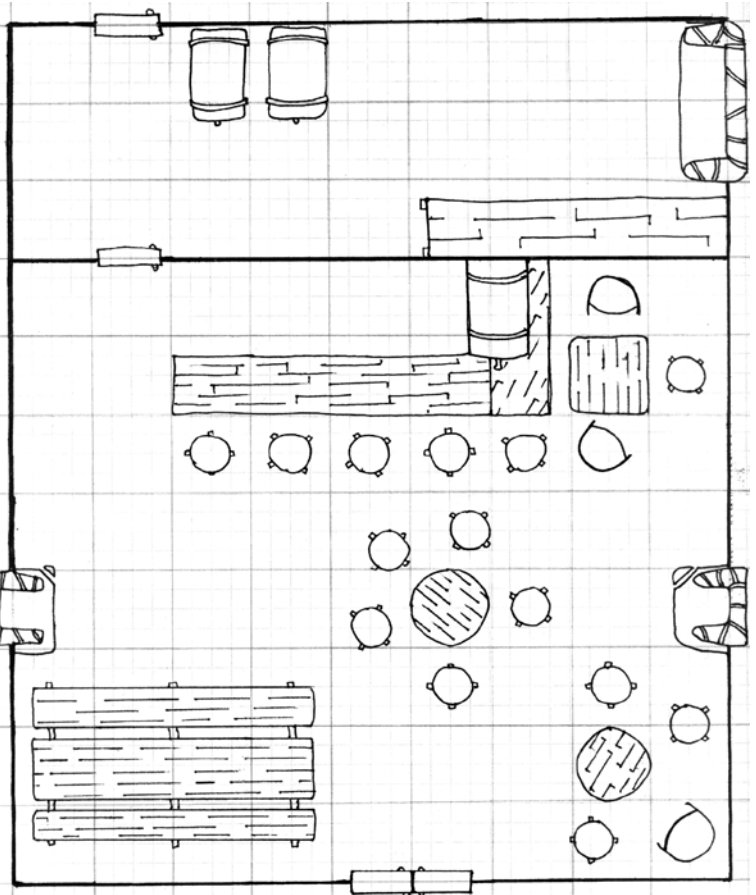
Bride of Portable Hole

lin ninja with a raid against the headquarters of the Benevolent Society. Finding the headquarters of the Society requires either a Gather Information check (DC 14). Other characters may know the location already with a Knowledge (Local) or Bardic Knowledge check (DC 15). Finally, looking around the party's immediate vicinity may well also prove to be useful - a DC 10 Spot check will notice the sign hanging over a nearby festhall that says "Benevolent Goblin Society of the Yellow Elbow - HeadQuarters".

The society headquarters is an old festhall. The prior owner of the hall died after falling off the roof of the hall in an uncharacteristic bout of clumsiness. Seems he was sitting on the roof of the festhall one night, tied himself to a chair, hit himself in the head repeatedly with a hammer, and finally fell off the roof onto six daggers... twice. At least, that's how the new business owners described it.

The building itself is in fair repair, a single-story beam and plank structure divided into a main festhall room where the local members of the society meet, and the back room which contains a kitchen and additional kegs of ale and a back door. The building completely lacks windows, and the doors are solid oak (5 toughness, 20 hit points). The front door is not locked, although the back door is locked from the inside.

Characters electing to stake out the structure will notice... absolutely nothing of interest. With all the goblin ninja out in the field, the Benevolent Goblin Society of the Yellow Elbow is down to only the leaders, who are staying inside and are surviving off of a diet of pickled onions, dried meat, old cheese and beer. Needless to say, it is pretty stinky inside.



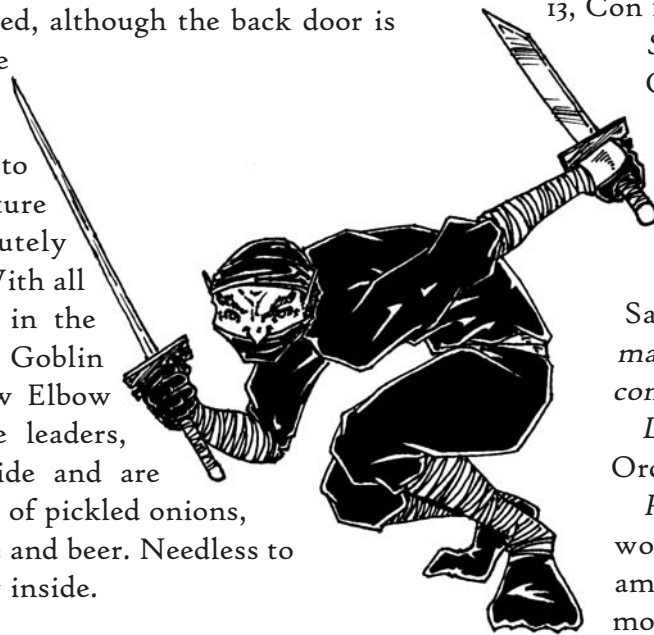
2 Ancient and Revered Masters of the Yellow Elbow Triad; male goblin Adp2: CR 1; Small Humanoid (goblinoid); HD 2d6; hp 14; Init +1; Spd 30 ft.; AC 12 (+1 Dex, +1 Size); Atk +3 melee (medium staff 1d4+1); SA spellcasting; SQ Darkvision 60 ft; AL NE; SV Fort +0, Ref +1, Will +6; Str 13, Dex 13, Con 10, Int 18, Wis 16, Cha 11.

Skills: Alchemy +9, Climb +5, Concentration +5, Disable device +6, Heal +8, Hide +5, Listen +3, Move silently +7, Spot +3, Tumble +3, Wilderness lore +7;
Feats: Toughness

Adept spells prepared (3 / 2), Save DC = 13 + spell level: 0 - detect magic, light, purify food and drink; 1 - command (2).

Languages: Gnoll, Goblin, Infernal, Orc, Common.

Possessions: 2 scrolls cure light wounds, potion of cat's grace, lesser amulet of the tentacle (+2 climb, +2 move silently), 1 masterwork pie.



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4 Bodyguards; male goblin Warri; CR 1/4; Small Humanoid (goblinoid); HD 1d8; hp 4; Init +1; AC 15 (+1 size, +1 Dex, +3 studded leather); Atk +1 melee (morningstar 1d8-1), +3 ranged (javelin 1d6-1); SQ Darkvision 60 ft; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3; **Feats:** Alertness.

Language: Goblin

Tactics

When it becomes obvious they are under attack (to the goblins, this is as soon as a non-goblin enters the room), the warriors move to be between the two elders and the invaders. While the warriors form a skirmishing line, the elders climb up on to the bar and onto the small square table, while casting command spells at obvious fighter and rogue types in the attacking group. Typical commands include "disrobe", "vomit", "grovel" and "breakdance", usually in common, although if stressed (having an enemy within ten feet), they may accidentally slip into goblin (make a Concentration check, DC 12, to avoid giving the command in goblin instead of common).

Treasure

Stuck to the largest table in the room by four daggers is a large rolled-out map of the surrounding area. It clearly indicates where they pies are coming from.

Information

If either of the adepts is captured, the aged goblins tell all immediately. Last year an orc priest of the Squid God traveled through town and bestowed upon the Benevolent Society a pie of incredible flavour and flakiness. Since then the elders have become adepts of the Squid God and receive a fine masterwork pie every 6 months as reward for their service. Three weeks ago the orc priest returned to

the Benevolent Society and gave them the dire news that the defilers of the first pie had been discovered and it had fallen to the Yellow Elbow to dispose of them. He then presented each elder with a fine masterwork pie and returned to the hills from whence he came. It is said that in his cave in the hills, the orc priest has not only a device that allows him to send dreams of the Squid God to the faithful, but also a mighty pie-making contraption.

Continuing the Adventure

This module directly ties in to the adventure in the forthcoming OP-3: Expedition to the Meringue Peaks, where the players explore the Meringue Peaks to seek out the strange machine that is handing out pies, where they will fight Vegemite Pygmies (A fungal ooze kobold-variant) and discover that this may be a source of Pie, but it is not the TRUE source of pie.

From there, clues will lead the party into TamaleLand, where the action picks up in module OP-4, Hidden Pie of Tamaleland. From there the modules progress as follows:

OP-4: Hidden Pie of Tamaleland

OP-5: Ghost Pie of Ivoryness

OP-6: Slave Pie of the Undercity

OP-7: Pies of the Forbidden City

OP-8: Pie of the White Palm

OP-9: The Lost Pie of Martek

OP-10: Secret of the Slaver's Pie

OP-11: Assault on the Aerie of the PieLords

OP-12: The Pie of Llywelyn

OP-13: Pie on the Borderlands

OP-14: The Pie Beyond the Magic Mirror

OP-15: Pie of the Hill Giant Chief

OP-16: Cherry Pie of the Frost Giant Jarl

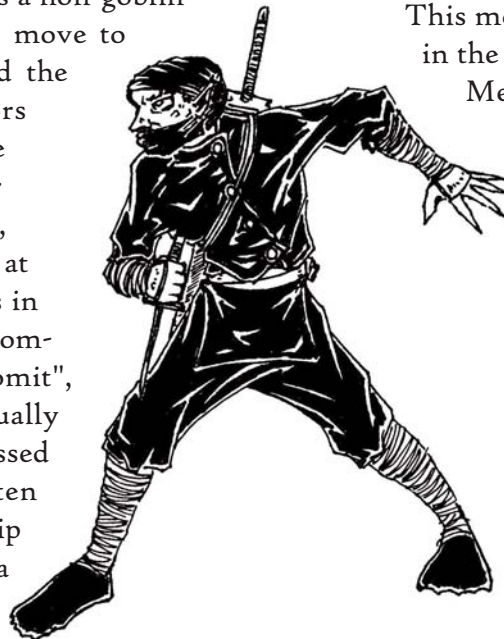
OP-17: Pie of the Fire Giant King

OP-18: Descent into the Depths for the Pie

OP-19: (cancelled due to SRD changes)

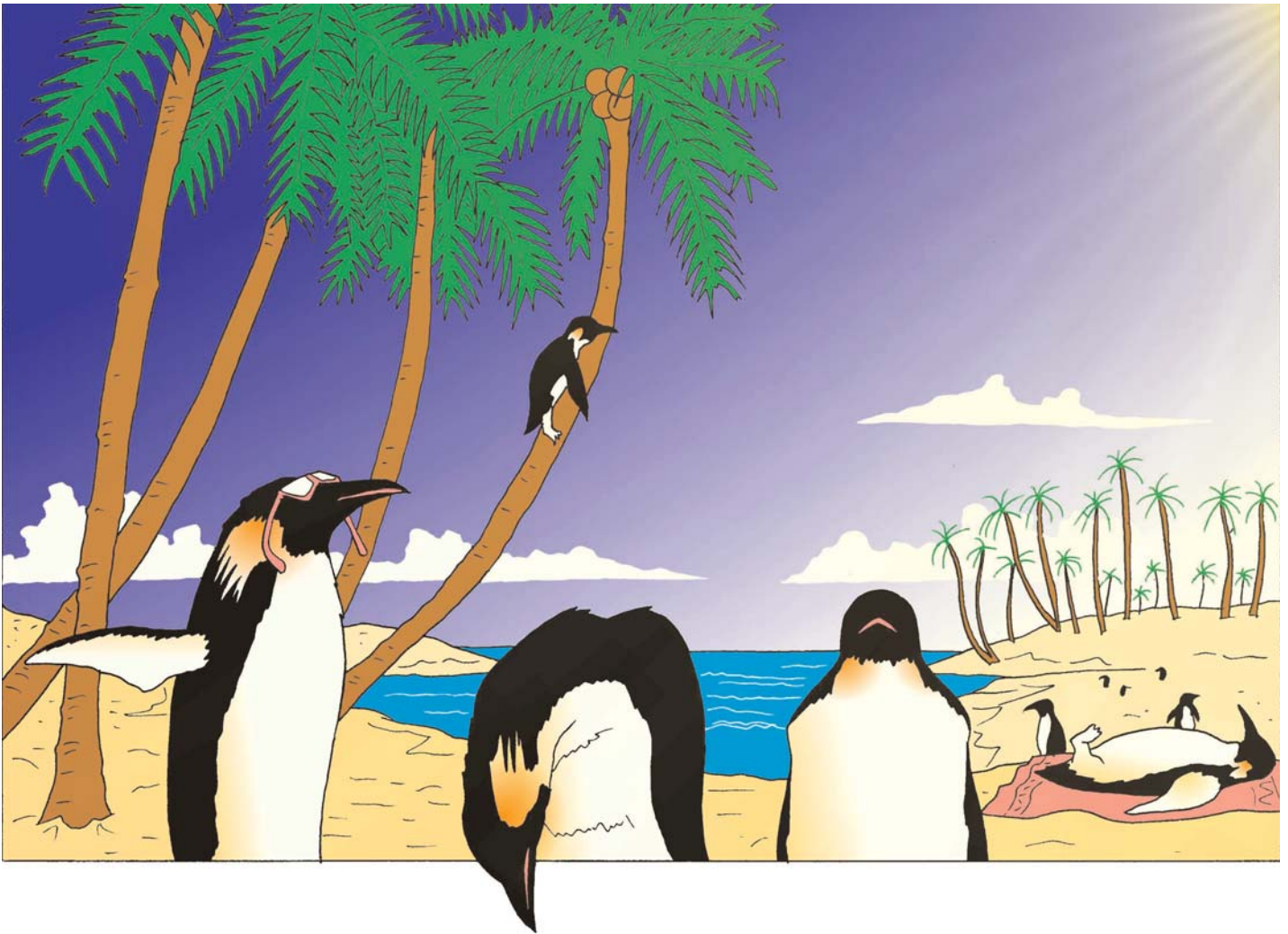
OP-20: Vault of the Pie

OP-21: Queen of the Demonweb Pie



The Lost Penguin Colony

AN ENCOUNTER WITH PSIONIC PENGUINS. NO, REALLY.



Through thick jungles we traveled, the oppressive heat and humidity were ever-present, surrounding us and sucking out our will to advance as a ghoul feeding on the marrow of the slain. Finally, after six days in this thick green hell, we could smell the sea. But it was not the ocean nor the beach before it that caught us by surprise, but the strange black-and-white waddling birds that had made this their home.

History of the Lost Penguin Colony

Nearly 100 years ago, a party of adventurers traveled these same thick and ancient jungles searching for the legendary jungle crypt of the psilich. Among these brave (and lost) souls was a druid with a psionic knack. On a previous adventure in much colder climes, his animal companion (a dire lion) had been slain. Being hard-pressed, he used his animal friendship and awaken spells on a small group of penguins. Finally, on this very beach, he used his animal friendship upon a huge and unusual dire boar, and the penguins were freed from his side.

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The elders of the penguins, both awakened with levels of ranger and psion, secured the area of the beach and taught their childer the psionic arts. As awakened beings, the limits and liabilities of their form (short legs, difficulty walking and a lack of hands to manipulate their environment) were quickly overcome via the use of short-lived astral constructs who did most of the construction and fighting to hold the beach against jungle predators.

Now, nearly a century later and many generations since the founding of the lost penguin colony, the lost penguins still retain their psychic abilities and lead a strangely idyllic life on their tropical beach.

Using the Lost Penguin Colony

The lost penguin colony is best used as an incidental encounter in another adventure taking place in the outdoors, preferably in a highly-psionic environment.

While the CR of the lost penguins themselves is quite low, an encounter where they party has walked into lost penguin territory and are viewed as hostile can be quite dangerous, even for mid-level characters.

As the party comes out of the deep jungle, they find themselves on the beach and see penguins of all things running off in all directions. Play up the odd waddling gait of these flightless birds as they evacuate the beach upon sighting invaders. Immediately thereafter the party is assaulted by an initial rush of 4d4 Astral Construct III's (see stats below) that erupt from the jungle behind them. If the party handles itself well against the rush, or immediately retreats from the beach, then the assault ends as quickly as it began when the constructs dissipate. Otherwise, a similar number of constructs manifest each round to tear the party apart. Meanwhile, the lost penguins themselves stay under cover, peeking out from the jungle foliage to keep an eye on the party, with only a few (1d4) lost penguins doing so and communicating with the rest of the colony telepathically.

If the party begins to dig in the sand, either searching for treasure or even just innocently build-

ing sand castles, the lost penguins launch their full assault to rid the beach of the invaders. The same will occur if a party-member attacks a lost penguin for whatever reason. Otherwise they continue to bide their time until night. When it becomes apparent that the party is not leaving during the night, the full assault is launched in the darkest hours.

A full assault involves 32 constructs being created each round by the entire colony of lost penguins working in concert. If the party is close to the water, then the constructs rush in from the shoreline, otherwise from the jungle. Only when it becomes obvious that the party has realized where the constructs are originating will they be generated directly in the middle of the fray.



Almost Serious?

The lost penguins are actually just penguins with the psionic template added to them. This was done when I first started working on one of two psionics books I am writing. The psionic template, if applied with the right psionic powers, can be devastatingly powerful if run with characters that are fairly clueless. After all... who would suspect that the penguins are summoning the beasties that rush in up the beach from the ocean, or out of the woods, and so on?

This scenario looks funny, but the basis is from an actual (serious) game session extrapolated to an extreme. To make it less humorous, just substitute another 1 HD animal for the Lost Penguins and increase its intelligence to 3.

For something a little less lethal to mid-level characters, reduce the population of the colony down to four, which is an EL6 encounter. It still means dealing with eight astral constructs every combat round, which can be devastating, especially to low AC characters such as arcane spellcasters.

Bride of Portable Hole

Lost Penguin

Small Aberration

Hit Dice: 1d8+1 (5 hp)

Initiative: +2 (Dex)

Speed: 10 ft., swim 50 ft.

AC: 13 (+1 size, +2 Dex)

Attack: Bite +0 melee

Damage: Bite 1d2-1

Face / Reach: 5 ft by 5 ft / 5 ft

Special Attacks: Psionics, Psionic combat

Special Qualities: Cold resistance, Telepathy

Saves: Fort +3, Ref +4, Will +1

Abilities: Str 9, Dex 14, Con 13, Int 3, Wis 12, Cha 8

Skills: Spot +5, Listen +5, Swim +24*

Climate / Terrain: Tropical beaches

Organization: Solitary, pair or colony (3-36)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Small)

Cold Resistance (Ex): Penguins have cold resistance:4.

Psionic Power (Sp): Lost penguins can manifest Summon Astral Construct III at will as a level 1 psion. The manifested constructs act immediately when summoned, and again on the next round on their initiative sequence before dissipating harmlessly. But of course, as the first one is dissipating, a second one is being manifested.

Psionic Combat (Sp): Lost penguins can manifest Ego Whip and Mental Barrier at will without power point cost.

Telepathy (Su): Lost penguins can communicate telepathically with any creature within 100 feet with whom it shares a language.

Astral Construct III

Medium-size Construct

Hit Dice: 2d10 (11 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

AC: 17 (+2 Dex, +4 natural, +1 deflection)

Attack: Slam +4 melee

Damage: Slam 1d6+4

Face / Reach: 5 ft by 5 ft / 5 ft

Special Attacks: Trip

Special Qualities: Sprint, Resistance

Saves: Fort +0, Ref +2, Will +2

Abilities: Str 17, Dex 15, Con --, Int --, Wis 15, Cha 6

Trip (Ex): If the construct hits with a slam attack, it can attempt to trip the opponent without making a touch attack or provoking an attack of opportunity. If the trip attempt fails, the opponent cannot react to trip the construct.

Sprint (Ex): Once per hour, the construct can perform a charge attack moving 10 times normal speed.

Resistance (Ex): 5 resistance to the party's most common witnessed elemental attack form (or fire).

A Demon took his pet Hell Hound, Cuddles, to the vet's. The vet picked him up, looked under him, looked at his teeth, looked at his stomach, looked down his mouth.

"I'm going to have to put this dog down"

"Oh no! Is it that serious?" says the Demon

"No, he's just very heavy".

- Andrew Troman

Character Spotlight: Himover

FLAMING POODLEMANCER OF UNDERDARK



As a young drow, Himover always achieved greatness in his scholastic studies, but his personality didn't encourage anyone to try and get to know him better. He vowed to make his mark on the world. Unfortunately, he had a difficult time trying to choose a career path. Many of his former classmates went the

Drider route, but that wasn't in the cards for Himover. He tried his hand at interior decorating, hair dressing, and floral design, but finally he found his true calling. Himover has dedicated himself wholeheartedly to the pursuit of the Dark Artes of Poodlemancy, all the time gracing it with his own particular style and flare.

Bride of Portable Hole

Himover pays great attention to the importance of accessorizing and handcrafts his magic items wherever possible. He sports a custom-made cloak made from wool spun from poodle fur clippings, imbued with special protective powers and with a continual flame spell for extra flare. Wherever possible his coiffure matches that of his familiar, Fifi. Himover gesticulates with grand, sweeping gestures whenever he speaks. Due to his flamboyant movements, any Sense Motive or Spellcraft checks is at +5 DC against him.

Himover, male elf (drow) Wizard: CR 18; Size M (5' tall); HD 17d4+17; hp 63; Init +2 (+2 Dex); Spd 30 ft.; AC 21 (+2 Dex, Ring of Protection +2, Amulet of Natural Armour +2, Bracers of Armour +5); Attack +9/+4 melee, or +10/+5 ranged; SV Fort +6, Ref +7, Will +10; AL CE; Str 12, Dex 14, Con 12, Int 25, Wis 11, Cha 10.

SQ - Spell Resistance 28, +2 Racial Bonus to all Will Saves vs spells & spell-like abilities, Spell-Like Abilities 1/day dancing lights, darkness, faerie fire, Darkvision 120', Light Blindness

SA - Spells

Languages Spoken: Common, Elven, Gnoll, Gnome, Goblin, Orc, Sylvan, Undercommon.

Skills: Alchemy +21, Bluff +5, Concentration +16, Craft (flower arrangement) +9, Craft (accessory) +9, Diplomacy +5, Gather Information +10, Handle Animal +12, Knowledge (arcane) +16, Knowledge (nature) +11, Listen +5, Move Silently +7, Profession (hair dressing) +4, Profession (interior design) +4, Profession (poodle groomer) +7, Scry +22, Search +11, Sense Motive +5, Spellcraft +21, Spot +5; **Feats:** Craft magic arms and armour, Craft wondrous item, Empower spell, Enlarge spell, Extend spell, Maximize spell, Quicken spell, [Scribe scroll], Skill focus (knowledge), Still spell.

Wizard Spells Prepared (4/6/6/6/5/5/5/4/2/1)
Save DC = 17 + Spell Level: 0 -- Arcane Poodle, Dancing Poodles, Detect Poodle, Read Poodle; 1st - Burning Poodle, Comprehend Poodle, Poodle

Strike, Protection from Poodles, Summon Poodle I, Tensen's Floating Poodle; 2nd -- Flaming Poodle, Hypnotic Poodle, Poodle Swarm, Poodle's Grace, Spectral Poodle, Summon Poodle II; 3rd -- Dispel Poodle, Explosive Poodle, Gaseous Poodle, Greater Magic Poodle, Illusory Poodle, Vampiric Poodle; 4th -- Hallucinatory Poodle, Phantasmal Poodle, Poodle Door, Rainbow Poodle, Shadow Poodle, Wall of Poodles; 5th -- Bigbee's Interposing Poodle, Cone of Poodles, Contact Other Poodle, Persistent Poodle, Transmute Rock to Poodle; 6th -- Antimagic Poodle, Big's Forceful Poodle, Chain Poodle, Poodle Lore, Poodle of Death; 7th -- Delayed Blast Poodle, Phase Poodle, Power Word Poodle, Prismatic Poodle, Teleport Without Poodle; 8th -- Greater Poodle Binding, Polymorph Any Poodle; 9th -- Wail of the Poodle

Possessions: Scrolls of Acid Poodle, Big's Clenched Poodle, 2 Charm Poodle, Dispel Poodle, Flesh to Poodle, 2 Hold Poodle, Incendiary Poodle, Poodlekill, Poodle to Stone, Power Word Poodle, Solid Poodle, Summon Poodle, Wail of the Poodle; Potions of Alter Self, Cat's Grace, Cure Light Wounds, Cure Moderate Wounds, Cure Serious Wounds, Detect Thoughts, Haste, Invisibility; Flaming +1 Cat Bane Quarterstaff, Bracers of Armour +5, Wand of Stoneskin, Headband of Intellect +4, Cloak of Resistance +3, Amulet of Natural Armour +2, Gloves of Dexterity +2, Ring of Protection +2, Dagger, pooper scooper, doggy treats, dog whistle

Fifi; Fiendish Poodle Familiar: HD 1/2d8; hp 31; Init +2; Spd 15; AC 19; Atk bite +4 (1d2-2 bite); Skills Listen +10, Search +12, Spot +14.

SA: Smite Good

SQ: Darkvision 60', cold & fire resistance 5, SR1

Possessions: Collar of Protection +2 with Continual Flame, and an amulet of Natural Armour +3

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Poodlemancer Spell List

	<u>Cantrips</u>	Tashi's Hideous Poodle Whispering Poodle	Poodle Jar Poodle Growth Poodle Shape Transmute Rock to Poodle
Arcane Poodle Dancing Poodle Detect Poodle Disrupt Poodle Poodle of Frost Poodle Mark Poodle Sound Read Poodle			
	<u>1st Level</u>	Dispel Poodle Explosive Poodle Gaseous Poodle Gentle Poodle Greater Magic Poodle Gust of Poodles Halt Poodle Illusory Poodle Leo's Tiny Poodle Major Poodle Phantom Poodle Poodle Arrow Poodle Bolt Poodle Form Poodle Repose Poodle Runes Poodle Steed Poodle Storm Poodle Wall Shrink Poodle Stinking Poodle Vampiric Poodle	<u>6th Level</u> Antimagic Poodle Bigby's Forceful Poodle Chain Poodle Otiluke's Freezing Poodle Analyze Poodle Permanent Poodle Programmed Poodle Project Poodle Poodle of Death Control Poodle Flesh to Poodle Move Poodle
Burning Poodle Charm Poodle Comprehend Poodle Detect Secret Poodles Endure Poodle Expeditious Poodle Hold Poodle Obscuring Poodle Poodle Armour Poodle Climb Poodle Image Poodle Missile Poodle Retreat Poodle Secret Doors Poodle Spray Poodle Strike Poodle Undead Protection from Poodles Shocking Poodle Silent Poodle Summon Poodle I Tensen's Floating Poodle Unseen Poodle			<u>7th Level</u> Drawmi's Instant Poodle Mord's Magnificent Poodle Poodle Turning Phase Poodle Power Word Poodle Big's Grasping Poodle Delayed Blast Poodle Prismatic Poodle Poodle Walk Ethereal Poodle Reverse Poodle Limited Poodle Teleport Without Poodle
	<u>2nd Level</u>	Poodle Trap Remove Poodle Evan's Black Poodles Otila's Resilient Poodle Wall of Poodles Hallucinatory Poodle Phantasmal Poodle Rainbow Poodle Shadow Poodle Bestow Poodle Poodle Door	<u>8th Level</u> Greater Poodle Binding Incendiary Poodle Trap the Poodle Otto's Irresistable Poodle Big's Clenched Poodle Horrid Poodle Polymorph Any Poodle
Alter Poodle Continual Poodle Flaming Poodle Hypnotic Poodle Mel's Acid Poodle Obscure Poodle Poodle Cloud Poodle Lock Poodle Mouth Poodle Swarm Poodle Thoughts Poodle Touch Poodle Trick Poodlevision Poodle's Grace Poodle's Strength Spectral Poodle Summon Poodle II			<u>9th Level</u> Poodle, Kill Dominate Poodle Big's Crushing Poodle Astral Poodle Wail of the Poodle Poodle Drain Soul Poodle Poodle Stasis Poodle Stop
		<u>3rd Level</u> Mord's Faithful Poodle Leo's Secret Poodle Poodle of Iron Poodle of Stone Contact Other Poodle Big's Interposing Poodle Ray's Telepathic Poodle Prying Poodle Cone of Poodles False Poodle Greater Shadow Poodle Persistent Poodle Animate Poodle	
		<u>4th Level</u>	
		<u>5th Level</u>	

The Elemental Plane of Candy

A TOURIST'S GUIDE TO THE SWEETEST PLANE IN THE MULTIVERSE

It is an infinite expanse of candy.

It is the primeval source of confection.

It is a five-year-old's dream come true.

The Elemental Plane of Candy is structurally similar to the Plane of Earth, but of different substance. Colder parts are brimming with ice cream, while warmer regions have hot fudge springs. Scholars speculate that bringing the two together would result in something quite tasty.

Elemental Plane of Candy Traits

When compared to the Prime, the Elemental Plane of Candy has normal gravity and no time-dilation effects. All exploration to date has indicated that, like the other elemental planes, the elemental plane of candy is of infinite size, extending out in all directions until one finds naught but fluffy clouds of spun cotton candy - and even upon these clouds there are supposedly islands of jawbreakers and deep rivers of corn syrup.

Magic on the elemental plane of candy is only slightly modified by the inherent powers of the plane.

Spells and spell-like abilities that use, manipulate, or create candy are both empowered and extended (as if the Empower Spell and Extend Spell feats had been used on them, but the spells don't take up higher-level slots).

Meanwhile, spells and spell-like abilities that use, manipulate, or create toothpaste are impeded. These spell and spell-like abilities can still be used, but a successful Spellcraft check (DC 15 + level of the spell) must be made to do so.

Candy Inhabitants

Candy Elementals are mobile pieces of the plane, and they don't much like being eaten. A traveler would have to defeat one first. There is also a community of sweettooth dwarves who mine the candy

and ship it to other planes. They were recently commissioned to build a candy house in a forest for an old woman. A crafty planeshifter runs a lucrative dental clinic near the dwarf city.

The native tongue of the Elemental Plane of Candy is Glucose, a language that many consider sweet sounding.

Candy Elementals

Candy elementals have bodies entirely composed of candy. Their limbs are made of chunks of mint candy, and they have licorice for joints. Two multifaceted pieces of rock candy serve as eyes. Candy elementals speak Glucose but rarely choose to do so. Their voices sound exceptionally cute.

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: Small 1; medium 3; large 5; huge 7; greater 9; elder 11

Treasure: None

Alignment: Usually neutral

Advancement: Small 3 HD (Small); medium 5-7 HD (Medium-size); large 9-15 HD (Large); huge 17-20 HD (Huge); greater 22-23 HD (Huge); elder 25+ HD (Huge)

COMBAT

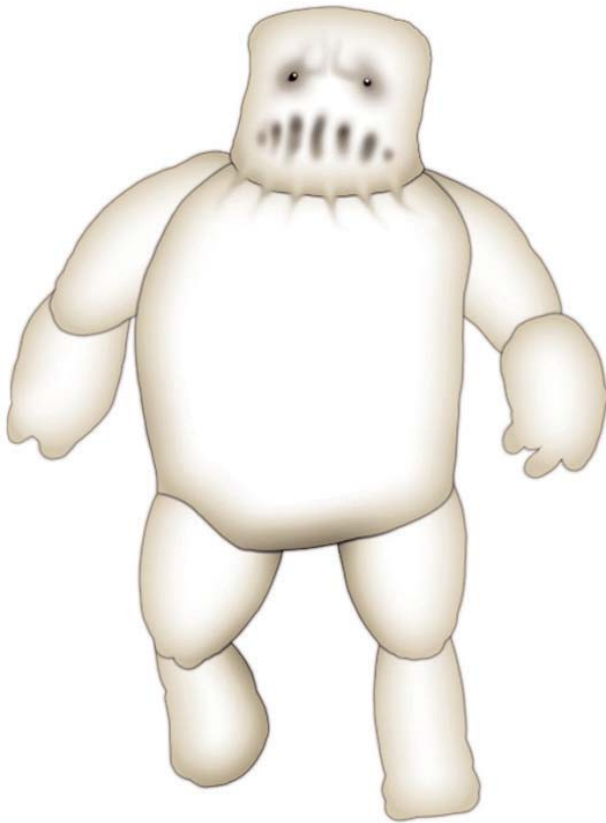
A candy elemental can pass through solid candy as easily as humans can walk on level ground, and does not leave a trace of its passage. Water dissolves candy elementals, so they cannot swim.

Candy Mastery (Ex): A candy elemental gains a +1 attack and damage bonus if both it and its foe touch the same continuous piece of candy. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking.

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Water Vulnerability (Ex): Water deals 1d4 points of damage to a candy elemental per vial, 2d4 damage per flask, and 4d4 points per full waterskin. If a decanter of endless water is aimed directly at a candy elemental (this requires a successful ranged touch attack) and turned on the "geyser" function, it causes 25 points of damage per round to the elemental.



Marshmallow Golem

Huge and imposing constructs of a strange white, fluffy consistency, Marshmallow Golems tower over most other golems. Unlike most golems, the animating force of a marshmallow golem is not an elemental spirit, but a malevolent infernal spirit trapped in the artificial sweet and fluffy body, then bound to the will of the golem's creator.

Although unintelligent by all accounts, the Marshmallow Golem's infernal spirit shines through and it is treated as evil for spell and ability effects such as detect evil and smite evil.

Huge Construct, Evil

Hit Dice: 14d10 (77 hp)
Initiative: -1 (-1 Dex)
Speed: 20 ft (can't run)
AC: 7 (-2 Size, -1 Dex)
Attacks: 2 Slams +18 melee
Damage: Slam 4d6+10 subdual
Face/Reach: 10 ft x 10 ft / 15 ft
Special Attacks: Improved Grab, suffocate, thundering stride
Special Qualities: Construct, magic immunity, damage reduction 30/+5, berserk, fire resistance 30
Saves: Fort +4, Ref +3, Will +3
Abilities: Str 30, Dex 8, Con -, Int -, Wis 9, Cha 1
Climate/Terrain: Any land or underground
Organization: Solitary or gift-pack (2-20)
Challenge Rating: 14
Treasure: None
Alignment: Always neutral evil
Advancement Range: 15-28 HD (Huge), 29-42 HD (Gargantuan)

Huge and imposing constructs of a strange white, fluffy consistency, Marshmallow Golems tower over most other golems. Unlike most golems, the animating force of a marshmallow golem is not an elemental spirit, but a malevolent infernal spirit trapped in the artificial sweet and fluffy body, then bound to the will of the golem's creator.

Although unintelligent by all accounts, the Marshmallow Golem's infernal spirit shines through and it is treated as evil for spell and ability effects such as detect evil and smite evil.

COMBAT

Marshmallow Golems have prodigious combat abilities and are incredibly difficult to lay to rest. As mindless guardians, they usually do nothing without orders from their creators. Because of the malevolent spirit animating the fluffy monstrosity, marshmallow golems are prone to breaking free of their commands and wreaking havoc.

Because of the consistency of the material used in constructing the golem, its massive squishy fists only deal subdual damage.

A marshmallow golem's creator can command it if the golem is within 60 feet and can see and hear

Bride of Portable Hole

its creator. When uncommanded, it will follow its last command to the best of its ability.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Berserk (Ex): When a marshmallow golem enters combat, there is a cumulative 1% chance each round that its infernal spirit breaks free and goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful Charisma check (DC 19). It takes 1 minute of rest by the golem to reset the golem's berserk chance to 0%.

Improved Grab (Ex): To use this ability, the Marshmallow Golem must hit with a slam attack. If it gets a hold, it automatically deals slam damage and can attempt to suffocate its foe.

Magic Immunity (Ex): Marshmallow golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Cold-based effects slow the golem for 1d8 rounds if it fails a fortitude save, with no other effects. Fire-based effects breaks any slow effect on the golem and may deal damage if the damage exceeds the golem's fire resistance, but have no further effects. An electricity effect deals one half normal damage and increases the golem's berzerk chance by 2%.

Suffocate (Ex): Anyone grappled by a Marshmallow Golem is considered to be drowning in the sticky sweetness of the golem's white fluff until he breaks free of the grapple for a full round.

Thundering Stride (Su): When the Marshmallow Golem moves, it shakes the earth beneath its feat. This is a supernatural effect, as the Golem is not actually that heavy because it is so fluffy. After a Marshmallow Golem moves every opponent within 20 feet of the path of movement must make a Reflex save (DC27) or be knocked prone by the earth-shaking gait.

CONSTRUCTION

The golem costs 80,000 gp to create, which includes 1,000 gp for the construction of the body. Assembling the body requires a successful Profession (cook) or Craft (confectionary) check (DC 19). The creator must be 16th level and able to cast spells. Completing the ritual drains 2,000 XP from the creator and requires bull's strength, geas/quest, polymorph any object, and earthquake.

IMPROVED MARSHMALLOW GOLEM

Marshmallow golems constructed on the Elemental Plane of Candy have Str 35 and Speed: 30 ft. (can't run) instead of the standard figures. This increases their attack bonus to +20 and damage to 4d6+12.

Sweettooth Dwarf

This is a fairly uncommon dwarven subrace. The affinity that most dwarves have with stone and metal is with candy for sweettooth dwarves. They generally have orange skin and green hair, and they like to sing lessons to people.

SWEETTOOTH DWARF RACIAL TRAITS

Except where noted, these are in addition to the standard dwarven traits.

Candycutting: Sweettooth dwarves receive a +2 racial bonus to checks to notice unusual candywork. Something that isn't candy but is disguised as candy also counts as unusual candywork. A sweettooth dwarf who merely comes within 10 feet of unusual candywork can make a check as though actively searching and can use the Search skill to find candywork traps as a rogue can. This replaces the corresponding part of the standard dwarf's stonecunning. +2 racial bonus on Appraise and Craft checks involving candy. This replaces the standard dwarven bonus to checks with stone and metal.

Additional Bonus Language: Glucose

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Candy Elemental, Small

Candy Elemental, Medium

	Small Elemental (Candy)	Medium-size Elemental (Candy)
Hit Dice	2d8+2 (11 hp)	4d8+8 (26 hp)
Initiative	+0	+0
Speed	20 ft.	20 ft.
AC	14 (+1 size, +3 natural)	15 (+5 natural)
Attacks	Slam +3 melee	Slam +7 melee
Damage	Slam 1d6+2	Slam 1d8+4
Face / Reach	5 ft. by 5 ft. / 5 ft.	5 ft by 5 ft / 5 ft
Special Attacks	Candy mastery	Candy mastery
Special Qualities	Elemental, water vulnerability	Elemental, water vulnerability
Saves	Fort +4, Ref +0, Will +0	Fort +6, Ref +1, Will +1
Abilities	Str 15, Dex 11, Con 13, Int 4, Wis 11, Cha 11	Str 19, Dex 11, Con 15, Int 4, Wis 11, Cha 11
Skills	Listen +5, Spot +5	Listen +7, Spot +7
Feats	Power Attack	Power Attack

Candy Elemental, Large

Candy Elemental, Huge

	Large Elemental (Candy)	Huge Elemental (Candy)
Hit Dice	8d8+32 (68 hp)	16d8+96 (163 hp)
Initiative	+0	+0
Speed	20 ft.	20 ft.
AC	16 (-1 size, +7 natural)	18 (-2 size, +10 natural)
Attacks	Slam +12 / +7 melee	Slam +23/+18/+13 melee
Damage	Slam 2d6+7	Slam 2d8+11
Face / Reach	5 ft by 5 ft / 10 ft	10 ft. by 5 ft. / 15 ft.
Special Attacks	Candy mastery	Candy mastery
Special Qualities	DR 10/+1, Elemental, water vulnerability	DR 10/+2, Elemental, water vulnerability
Saves	Fort +10, Ref +2, Will +2	Fort +16, Ref +5, Will +5
Abilities	Str 25, Dex 11, Con 19, Int 6, Wis 11, Cha 11	Str 33, Dex 11, Con 23, Int 6, Wis 11, Cha 11
Skills	Listen +11, Spot +11	Listen +18, Spot +18
Feats	Cleave, Power Attack	Cleave, Great Cleave, Power Attack, Sunder

Candy Elemental, Greater

Candy Elemental, Elder

	Huge Elemental (Candy)	Huge Elemental (Candy)
Hit Dice	21d8+126 (220 hp)	24d8+144 (252 hp)
Initiative	+0	+0
Speed	20 ft.	20 ft.
AC	20 (-2 size, +12 natural)	22 (-2 size, +14 natural)
Attacks	Slam +27/+22/+17 melee	Slam +31/+26/+21/+15 melee
Damage	Slam 2d8+12	Slam 2d8+13
Face / Reach	10 ft. by 5 ft. / 15 ft.	10 ft. by 5 ft. / 15 ft.
Special Attacks	Candy mastery	Candy mastery
Special Qualities	DR 10/+2, Elemental, water vulnerability	DR 15/+3, Elemental, water vulnerability
Saves	Fort +18, Ref +7, Will +7	Fort +20, Ref +8, Will +8
Abilities	Str 35, Dex 11, Con 23, Int 4, Wis 11, Cha 11	Str 37, Dex 11, Con, 23, Int 6, Wis 11, Cha 11
Skills	Listen +23, Spot +23	Listen +26, Spot +26
Feats	Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder	Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder

Deus Ex Machina

WHEN A TPK ISN'T AN OPTION

Every now and then it happens, you, the "infallible" game master stuck the party up against something just a little too good. Or maybe the dice are just rolling hot tonight. Or maybe your players are just a bunch of idiots who seem intent on rolling up new characters every week, plot-line be damned. Or perhaps one of the players is that hot polish girl you are trying to impress. Either way, you can't stomach another Total Party Kill again this session, so what are you going to do?

Call upon the Deus Ex Machina. In many Greek plays, a god would step in late in the play to untangle the events of the evening, to save the heroes, or what-not. Today, the term refers to any suitably improbable method of saving the day.



So, when a TPK rears its ugly head, it is time to crack out that d30 and roll on the Deus Ex Machina table!

1-2 - The Funky Monk arrives just in time. After exploring this very dungeon / city / bank vault in his bear costume, he has wandered upon the party in their moment of need. The Funky Monk is 10 levels higher than the average party level, dishes out some serious beats and then disappears in a cloud of old bear costume hairs.

3-4 - One of the player's discovers that a coin picked up in a previous adventure is actually a one-use extended time stop magic item (with undetectable aura on it) which triggers when the character is in mortal danger.

5-6 - A 16-ton weight falls from the ceiling (or sky, if necessary), squishing 1d3 enemies at random. ("Okay, cleric, why was there a 16-ton weight hanging up in the cathedral? Rowdy congregation?")

7-8 - One of the player characters falls upon a small lever that had gone previously undetected, opening deep pit traps under the offending monsters. ("Uhhmm, Fred... When did we install 200 foot spiked pits in our headquarters?")

9-10 - The toughest monster dies of an immediate, sudden and fatal heart attack. Remaining monsters lose morale, thinking this is the effect of a spell cast by a dying party member.

11-12 - Monster swings wildly with an attack and strikes another monster (or self if the only monster in the battle) with his weapon or natural attack for incredible amounts of damage, striking the target dead in his tracks.

13-14 - In an act of Divine Intervention, an appropriate outsider for one of the player's deities (preferably a cleric) shows up on the scene to save the day, then heals the party up to strength and sends them on their way with the benefits of a bless spell that lasts for 24 hours.

15-16 - One of the attacking monsters calls forth the wrath of its deity. A blast of lightning strikes the beast on the temple and reduces it to ash with a clap of thunder. A deep and resonating voice then says "Ooops".

17-18 - In the distance the sound of music can be heard (Ride of the Valkyries) and suddenly the monsters are beset by a team of four Paladins riding on Celestial Pegasi with halfling archers riding shotgun. They strike hard and fast and then keep on flying past the scene of carnage on whatever mission they were on before.

19-20 - In order to cure a few points of damage, the mon-

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ster quaffs a potion of healing. Well, he thought it was a potion of healing. The monster coughs and chokes and sputters, grabbing his throat, and expires from the effects of the potion of poison.

21-22 - Two members of the party arrive on the scene, again. They obviously look more powerful and somewhat older and also somewhat damaged. They step in and save the party quickly, say something cryptic such as "Watch for the yellow sphere" and then disappear, back to the future where they came from.

23-24 - Spontaneous Monstrous Combustion. We have all heard of it, yet it has never been witnessed, before now. (Phwoom!)

25-26 - A swarm of goblin ninja arrive on the scene. To the melodic sounds of "Everybody was Kung-Fu Fighting" they proceed to mop up the opposition and then disappear into the night with the bodies of the monsters (even in the middle of the day), leaving a single shuriken behind as a calling card.

27-28 - The enemies turn on one another, fighting (to the death) over who will kill the last of the characters. If there is an obvious leader, he will stop fighting also to begin yelling at his underlings to finish the job.

29-30 - Roll again twice on this table

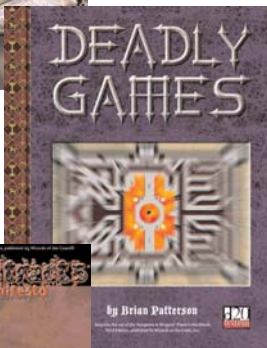
It's not all...

FUN AND GAMES!



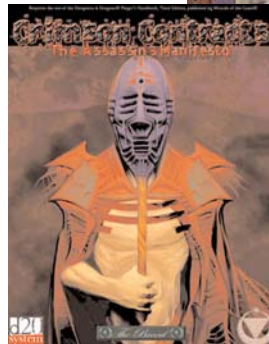
Fell Romantic Mics

Discover ancient spells, twisted undead, and the dark art of necromancy in this award-nominated book of all things vile and dark.



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Bride of Portable Hole

The Flumphonomicon

SECRETS OF THE MYSTERIOUS FLUMPH REVEALED!

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The Flumphonomicon is a thing of legend and myth; a dark book of all sorts of hideous flumphness that no flumph was meant to know. Penned in the gnomish tongue, the author of this tome would appear to have been an insane gnome, slave to a dark and twisted flumph lord of awesome power. With every telling of the story, the description of the book itself becomes more absurd and the sanity of the gnomish scribe more tenuous.

The Flumphonomicon has entire chapters about flumph anatomy, flumph magic and even tales of flumph society, heroes, villains and vile demonic floating pancake-like entities...

The myths surrounding this dark tome and its contents are many, and today we will only look at a few, the tales of the Avatars of the Flumph (who are said to possess at least one copy of this tome), the dark Lords of the Flumph (who seek the secrets stored therein), the primitive and dangerous Dire Flumph and the fallen paladin of flumphs, the Dark Flumph.

Flumphs are small, very strange creatures that spend their days floating along looking for food and water. They are non-offensive and only attack



when actively hunting for food. Flumphs prefer the darkness of the underground and are rarely, if ever, encountered above ground. The flumph appears as a saucer-shaped jellyfish with many small spike-like tentacles dangling from its underbelly. Its body is about 2 feet in diameter and milky white in color. Two short eye stalks protrude from the top of its body. The flumph's eye stalks protrude from the top of its body. The flumph's eye stalks are gray, its eyes are black and its tentacles are dark gray.

Combat

The flumph spends most of its time hunting small animals and vermin, which it kills and devours by dropping on them and piercing them with its acidic spikes. If threatened by a creature larger than itself, it fires its nauseating spray in an attempt to repel its attackers. If this attack fails, the flumph rises above its foes and drops at them, attacking with its spikes.

A flumph is helpless if turned over (requires a successful grapple check).

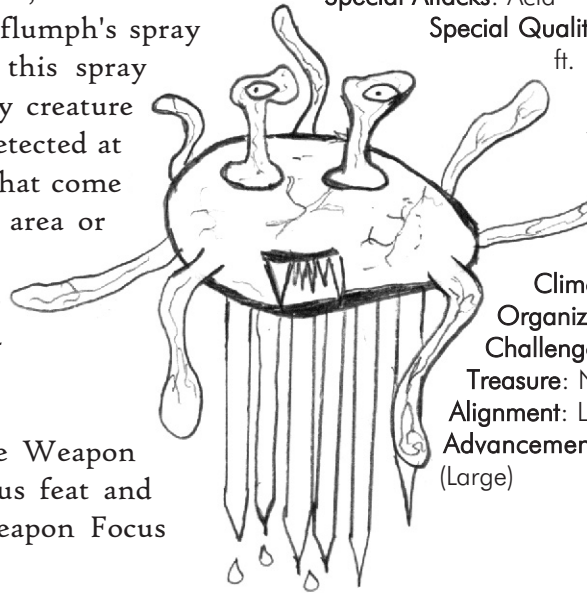
Acid (Ex): A flumph that hits an opponent with its spikes injects acid into the wound, dealing 1d4

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points of damage. The acid damage continues for the next 2d4 rounds. Immersion in running water or cleansing the wound for two full rounds stops the acid damage.

Nauseating Spray (Ex): Line, 1 foot wide, 1 foot high, and 20 feet long, once every 1d4 rounds; nauseated for 1d4 rounds, Fortitude save (DC 11) negates. Once the save is made, that creature is immune to the effects of that flumph's spray for one day. The odor from this spray lingers in the area (and on any creature hit) for 1d5 hours and can be detected at a range of 100 feet. Creatures that come within 100 feet of an affected area or creature during this time must succeed at a Fortitude save (DC 11) or become nauseated for 1d4 rounds.

Feats: The flumph gains the Weapon Finesse (spikes) feat as a bonus feat and the dire flumph gains the Weapon Focus (spikes) feat as a bonus feat.



Dire Flumph

Medium-size Aberration

Hit Dice: 4d8+8 (26 hp)

Initiative: +3 (Dex)

Speed: Fly 20 ft (average)

AC: 21 (+3 Dex, +8 natural)

Attack: Spikes +8 melee

Damage: Spikes 1d8 and 1d6 acid

Face / Reach: 5 ft by 5 ft / 5 ft

Special Attacks: Acid

Special Qualities: Nauseating spray, darkvision 60 ft.

Saves: Fort +3, Ref +4, Will +6

Abilities: Str 18, Dex 16, Con 15,

Int 10, Wis 14, Cha 10

Skills: Hide +7, Listen +7, Move

Silently +7, Search +4, Spot +7

Feats: Weapon Focus (spikes)

Climate / Terrain: Deep underground

Organization: Solitary, pair or colony (2-12)

Challenge Rating: 3

Treasure: None

Alignment: Lawful Neutral

Advancement: 5-8 HD (Medium), 9-12 HD (Large)

Flumph

Small Aberration

Hit Dice: 2d8 (9 hp)

Initiative: +3 (Dex)

Speed: Fly 20 ft (average)

AC: 20 (+1 size, +3 Dex, +6 natural)

Attack: Spikes +4 melee

Damage: Spikes 1d6 and 1d4 acid

Face / Reach: 5 ft by 5 ft / 0 ft

Special Attacks: Acid

Special Qualities: Nauseating spray, darkvision 60 ft.

Saves: Fort +0, Ref +3, Will +5

Abilities: Str 10, Dex 16, Con 11,

Int 10, Wis 14, Cha 10

Skills: Hide +7, Listen +7, Move Silently +7, Search +4, Spot +7

Feats: Weapon Finesse (spikes)

Climate / Terrain: Any underground

Organization: Pair or Colony (4-16)

Challenge Rating: 1

Treasure: None

Alignment: Lawful Good

Advancement: 3-6 HD (Small)

Advanced Dire Flumph

Large Aberration

Hit Dice: 12d8+48 (102 hp)

Initiative: +2 (Dex)

Speed: Fly 20 ft (average)

AC: 19 (-1 size, +2 Dex, +10 natural)

Attack: Spikes +17 melee

Damage: Spikes 2d6 and 1d8 acid

Face / Reach: 5 ft by 5 ft / 10 ft

Special Attacks: Acid

Special Qualities: Nauseating spray, darkvision 60 ft.

Saves: Fort +8, Ref +6, Will +10

Abilities: Str 26, Dex 14, Con 19,

Int 10, Wis 14, Cha 10

Skills: Hide +7, Listen +10, Move Silently +7, Search +10, Spot +10

Feats: Cleave, Power Attack, Weapon Focus (spikes)

Climate / Terrain: Deep underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Lawful Neutral

Advancement: None

Bride of Portable Hole

Prestige Classes

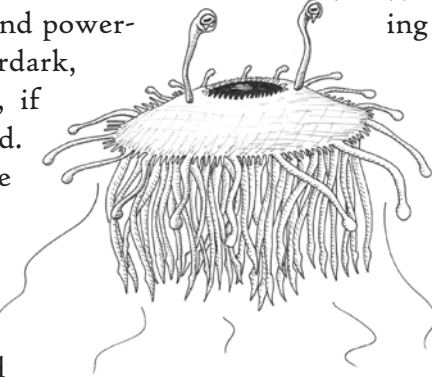
Avatars of the Flumph

There are those who laugh at the strange pancake-esque creature that is a flumph, but there are others who see in it something noble and powerful, a lawful hunter of the underdark, almost a floating jellyfish paladin, if such an entity could be imagined. Some even become avatars of the flumph.

The avatars of the flumph are those who seek to emulate the flumph in all fashions. They consume an ichor of flumph acids and study the actions and ways of the flumph to become more in tune with their "inner flumph" and to finally draw out many of the powers of the flumph from within themselves. The most powerful of the avatars of the flumph begin to effect changes of their own anatomy, not only becoming able to magically float about, but even growing strange eyestalks.

Some misinformed individuals call these idealists of the flumph "flumph cultists" which is the generic name for members of this class. In fact, minor churches of the flumph have sprung up here and there across the lands, providing flumph with rodents and other easy food. These "churches" are always quite dark, and are usually built in the basement of a home or common building.

Unfortunately, not all avatars of the flumph emulate the lawful good underground hunters, there are a small number who have taken this path in order to emulate the dark flumph itself. These are always the followers of the dark flumph itself, and no few of them are on their path to becoming a blackguard.



Hit Die: d8

Requirements:

To qualify to become an avatar of the flumph (Aof), a character must fulfill all the following criteria.

Race: Any humanoid or monstrous humanoid

Alignment: lawful neutral, lawful good or neutral good (avatars of the flumph) or chaotic neutral, chaotic evil or neutral evil (avatars of the dark flumph)

Alchemy: 4 ranks

Hide: 4 ranks

Special: Must have suffered damage from a flumph attack, or witnessed someone being slain by a hunting flumph.

Special: Must worship the flumph god, or be a follower of the dark flumph.

Class Skills

The avatar of the flumph's class skills (and the key ability for each skill) are Animal Empathy (Cha), Balance (Dex), Climb (Str), Handle Animal (Cha), Hide (Int), Knowledge (nature) (Int), Use Rope (Dex) and Survival (Wis).

Skill Points per level: 4 + Int modifier

Class Features

All of the following are class features of the avatar of the flumph prestige class.

Weapon and Armor Proficiency: The avatar of the flumph gains no additional weapon or armour proficiencies.

Float (Sp): At level 1, the avatar of the flumph gains the ability to cast levitate on himself only as a

Table 1-1: Avatar of the Flumph Level Advancement

Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Float
2	+1	+3	+0	+3	Eyestalks
3	+2	+3	+1	+3	Acid Spike
4	+3	+4	+1	+4	Improved Aerial Manoeuverability
5	+3	+4	+1	+4	Improved Acid

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spell-like ability, as if cast by a sorcerer of three times his class level. This ability may be used once per day per class level.

Eyestalks (Ex): At level 2, the avatar of the flumph grows a pair of small eyestalks from the top of his head. As long as these eyestalks are visible, the character gains a +2 circumstance bonus to spot checks and cannot be flanked because he can see in all directions at once.

Acid Spike (Ex): At level 3, the avatar of the flumph sprouts spikes from his wrists that he can attack with as natural weapons. These spikes deal 1d4 damage and inject an acid that deals an additional 1d4 damage for 1d3 rounds after injection. Immersion in running water or cleansing the wound for two full rounds stops the acid damage.

Improved Aerial Manoeuvrability (Ex): When a level 4 avatar of the flumph is levitating, he gains the ability to move laterally up to 15 feet per round.

Improved Acid (Ex): The acid injected by the acid spikes of the level 5 avatar of the flumph increases in potency. It now deals 1d6 damage upon injection, and continues to deal damage for 2d4 rounds after injection.



Lord of the Flumph

This world isn't about who is good and who is evil. It is about who is Flumph and who isn't Flumph!

- Clay More

Although there are those who worship the flumph and attempt to emulate it, there are others who see themselves as obviously superior to the flumph. Some seek to become the masters of all flumph-

dom, to master the flumph, summon flumphs and rival even the Dark Flumph in power and influence.

Lords of the Flumph are always spellcasters of some kind, able to summon flumph and bend them to their will. Through this path of magic, they become greater than all flumph, able to use these noble creatures for their own ignoble ends.

Quiet tales are told of an avatar of the flumph who became mad with power after coming so close to perfection on the path of the flumph. It is said that this same avatar became a lord of the flumph, and walks the prime to this day, almost half-flumph himself, commanding an army of flumph that have been bound to his will.

Hit Die: d6

Requirements:

To qualify to become a lord of the flumph (Lof), a character must fulfill all the following criteria.

Knowledge (arcana): 7 ranks

Diplomacy or Intimidate: 4 ranks

Language: Flumph

Spellcasting: Ability to cast *summon monster II*.

Special: Must not be a worshipper of the flumph god.

Table 1-2: Lord of the Flumph Level Advancement



Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+2	+2	Minor flumph summons	+1 spellcaster level
2	+1	+0	+3	+3	Control Flumph	
3	+1	+1	+3	+3	Greater flumph summons	+1 spellcaster level
4	+2	+1	+4	+4	Mass control flumph	
5	+2	+1	+4	+4	Leader among flumph	+1 spellcaster level

Bride of Portable Hole

Class Skills

The Lord of the Flumph's class skills (and the key ability for each skill) are Animal Empathy (Cha - exclusive skill), Concentration (Con), Knowledge (all skills- taken individually) (Int), Spellcraft (Int), and Tumble (Dex).

Skill Points per level: 2 + Int modifier

Class Features

All of the following are class features of the lord of the flumph prestige class.

Weapon and Armor Proficiency: The lord of the flumph gains no additional weapon or armour proficiencies.

Spellcasting: At the indicated levels, the lord of the flumph gains new spells per day as if he had also gained a level in the spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a lord of the flumph, he must decide to which class he adds the new level for purposes of determining spells per day.

Minor Flumph Summons (Sp): This spell-like ability summons d3 flumph to aid the lord of the flumph. The flumph appear where the lord of the flumph designates and act immediately, on the lord of the flumph's turn. They attack the lord of the flumph's opponents to the best of their ability. The character can direct the flumph not to attack, to attack particular enemies, or to perform other actions. Summoned flumphs act normally on the last round of the ability and disappear at the end of their turn. This spell-like ability may be used once per day per class level, and the flumphs remain for 4 rounds per class level.

Control Flumph (Su): With but a word and a

glance, a lord of the flumph can force flumph to do his bidding. Once per round, as a free action, the lord of the flumph may give a single one-word command to any one flumph within 120 feet. The flumph must make a Will save or it obeys the single word command to the best of his or her ability for one round per class level of the lord of the flumph. A very reasonable command causes the flumph to suffer a penalty on the saving throw (from -1 to -4, at the GM's discretion). A command of "Die" causes the flumph to fake death. The save DC for this ability is 12 plus the lord of the flumph's charisma bonus.

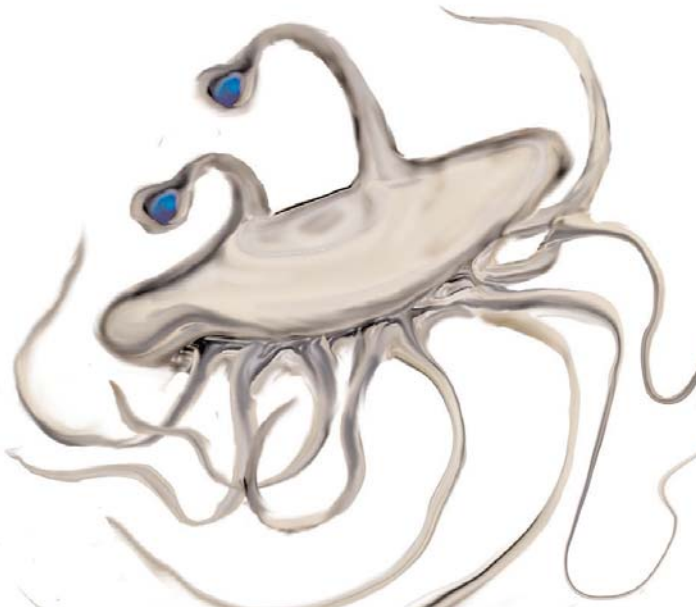
Greater Flumph Summons (Sp): This spell-like ability is identical to minor flumph summons (above) except it summons forth either 1d6+1 flumph or 1d3 celestial or infernal flumph. This ability can be used twice per day at level 3, and an additional time per day at level 5.

Mass Control Flumph (Su): This ability is identical to the control flumph ability (above), except that it affects all flumph within 60 feet of the caster and can only be used twice per day.

Leader Among Flumph (Ex): At level 5, the lord of the flumph gains an ability similar to the leadership feat, but which only applies to flumph. Calculate the lord of the flumph's leadership score as normal (including the +1 bonus for "special power" - after all, he IS a level 5 lord of the flumph!) to determine the level of the character's flumph cohort. Ignore the column for 1st level followers, but all other followers are replaced with flumph (level 2 followers are typical flumph, level 3 followers are flumph with a single class level, etc).



The Dark Flumph



As flumphs are naturally orderly and good creatures, it was only a matter of time until even as unlikely a creature as the flumph would be tapped to become a messenger and avenger of the gods. Thus, centuries ago, deep in the underdark, did a flumph take upon the mantle of the paladin.

This flumph paladin hovered about the underdark in a divine quest for vengeance, stabbing and laying low through divine acid all those who worked evil against the word of his god. But then, something changed it. Something dark and sinister took hold of his heart and began to gnaw at its convictions and morals. Perhaps it was the encounter with other paladins of the faith where the flumph saw them blessed with the mightiest of holy longswords and great swords, or the sight of so knights in shining full plate... whatever it was, it was not long thereafter that the great flumph paladin fell, and fell hard.

It is said the flumph made it's own way into hell, where it fought past legions of mighty devils to seek out a powerful arch-devil. Once at the gates of this outsider's fortress, the flumph put down his weapons and sought audience with the lord of darkness.

A year later, the Dark Flumph arrived upon the prime. A sinister and twisted flumph this creature was, and it hunted down those paladins who had

fought in the great battles of the underdark. Soon it amassed a small rag-tag army of followers who either were entranced by the Dark Flumph's evil, or its very flumphness.

Now the Dark Flumph seeks out young paladins to destroy or twist, and always grows more powerful and malignant.

The Dark Flumph, male flumph Paladin 4, BlackGuard 10, Assassin 6: CR 22; Small aberration (flumph); HD 2d8+14d10+6d6+66; hp 204; Init +9; Spd 20 fly (average); AC 34 (+1 size, +5 Dex, +6 natural, +10 armor, +2 force shield); BAB +18; Grap +19; Atk: acid spikes (magic fang) +26 melee (1d6+8 + acid) or Shredder +29 / +24 / +19 / +14 melee (1d6+11+1d6 fire / x3 + acid + unholy); AL CE; SV Fort +23, Ref +21, Will +16; Str 14(20), Dex 20, Con 15 (17), Int 13, Wis 16, Cha 18(20).

Skills: Concentration +8 (4), Diplomacy +16 (10), Disguise +10 (4), Hide +27 (20), Knowledge (religion) +6 (4), Listen +10 (6), Move Silently +15 (12), Search +6 (4), Spot +10 (6), Tumble +11 (8); **Feats:** Cleave, Dodge, Expertise, Mobility, Power Attack, Spring Attack, Sunder, Weapon Finesse (spikes).

SA - death attack, poison use, smite good 2/day (+5 attack, +10 damage), sneak attack +6d6

SQ - aura of despair (-2 on all saves within 10 feet), command undead, detect good, lay on hands (40 pts / day), +3 saves vs poison, uncanny dodge (Dex bonus to AC, cannot be flanked),

Assassin Spells Prepared (2/1/1; save DC = 11 + spell level; 20% spell failure): 1 - *obscuring mist* (2); 2 - *undetectable alignment*; 3 - *invisibility*.

Blackguard Spells Prepared (3/3/3/1; save DC = 13 + spell level): 1 - *cure light wounds* (2), *inflict light wounds*; 2 - *bull's strength*, *cure moderate wounds*, *death knell*; 3 - *contagion*, *cure serious wounds*, *inflict serious wounds*; 4 - *freedom of movement*.

Spells and Effects: Permanent *magic fang*, permanent *resistance*

Assassin Spellbook: 1 - *change self*, *detect poison*, *ghost sound*, *obscuring mist*; 2 - *alter self*, *darkness*, *pass without trace*, *undetectable alignment*; 3 - *deeper darkness*, *invisibility*, *misdirection*, *nondetection*.

Possessions: "Shredder" (+4 unholy flaming flumphspike), "Bolt" (+4 fire resistant, lightning

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resistant mithril flumphshell plate), ring of protection +4, ring of force shield, pink rhomboid ioun stone (+2 Constitution), pink and green sphere ioun stone (+2 Charisma), pale green prism ioun stone (+1 saves, checks & attacks), puissant amulet of strength (+6 Strength)

Flumphshell Plate

Flumphshell plate can be best described as two woks mounted together, in order to protect the flumph inside. There are two holes on the top of the armour for the flumph's eyestalks as well as several holes in the underside for the flumph's spikes.

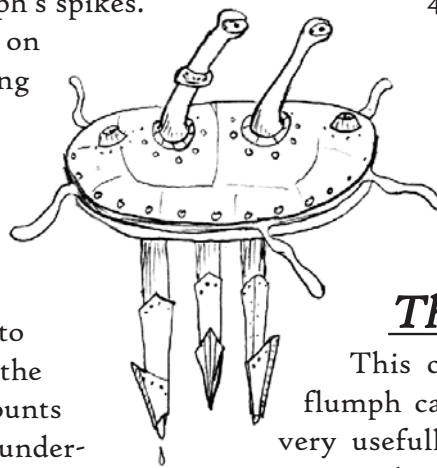
Most also include fastening points on the underside for mounting Flumphspikes.

Heavy armour, +6 AC, +3 max Dex bonus, -5 armour check penalty, 30% arcane spell failure, 20 pounds

Flumphspikes

These weapons were designed to enhance the natural weaponry of the flumph. A set of flumphspikes mounts onto the acid spikes on a flumph's underside and must be secured to the flumph either by straps, or by being bolted to flumphshell plate. A flumph can wield flumphspikes as a martial weapon, and the hollow design of the spikes allows the flumph's acid to work as if having attacked with his natural spikes. Unfortunately, the flumph does not gain the benefit of the racial Weapon Finesse (spikes) feat with this weapon, and must gain the feat specifically for use with flumphspikes.

Small martial weapon, 1d6 damage, x3 critical, 4 pounds



Clerical Domain

The Flumph Domain

Deities: The God of Flumph

Granted Power: Clerics of Flumph gain the ability to make 5-foot step maneuvers when levitating, even when there is nothing to push against.

Flumph Domain Spells

1. Levitate (self only)
2. Ten's Floating Disc
3. Mel's Acid Arrow
4. Fly
5. Confusion
6. Repulsion
7. Insanity
8. Ott's Irresistible Dance
9. Dominate Monster

The Flumph Monster Class

This class is highly recommended for all-flumph campaigns, although flumphs can be a very usefull addition to any adventuring group. By using this class, a flumph can be added to even a level 1 party without the usual problems caused by introducing a monster character to a game.

One day, a halfling commoner found that a Kobold had climbed into one of his trees. The halfling sent word to the local Kobold removal service he had heard about in town. A gnome showed up with a flumph, a ten-foot pole, and a crossbow that afternoon.

"I'm going to climb the tree and poke at the kobold till he falls out," he said to the halfling. "Then the flumph will naw on his sensitive parts."

"What's the Crossbow for?" asked the simple halfling.

The gnome replied, "If I fall out of the tree first, shoot the Flumph."

- The Flumphonomicon

Grilled Flumphernutter Sandwiches

1. Invert Flumph. Slice laterally, remove viscera and tentacles.
2. Brush with oil. Grill both filets o flumph until lightly opaque.
3. Grind nuts to paste in mortar and pestle. Spread nut paste on slice of toasted bread. Cover with grilled filet o' flumph. Spread more nut paste on top, cover with other filet. Cover with another slice of toasted bread.
4. Serve and Enjoy!

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The flumph monster class is a three-level class. While the flumph has a significant number of natural abilities, this is offset by the flumph's inability to wield weapons and most types of equipment.



The Starting Flumph Racial Traits

Starting Ability Score Adjustments: +2 Wisdom, +2 Dexterity - even the youngest flumphs are agile flyers and are level-headed and observant, aware of the evils about them.

Small Size: Flumphs are small creatures and thus gain a +1 size bonus to AC and attack rolls and a +4 size bonus to hide checks.

Speed: Flumphs fly at a speed of 20 ft.

Darkvision: Flumphs can see in the dark up to 60 feet.

Natural Weaponry: A flumph's spikes deal 1d6 damage and deliver the flumph's acid (acid damage depends on the level of the flumph)

Class Skills

The flumph's class skills (and the key ability for each skill) are Hide (Dex), Listen (Wis), Move Silently (Dex), Search (Int) and Spot (Wis).

Class Features

All the following are class features of the flumph monster class.

Weapon and Armor Proficiency: Flumphs are not proficient with any weapons except their natural spike attack, nor with armor or shields.

Feats: A flumph receives one feat at 1st level. After level 3, it gains feats normally according to its character level.

Acid Spikes (Ex): The flumph's spikes deliver a strong organic acid into a struck target. At level 1, this acid deals 1d2 damage per round and deals damage on the round applied and then for 1d6 additional rounds. At level 2 the damage increases to 1d3 damage per round and lasts for 2d4 rounds. At level 3 the acid comes to full potency of 1d4 damage per round.

Nauseating Spray (Ex): The flumph can produce a blast of nauseating liquid in a line, 1 foot wide, 1 foot high, and 20 feet long. Targets struck by this spray must make a Fortitude save (DC 10 + 1/2 of character level + Con bonus) or be nauseated for 1d4 rounds. A creature that makes the save against a flumph spray is immune to the effects of that flumph's spray for one day. The odor from this spray lingers in the area (and on any creature hit) for 1d5 hours and can be detected at a range of 100 feet. Creatures that come within 100 feet of an affected area or creature during this time must succeed at a Fortitude save (DC 10 + 1/2 of character level + Con bonus) or become nauseated for 1d4 rounds. At level 1, a flumph can use this spray once per day. At level 2 this increases to once per hour and at level 3 to once every 1d4 rounds. Flumph are not affected by the nauseating spray nor from the residual odors thereof.

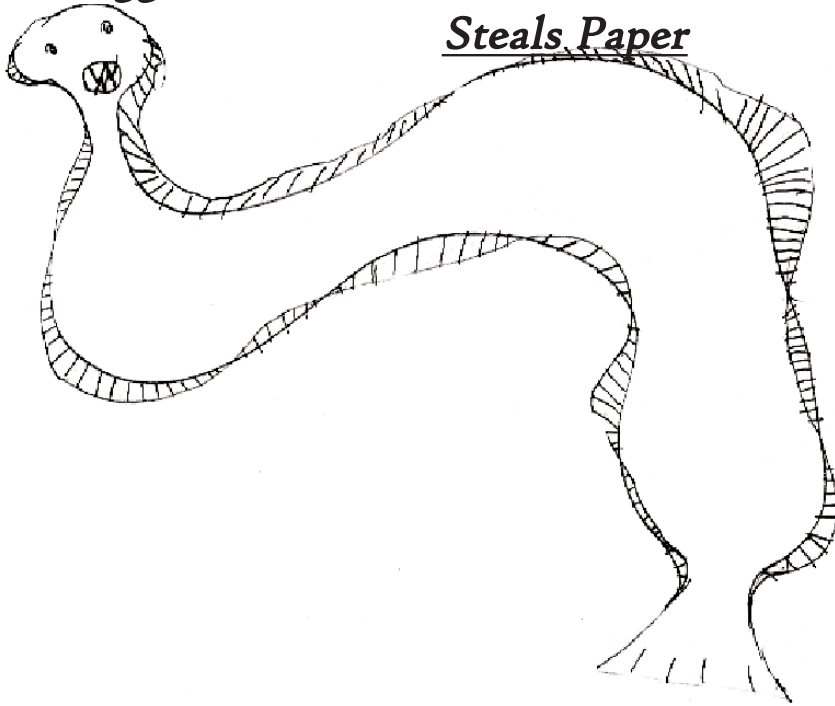
Table 1-3: The Flumph Racial Class

Level	Hit Dice	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1	1d8	+0	+0	+2	(2+Int mod) x4	1	+2 Natural armor, 1d2 acid (1d6 rounds), Nauseating spray 1/day, Feat
2	1d8	+0	+0	+2	-	1	+4 Natural armor, +2 Dex, 1d3 acid (2d4 rounds), Nauseating spray 1/hour
3	2d8	+1	+0	+3	2 + Int mod	2	+6 Natural armor, +2 Dex, +2 Wis, 1d4 acid (2d4 rounds), , Nauseating spray (1d4 rounds)

Monsters of the Metagame

WHAT THE FLUMPHONOMICON WASN'T ENOUGH?

Biggest Fish in the World that Steals Paper



The biggest fish in the world that steals paper may not actually be the biggest fish in the world, but it certainly is the biggest fish that steals paper. For some reason these fish line their coral nests with paper, a rare commodity indeed in the ocean depths. Those unable to find sufficient paper will instead use seaweed.

These odd-looking eel-like fish swim around feigning harmlessness until they spot a suitable piece of paper. The fish are usually non-aggressive, but are not above eating a creature up to two sizes smaller than themselves in order to procure additional paper. These fish have strange, sticky, fins that allow them to “grab” papers that it wants.

Combat

Biggest fish in the world that steal paper lurk in ocean waters wherever paper may be found - generally in the locations of shipwrecks and large urban seaports. They attempt to remain out of sight (fairly difficult for a fish of this size) and dart out at the first sign of paper to steal.

Theft (Ex): A biggest fish in the world that steals paper that catches an opponent unaware (any time a target would normally be denied its Dexterity bonus to AC, or whenever flanking a target) can attempt to steal from the opponent. This theft attempt (always targeting a scroll or map or book) requires a Reflex save (DC 20) to avoid. If the save is failed, the fish has grabbed the targeted paper with one of its sticky fins and will attempt to escape with it.

Dart (Ex): Once per day, a biggest fish in the world that steals paper can triple its movement rate for one round.

Skills: Biggest fish in the world that steal paper gain a +8 racial bonus on spot and search checks when looking for scrolls or other papers.

Huge Animal (Aquatic)

Hit Dice: 12d8+60 (114 hp)

Initiative: +4 (+4 Dex)

Speed: swim 40 ft

AC: 17 (-2 Size, +4 Dex, +5 Natural Armor)

Attacks: 1 Bite +13 (melee)

Damage: Bite 2d4+9

Face/Reach: 10 ft x 20 ft/10 ft

Special Attacks: Theft

Special Qualities: Dart

Saves: Fort +9, Ref +8, Will +9

Abilities: Str 22, Dex 18, Con 20, Int 2, Wis 12, Cha 14

Skills: Hide +0, Move Silently +12, Spot +11*

Feats: Alertness

Climate/Terrain: Temperate and tropical salt waters

Organization: Solitary or thieves guild (2-3)

Challenge Rating: 5

Treasure: no coins or goods, standard magic (only scrolls)

Alignment: Neutral

Advancement Range: 13-24 HD (Huge), 25-36 HD (Gargantuan)

Almost Serious?

The Biggest Fish in the World that Steals Paper, the Ettagarang, SeaDog and the Unigateal are excerpts from the award-winning "Kid's Colouring Book o Critters - Celebrity Edition". They were created by the two youngest d20 illustrators and writers in the industry, Genevieve and Chrystine Robinson (at the time, ages 11 & 6). All of them are quite usable as is, although changing the name of the Biggest Fish in the World that Steals Paper would probably be a good idea.

As for the rest of the creatures, with the exception of the Dead template, you're out of luck.

Cyclopean Breech-Serpent

Diminutive Magical Beast

Hit Dice: 1/4d10 (1 hp)

Initiative: +4 (Dex)

Speed: 15 ft.; climb 15 ft.; swim 15 ft.

AC: 20 (+4 size, +4 Dex, +2 natural) touch 18, flat-footed 16

Base Attack/Grapple: +0/-16

Attack: -

Full Attack: -

Space/Reach: 1 ft./0 ft.

Special Attacks: -

Special Qualities: Camouflage

Saves: Fort +2, Ref +6, Will +1

Abilities: Str 3, Dex 19, Con 11, Int 2, Wis 12, Cha

2

Skills: Climb +6, Hide +16, Move Silently +6, Spot +3, Swim +6

Feats: Athletic

Environment: Temperate and warm land, aquatic, and underground

Organization: Solitary

Challenge Rating: 1/10

Treasure: Nil

Alignment: Always neutral

Advancement Range: -

Level Adjustment: -

The cyclopean breech-serpent (or, as it is more commonly called, the "one-eyed trouser

snake") is a strange little fellow indeed. It is distinguished from other serpentine races not only by its solitary eye and skin-tone coloration but also its affinity for rubbing up against the skin of humanoid beings for warmth. Despite their small size, one-eyed trouser snakes have no fear of the larger humanoid races at all. Their quest for darkness and warmth often leads them to crawl up peoples' pants legs, leading to the terms "breech-serpent" and "trouser snake."

Cyclopean breech-serpents, like all snakes, have scales covering their entire bodies. Unlike most snakes, however, they have relatively thick bodies for their length, being built rather more like a sausage than a garter snake. Also, these creatures have developed a unique coloration allowing them to blend in with the skin tones of humans. They have a mild camouflage ability that allows them to alter the pigmentation of their scales to blend in exactly with the flesh of any humanoid with which they are in contact.

Many people fear the cyclopean breech-serpent, but these gentle creatures are for the most part simply misunderstood. They seek only the warmth of human skin, and in fact make quite excellent pets: they're quiet, don't take up a lot of space (in fact, you can carry one around quite easily in your pocket), and don't ask for much except perhaps a bit of stroking and attention now and again.

Cyclopean breech-serpents occasionally serve as familiars to wizards and sorcerers. Those that do provide a +2 modifier to their masters' Move Silently checks. However, this comes at a price, for when a cyclopean breech-serpent is aroused its master suffers a -2 penalty to Wisdom-related skill checks and Will saves. Those arcane spellcasters with a one-eyed trouser snake as a familiar therefore go out of their way to keep the little fellows happy.

As is the case with most serpents, people usually have a difficult time determining the gender of a given cyclopean breech-serpent. Those adopting such a creature as a pet or familiar usually give it a masculine name; popular names for one-eyed trouser snakes include Peter, Dick, Willie, and John Thomas. Male owners often name their cyclopean

Bride of Portable Hole

breech-serpents after themselves: a wizard named Gustav might refer to his one-eyed trouser snake as "Little Gustav."

Combat

The cyclopean breech-serpent is for the most part a harmless and inoffensive creature, unable to cause physical harm to people despite their frequent fears on the subject. It has neither teeth nor poison, and is far too small to constrict its pliant body around anything larger than a field mouse. If attacked, it usually tries to flee. However, if aroused, a cyclopean breech-serpent can stand erect and puff its body out in an attempt to look bigger (and thus more intimidating).

Camouflage (Ex): It takes a successful Spot check (DC 15) to recognize a cyclopean breech-serpent sitting on the lap of a humanoid for what it really is. Understandably, those who fail this Spot check often leap to some embarrassing conclusions.

Dire Rhea

Large Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +4 (Dex)

Speed: 50 ft.

AC: 17 (-1 size, +4 Dex, +4 natural)

Attacks: Claw +5 melee, beak peck +0 melee

Damage: Claw 1d6+2, beak peck 1d3+1

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Qualities: Sprint

Saves: Fort +3, Ref +7, Will +2

Abilities: Str 15, Dex 19, Con 14,
Int 2, Wis 12, Cha 10

Skills: Jump +3, Listen +6, Spot +7

Feats: Weapon Finesse (claw, beak peck)

Climate/Terrain: Warm and temperate grasslands

Organization: Solitary or flock (2-6)

Challenge Rating: 2

Treasure: Nil

Alignment: Always neutral

Advancement Range: 4-6 HD (Large); 7-9 HD (Huge)

Ostrich-like in build, dire rheas are large, flightless birds that stand some 10-12 feet tall. They are known for their drab brown coloration, although it isn't unknown for a dire rhea to have streaks of green running through its drooping feathers.

Dire rheas have three clawed toes on each powerful, armor-plated leg.

These creatures are known for their sudden bursts of speed, but can also maintain a healthy pace for quite a long time. One could say that while dire rheas have mastered "the runs," they are quite adept at "the trots" as well.

Dire rheas are omnivorous, supplementing their largely vegetarian diet with the occasional small mammal or lizard. Oddly, many seem to have a craving for fish, crustaceans, and other river creatures, and often go splashing around along riverbanks attacking such prey. In fact, it's often "something in the water" that directly results in a dire rhea attack.

During the mating season, the males - often much larger than the females - become very aggressive, and may attack creatures significantly larger than their standard prey. When conditions are right, nobody's safe from the dire rhea!

Combat

A dire rhea frequently strikes without warning, often at the most inopportune time. After chasing down its intended victim, it strikes out with a clawed foot and pecks with its sharp beak. After it has slain and devoured its prey, the dire rhea spends considerable effort grooming itself, wiping any traces of blood and viscera from its beak by rubbing its face against its feathery wings. Immediately after a dire rhea attack, there is often quite a bit of wiping!

Sprint (Ex): Once an hour, a dire rhea can take a charge action to move ten times its normal speed (500 feet). Such violent surges forward prompt some sages to refer to these creatures as "explosive dire rheas."

Training a Dire Rhea

Training a dire rhea as a riding mount requires a

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successful Handle Animal check (DC 18 for a young creature - called a "squirt" - or DC 25 for an adult) and that the creature be willing. Dire rheas mature in about two years. Trainers can reduce the DC by 5 and the rearing time by one-half by using a magical bridle enchanted for this purpose.

Dire rhea eggs are worth 100 gp apiece on the open market, while squirts are valued at 300 gp each. Professional trainers (those willing to muck about with dire rheas in the first place) charge 500 gp to rear or train a dire rhea. Riding a trained dire rhea requires an exotic saddle, and most people dislike sitting on a dire rhea without one in any case. A dire rhea can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (see the Ride skill in Core Rulebook I).

Carrying Capacity: A light load for a dire rhea is up to 132 pounds; a medium load, 133-266 pounds; and a heavy load, 267-400 pounds.

The Dungeon

Colossal Construct

Hit Dice: 4d10 (24 hp) per 10 square feet (minimum 80)*

Initiative: -3 (Dex)

Speed: 0 ft. (immobile)

AC: 14 (-8 size, +12 natural armor)

Attacks: no regular attack

Damage: none

Face/Reach: varies / 0 ft.

Special Attacks: Traps everywhere, Just another Monster Patrol.

Special Qualities: Built to Last, Construct, Magic Immunity

Saves: Fort -, Ref -, Will -

Abilities: Str 14, Dex 4, Con -, Int -, Wis 12, Cha 1

Skills: Listen +16, Spot +16

Feats: Blind-Fight, Leadership

Climate/Terrain: Underground (mostly)

Organization: Solitary, or complex (2-4)

Challenge Rating: as party level +4

Treasure: per Monster encounter

Alignment: always neutral

Advancement: increase in square feet

* Note that the heroes must destroy one section (a room or a corridor) of a Dungeon at a time. The Hit Dice listed are for every 10 square feet of the dungeon. For example, if a room is 20x10 feet large, that room has 8 Hit Dice (48 hp). To kill a Dungeon each and every section must be destroyed.

As nearly every adventurer knows, dungeons are perhaps the most dangerous place you can be. And some of them seem to take on a life of their own, at which point it gets really ugly.

Combat

The Dungeon's reach is 0 feet, but that isn't a problem, because all its potential targets are already "on the same square" as the Dungeon (as they are inside it).

A Dungeon being a construct of walls, rooms, corridors and such ain't got any sort of direct attack. That doesn't stop it from employing all sorts of sneaky measures to kill of any trespassers.

The best thing: the PCs won't know that the Dungeon is in fact a creature, so they are unlikely to attack it directly. But those monsters just keep coming, and there are traps anywhere... even more than usual.

Built to last (Ex): Because dungeons are made of stone (most of the time), their DR is 8/- and DR 25/+2 for being an animated construct.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Darkvision (inwards) (Ex): The Dungeon has darkvision with unlimited range that can only be used to see within itself.

Magic Immunity (Ex): Dungeons are immune to all spells, spell-like abilities, and supernatural effects, except as follows. A transmute rock to mud spell temporarily disables the DR 25/+2 in one section. Transmute mud to rock heals all lost hit points in one section. A stone to flesh spell does not actually change the Dungeon's structure, but makes one section vulnerable (disables Build to last) in one

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section for the following round (this does not include spells, except those that cause damage).

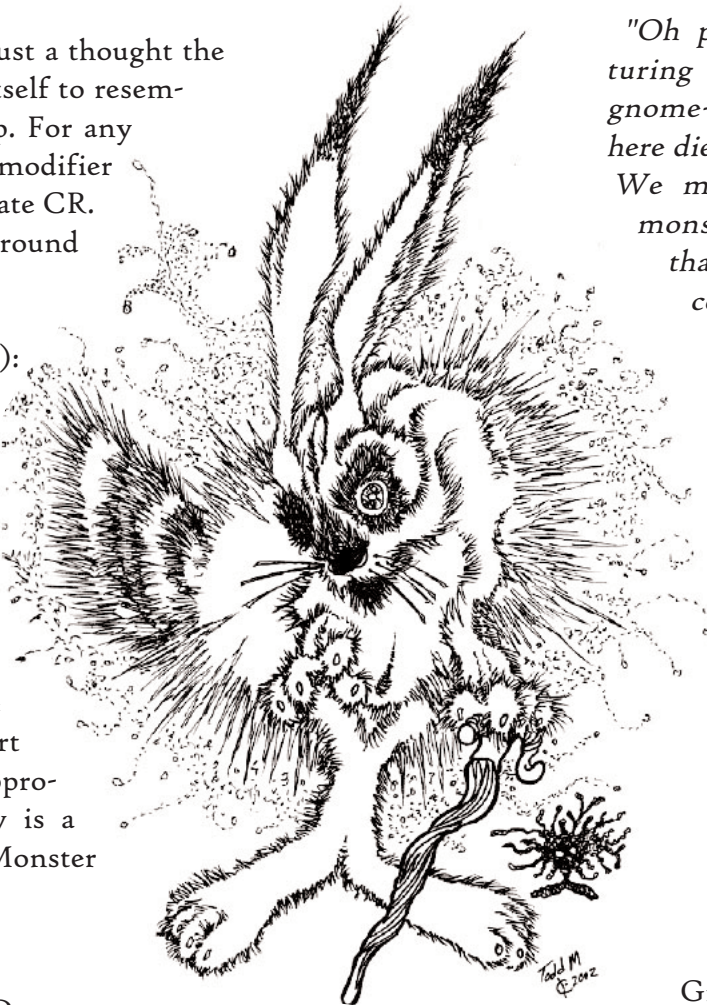
Traps Everywhere (Ex): With just a thought the Dungeon can reform any part of itself to resemble and in fact be any kind of trap. For any DCs, add the Dungeons Wisdom modifier (+1). All these traps are of appropriate CR. Activating this ability is a full-round action per CR of the trap.

Just another Monster Patrol (Ex): Whenever it suits the Dungeon's fancy it may pit another group of monsters against the clueless PCs. These are better equipped than normal (if advanced by character class; normal becomes masterwork, masterwork becomes +1 and so forth) or have got 1d3 more hit dice. Yes, that's on account of the Dungeon's Leadership feat (sort of). All these encounter are of appropriate CR. Activating this ability is a full-round action per CR of the Monster Patrol.

Constructing a Dungeon

The first thing you'll need is a Dungeon complex. This complex must be at least 80 square feet big. No general cost can be given, but building a dungeon should be very, very expensive. The creator of the animated Dungeon must be 18th level and able to cast arcane spells. Completing the ritual drains 5,000 XP or more (per wish spell needed) from the creator and requires geas / quest, wish (one per 80 square feet) and polymorph any object.

Dust Bunny



"Oh please...the adventuring guild said the gnome-thing that lived here died a long time ago. We might have a few monsters to kill and that's all....or maybe" cough "NOT!"

-Tonavon the Elf, entering the Domicile of Shattered Minds

Large Construct

Hit Dice:

5d10 (27 hit points)

Initiative:

+4 (Dex +4)

Speed: 30 ft.

Armor Class:

13 (Dex +4, -1 size)

Attacks:

Grapple +5

Damage: Smother (1d4 con damage)

Face/Reach: 5ft. x 5ft. / 5ft.

Special Attacks: Smother, Sneezing Attack, Spring Attack

Special Qualities: Magic Immunity, Construct, Damage, Feather Fear, Damage Reduction 10/+1, Dark Vision 60 ft.

Saves: Fort +1, Ref +5, Will +3

Abilities: Str 15, Dex 18, Con -,

Int -, Wis 15, Cha 1

Climate/Terrain: Any

Organization: Solitary or Warren (3 - 5)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: None

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The Dust Bunny golem was created through an accident involving a very dusty and dirty laboratory and a gnomeling sorcerer named Donbian who had a bad habit of sneezing during spellcasting when an abundance of dust was available. The spell failure created a wild surge in the magic summoned and instead of fizzling, it created the first Dust Bunny construct who immediately obeyed the commands on the allergic sorcerer. After extensive studying, Donbian was able to duplicate the process in a more stable environment and the Dust Bunny golem was 'born'.

Dust Bunny golems appear as constructs of dust, dirt, grit, and dead skin material in the shape of a common cotton tail rabbit, with the exception that they are much larger, looking like a monstrous grey vermin that would set the Easter Bunny to running in fear.

Combat

Dust Bunny golems are constructs made from dust, and therefore are soft like a pillow. They do not have any melee attacks to speak of, and attack foes simply by jumping them and grappling them in their filth in order to suffocate them.

Smother (Ex): The Dust Bunny can, if making a successful grapple check against an enemy, force them to roll a fortitude save (DC 15) or began taking 1d4 temporary constitution damage per round as they suffocate under the grey bunny's bulk.

Sneezing Attack (Ex): The Dust Bunny can, once per round, release a choking cloud of dust from it's body. Anyone within 30 ft. radius centered on the Dust Bunny must roll a fortitude save (DC 15) or be forced into a sneezing fit that makes it hard for them to do anything else but hack, cough, and sneeze. Those that fail are considered stunned for 1d4 rounds and suffer a -2 penalty to fortitude saves against the Dust Bunny's Smother attack while effected.

Spring Attack (Ex): The Dust Bunny Golem can make a spring attack (like the feat) in conjunction with their Smother attack that allows them to jump into combat and then move safely away from an

enemy if that grappling attack fails without provoking an attack of opportunity.

Feather Fear (Su): The Dust Bunny golem can be kept at a safe distance if those that it is stalking carry a feathered duster before them when in the area that it is commanded to guard. If used as a weapon, the feather duster bypasses the Dust Bunny's damage reduction as if magical and causes 1d6 points of damage per successful brush.

Magic Immunity: The Dust Bunny Golem is immune to all spells, spell-like, and supernatural effects except those that utilize fire, which deal the Dust Bunny 3d6 points of fire damage. This also creates a superheated effect which causes all those near (within 20 ft.) of the Dust Bunny to roll a reflex save or also suffer 3d6 points of heat damage as it flares hot from the burning dust and magic.

Construct: Immune to mind-influencing spells and effects, poison, sleep effects, stunning, disease, death effects, and necromantic effects. They are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to anything that requires a fortitude saving throw (unless it also effects objects) and are not subject to death by massive damage.

Construction

To create a Dust Bunny Golem, the caster needs at least 100 pounds of dust which must be collected from an area saturated with magic (such as having a spell effect in the area that is permanent) or used often as a spell chamber or for magical experimentation. Dust and debris collected from an area of wild or unstable magic is the best. The Dust Bunny costs 10,000 gp to create which includes the magical alchemical solutions needed to form the body (which aren't needed if the dust was from a wild magic area). The ritual requires a 11th level caster and the following spells are needed to animate the construct: Animate Object, Fabricate, and Permanency. The caster must have the Create Wondrous Item feat to perform the ritual and completing it costs the caster 800 XP.

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Ettagarang

Medium-size Monstrous Humanoid

Hit Dice: 8d8+16 (52 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft

AC: 17 (+1 Dex, +2 natural, +4 mw chain shirt)

Attacks: Bite +8 melee, 2 pincers +10 melee, gore +8 melee

Damage: Bite 1d6+1, pincers 1d4+2, gore 1d8+1

Face/Reach: 5 ft by 5 ft / 5 ft

Special Attacks: Spell-like Abilities

Special Qualities: Chaotic Aura, Wall Walker

Saves: Fort +4, Ref +7, Will +11

Abilities: Str 14, Dex 12, Con 14, Int 14, Wis 16, Cha 15

Skills: Concentration +12, Listen +11, Move Silent +7, Spot +13, Wilderness Lore +11

Feats: Combat Casting, Improved Initiative, Multiattack, Iron Will

Climate/Terrain: Any land and underground

Organization: Solitary or gathering (2-8)

Challenge Rating: 6

Treasure: Standard

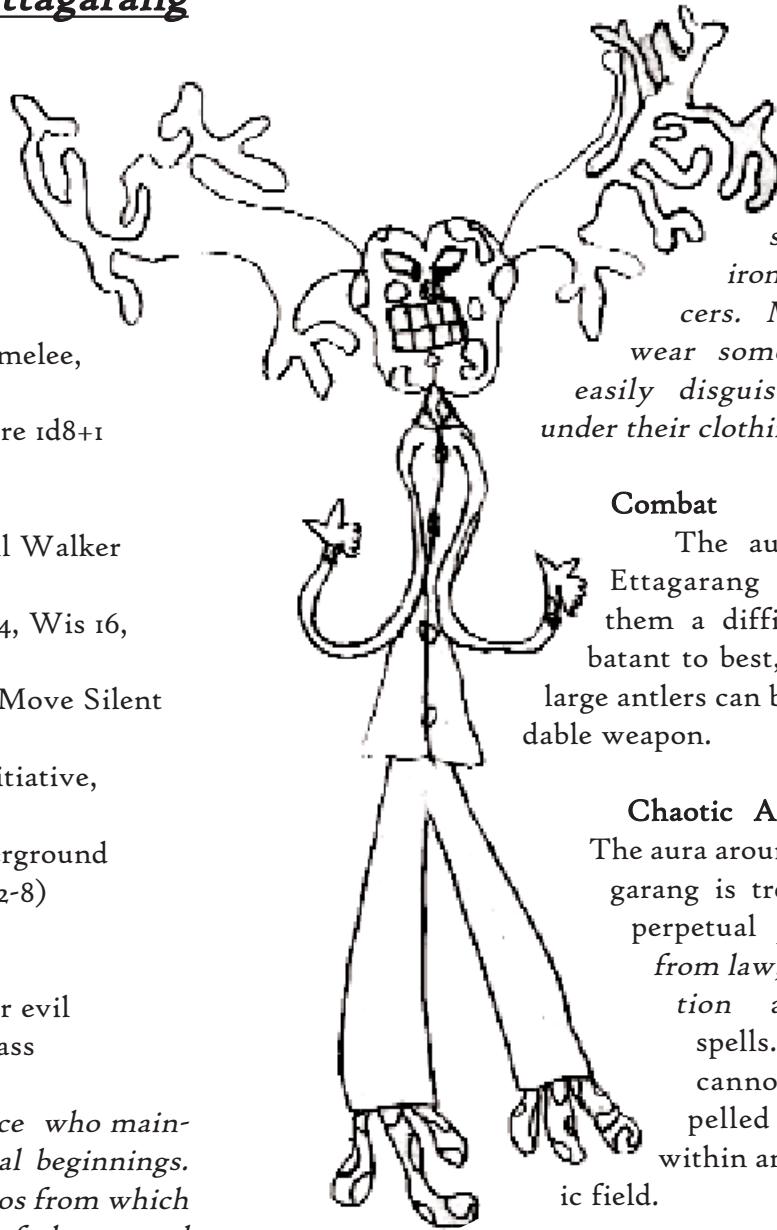
Alignment: Usually chaotic neutral or evil

Advancement Range: By character class

The ettagarang are a chaos-born race who maintain a strong link to their primordial beginnings. Each ettagarang is touched by the chaos from which they were created, creating an aura of change and instability around them at all times.

Ettagarang are often seen as practical jokers, or just annoying. But when angered or when their mind is set (which doesn't usually last too long), they can be quite dangerous or even deadly.

Ettagarang are strange purple-skinned humanoids with large faces covered by green splotches. The most noticeable trait are the huge antlers they sport on each side of their large head. Ettagarang legs are actually two groupings of three tentacles each, although they usually wear humanoid clothing to look less bizarre. Their hands do not have an actual thumb, but instead the thumb and forefinger are a



set of small, iron-hard pincers. Most also wear some sort of easily disguised armor under their clothing.

Combat

The aura of the ettagarang makes them a difficult combatant to best, and their large antlers can be a formidable weapon.

Chaotic Aura (Sub):

The aura around an ettagarang is treated as a perpetual *protection from law*, *misdirection* and *blur* spells. This aura cannot be dispelled except within an antimagic field.

Spell-Like Abilities (Sp): Ettagarang can use the following spell-like abilities as a level 8 sorcerer: at will - *Dancing Lights*, *Flare*, *Mage Hand*; 3 / day - *Change Self*, *Enlarge*, *Invisibility Purge*, *Reduce*; 1 / day - *Dispel Law*, *Dispel Magic*.

Wall Walker (Ex): The tentacles of the ettagarang allow it to traverse just about any surface as if under the effects of a *spider climb* spell.

Ettagarang Characters:

Ettagarang have druid as a favored class, and have a monster level of +12

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Sea Dog

Small Magical Beast (Aquatic)

Hit Dice: 2d10+2 (13 hp)

Initiative: +3 (+3 Dex)

Speed: 10 ft, swim 50 ft

AC: 18 (+1 Size, +3 Dex, +4 Natural Armor)

Attacks: 2 or 4 Slaps +3 (melee), 1 Bite -2 (melee)

Damage: Slap 1d3, Bite 1d4

Face/Reach: 5 ft x 5 ft/5 ft

Special Attacks: Water fighting

Special Qualities: Water mobility

Saves: Fort +4, Ref +6, Will +2

Abilities: Str 10, Dex 16, Con 12, Int 4, Wis 14, Cha 12

Skills: Animal Empathy +5, Escape Artist +7, Listen +6, Spot +4, Swim +33.

Climate/Terrain: Temperate and tropical shallow waters

Organization: Solitary, pack (2-6) or school (4-20)

Challenge Rating: 1

Treasure: half coins, no goods

Alignment: Neutral (Usually)

Advancement Range: 3-4 HD (Small), 5-6 HD (Medium-size)

Sea Dogs are small magical creatures sought for companionship by many aquatic races. Sea Dogs are fairly intelligent for an animal, far more so than most common domesticated animals. They live in shallow salt water, but are actually amphibious (although awkward on land and far better suited to living in the water). They are magically maneuverable under water, flitting about in complex maneuvers at high speeds, trailing a stream of bubbles behind them.

Combat

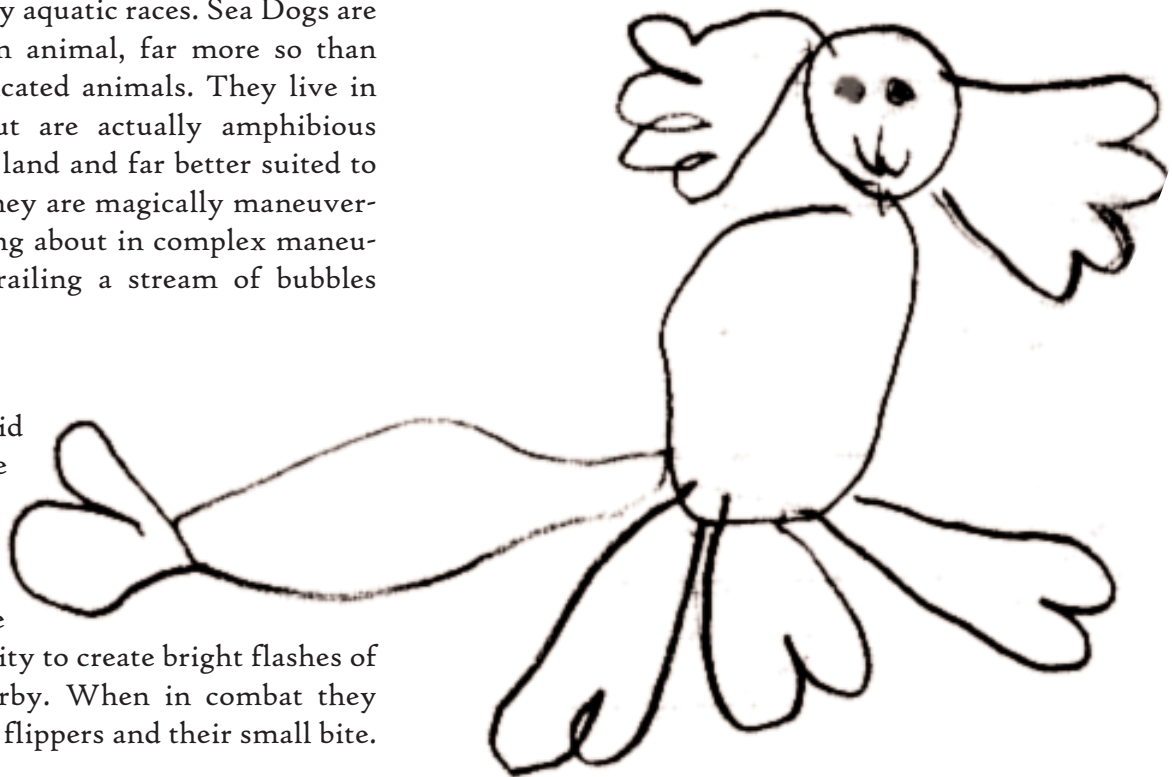
Sea Dogs tend to avoid combat unless someone they see as a friend or another Sea Dog is in trouble. They usually escape from trouble using their magical ability to create bright flashes of light in the water nearby. When in combat they lash out with their four flippers and their small bite.

Flare (Sp): Sea Dogs can manifest the Flare spell as a spell-like effect at will while underwater.

Water Fighting (Ex): Due to their extreme maneuverability in water, Sea Dogs can attack with all four flipper slaps in one round underwater, while they can only use two when fighting on land.

Water Mobility (Su): Sea Dogs act as if under the effects of a Freedom of Movement spell whenever they are underwater. This also grants them a +20 inherent bonus on all swim checks and allows them to use their Water Fighting extraordinary ability.

Skills: Sea Dogs have a +10 racial bonus on all swim checks due to their streamlined shape and flippers and a +4 racial bonus on listen checks due to their oversized ears.

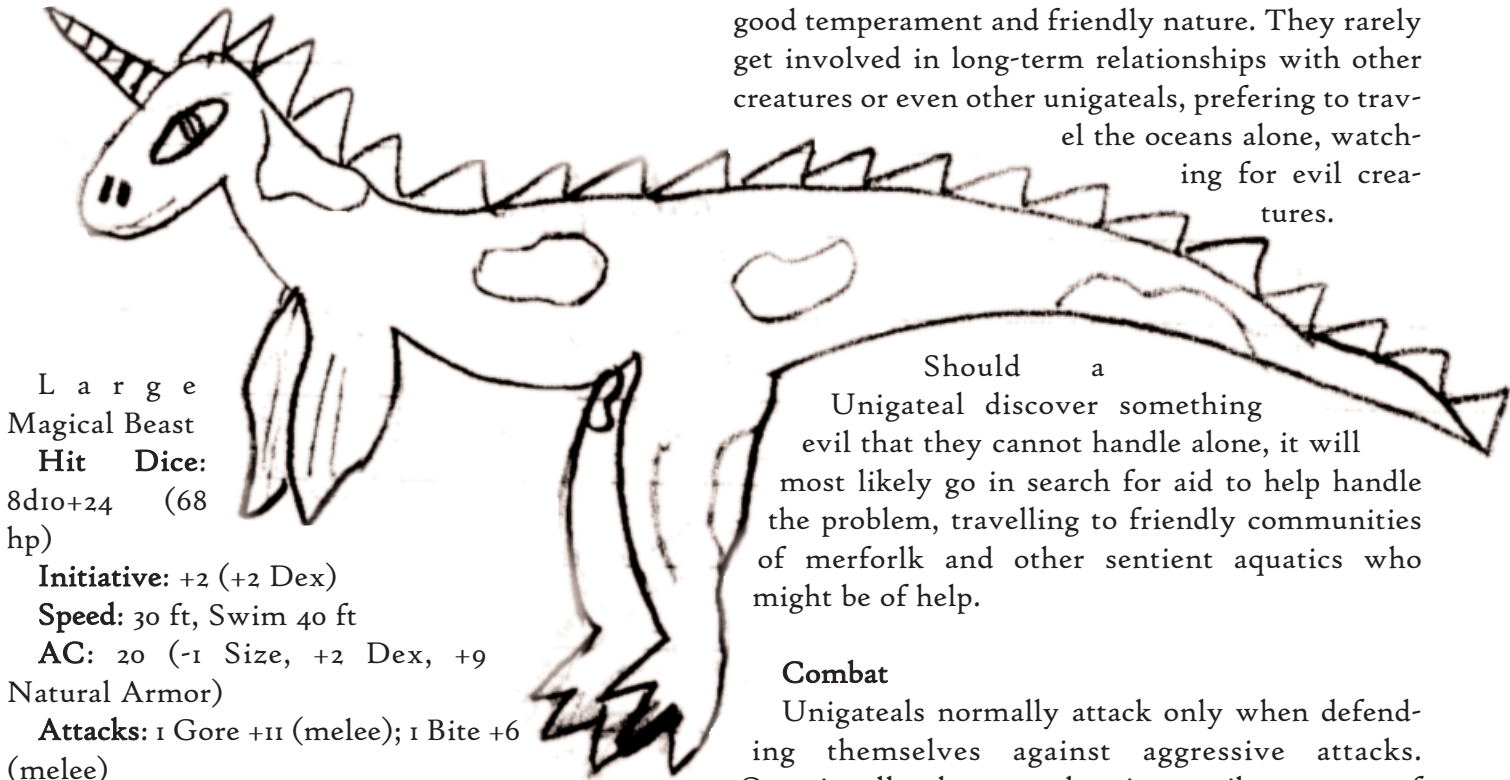


Bride of Portable Hole

Unigateal

weighs just under 1,000 pounds.

Unigateals are intelligent creatures of the sea, of good temperament and friendly nature. They rarely get involved in long-term relationships with other creatures or even other unigateals, preferring to travel the oceans alone, watching for evil creatures.



Large
Magical Beast

Hit Dice:
8d10+24 (68
hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft, Swim 40 ft

AC: 20 (-1 Size, +2 Dex, +9
Natural Armor)

Attacks: 1 Gore +11 (melee); 1 Bite +6
(melee)

Damage: Gore 1d12+4; Bite 2d4+2

Face/Reach: 5 ft x 10 ft/5 ft

Special Attacks: Charge, Improved Grab

Special Qualities: Detect evil, Immunities

Saves: Fort +9, Ref +8, Will +3

Abilities: Str 18, Dex 14, Con 17, Int 7, Wis 12,
Cha 12

Skills: Hide +4, Listen +5, Move Silently +6, Spot
+7, Swim +8

Feats: None

Climate/Terrain: Temperate and tropical waters

Organization: Solitary or pair

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral good

Advancement Range: 9-16 HD (Large), 17-24 HD
(Huge)

Unigateals are powerful aquatic warm-blooded lizards with a multicolored shimmering green and blue scaled hide. A single silver-blue horn, about 3 feet long, grows from the center of the forehead. A typical adult Unigateal is about 14 feet long including 6 feet of tail, five feet tall at the shoulder, and

Should a

Unigateal discover something evil that they cannot handle alone, it will most likely go in search for aid to help handle the problem, travelling to friendly communities of merfolk and other sentient aquatics who might be of help.

Combat

Unigateals normally attack only when defending themselves against aggressive attacks. Occasionally they attack minor evil creatures of their own accord.

Charge (Ex): When charging an opponent, a Unigateal's gore attack is treated like a lance attack (dealing double damage).

Detect Evil (Su): Unigateals can detect evil at will as a free action as a level 8 cleric.

Immunities (Ex): Unigateals are immune to all poisons and to charm and hold spells or abilities.

Improved Grab (Ex): To use this ability, the Unigateal must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the Unigateal grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. The Unigateal automatically deals bite damage each round it maintains the pin.

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Templates

12 Year Old Gamer Girl

12 Year Old Gamer Girls are a relatively rare phenomenon that occurs seemingly at random to female heroes, usually of elven descent. This template is a strange metaphysical manifestation of metagaming, representing the patron of these heroines. Effectively, this template represents everything that occurs when the Player of a character also happens to be a girl in her early gaming years.

12 Year Old Gamer Girls are usually surrounded by lovely small animals, would usually prefer to kill the icky monsters and retreat back to their elven tree cities from anything too slimy.

Creating a 12 Year Old Gamer Girl

12 Year Old Gamer Girl is a template that can be applied to any elven, half-elven or human maiden played by a young female gamer (hereafter referred to as the "base creature"). The creature's type does not change, and it uses all of the base creature's statistics and special abilities except as noted here.

Hit Dice: as base creature.

Speed: as base creature.

AC: the 12 Year Old Gamer Girl's "Cute" ability allows her to add her Charisma bonus to her AC (see below).

Attacks: as base creature.

Damage: as base creature, the 12 Year Old Gamer Girl does not suffer the usual -4 penalty on attacks when dealing subdual damage.

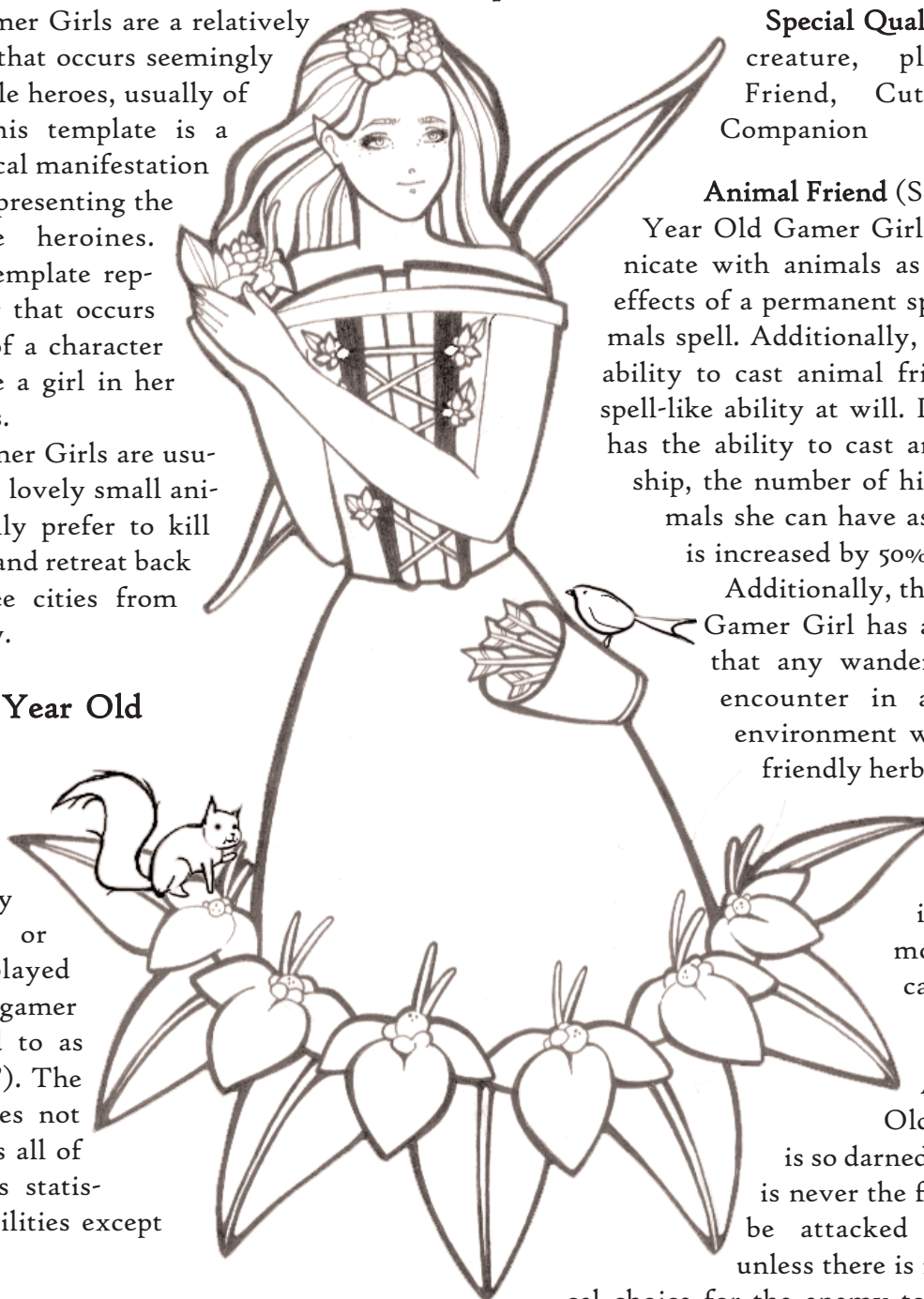
Special Attacks: as base creature.

Special Qualities: As base creature, plus Animal Friend, Cute, Unicorn Companion

Animal Friend (Su, Sp): The 12 Year Old Gamer Girl can communicate with animals as if under the effects of a permanent speak with animals spell. Additionally, she gains the ability to cast animal friendship as a spell-like ability at will. If she already has the ability to cast animal friendship, the number of hit dice of animals she can have as companions is increased by 50%.

Additionally, the 12 Year Old Gamer Girl has a 50% chance that any wandering monster encounter in a wilderness environment will be with a friendly herbivore of some kind (bluejay, rabbit, deer, etc) instead of the monster indicated.

Cute (Ex): A 12 Year Old Gamer Girl is so darned cute that she is never the first person to be attacked in a party unless there is no other logical choice for the enemy to attack. This aura of cuteness also provides the 12 Year Old Gamer Girl with a .cute. bonus to all saving throws and to her Armor Class equal to her Charisma bonus (if any).



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Unicorn Companion (Ex): When a 12 Year Old Gamer Girl reaches level 6 she gains the Leadership feat as a bonus feat. Regardless of her leadership score, her cohort will be a pure white Unicorn, and her followers will be those who would do anything to protect their cute liege from harm.

Saves: The 12 Year Old Gamer Girl's "Cute" ability provides a bonus on all saves equal to her Charisma bonus.

Abilities: The 12 Year Old Gamer Girl receives a +2 bonus to Dexterity and Charisma.

Skills: 12 Year Old Gamer Girls receive a +4 racial bonus to Animal Empathy, Ride and Sense Motive.

Feats: as base creature.

Climate/Terrain: as base creature.

Organization: Solitary or Gigggle (2-4)

Challenge Rating: at level 6 or above, +1 CR.

Treasure: half coins, double goods.

Alignment: Any good

Advancement: by character class.

Dead

Dead creatures are formed when any living creature lacking regeneration is reduced to -10 hit points. Consequently, they come in every possible shape and size. They are unique creatures to encounter. Impervious to nearly all damage, yet utterly unable to communicate or carry out any action. Eventually, they will rot and waste away, but until that point they are best regarded as objects to loot.

Creating a Dead

"Dead" is a template that can be added to any living creature (referred to hereafter as the "base creature"). The creature's type does not change, and it uses all of the base creature's statistics and special abilities except as noted here.

Hit Dice: Hit dice remain as normal, but hit point total is reduced to, and will remain at -10 hp.

Speed: Dead creatures are incapable of movement, reducing their speed to 0 ft.

AC: As base creature immobilized (loss of all Dex bonus, replaced by a -5 dex penalty - additionally the dead creature is usually prone, resulting in a +4 to hit for melee attacks).

Attacks: None. (Other creatures may use a dead creature as a weapon. Treat the dead creature as an exotic bludgeoning weapon with a range of 10 feet, and subdual damage of $1d4 +1$ for every size category above fine. Furthermore, they are one size category larger weapon. For example, a small dead creature is a medium-sized weapon. Creatures larger than mediumsized are considered a reach weapon with reach commensurate with height.)

Damage: None

Special Attacks: None

Special Qualities: The dead creature retains all special qualities as the base creature, and gains the following special qualities.

Damage Immunity (Ex): Dead creatures are totally impervious to harm either through physical or magical attacks. The dead creatures hit points remain at -10 and cannot drop any lower.

Healing Resistance (Ex): Dead creatures cannot be healed by mundane or magical means short of extreme divine magic such as raise dead or resurrection.

Saves: Dead creatures automatically fail all reflex saves, but automatically pass all will saves. They make Fortitude saves as an object, and are thus immune to attacks that require fortitude saves unless the attack can affect an object (such as disintegrate).

Abilities: All abilities are reduced to 0, leaving the character utterly helpless.

Skills: Dead creatures lose the ability to make most any skill checks. However, under certain circumstances (on DM's discretion) dead creatures gain a +10 bonus to Bluff, Hide, and Tumble checks.

Feats: As base creature, though most feats are unusable.

Climate/Terrain: As base creature.

Organization: As base creature.

Challenge Rating: 0

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Treasure: As base creature.

Alignment: Neutral.

Advancement: None.

Dead Characters

Dead player characters, also called "scrap paper," present a unique role-playing challenge. Virtually all class abilities are useless to dead characters, and the utter lack of any communication or mobility. However, properly played, dead characters can be a rewarding experience and present players with many tales to share. Dead characters nearly always have a character class, and be evenly distributed among the various classes (with classes possessing low hit die being somewhat more common).

GM's Significant Other

Female gamers are very rare, yet somehow every GM during his career finds a girlfriend willing to game. These even rarer girls often get special perks and have uncanny luck, and inconceivable amounts of treasure.

Creating a "GM's Significant Other"

GM's Significant Other is a template that can be added to any intelligent living creature in a romantic liaison with the Game Master. (hereafter referred to as the "base creature"). It uses all the base creature's statistics and special abilities except as noted here

Hit Dice: as base creature

AC: +2 "DM Bonus". The DM often "fumbles" attack rolls in favor of his sweetheart, although no more by one or two points so not to be noticed.

Attacks: the GM's Significant Other retains all the attacks of the base creature and occasionally gains an extra attack or may reroll a fumble at the whim of the GM.

Special Attacks: The GM's Significant Other retains all the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + GM's Significant Other's HD + Charisma Mod unless otherwise noted.

Gaze Attack (Su): Whenever unhappy with the outcome of any event or progression of the game the GM's Significant Other may initiate the dreaded Gaze Attack. This usually effects only the GM though may also effect those males enamored with the GM's Significant Other (Basically any NPCs). Those that fail their saving throw (Will) are first stunned for 2 rounds, and then act as if charmed for 1d4 hours.

Special Qualities: The GM's Significant Other retains all the special qualities of the base creature and also gains those listed below.

Damage Reduction: the GM's Significant Other gains damage reduction 5/- due to the DM's skimming off the top of the dice to keep his beloved alive and happy.

Oh! Look at all this jewelry!: The GM's Significant Other usually gets double her share of the magic items and treasure, and more often than not its some type of enhancing jewelry. In fact often games that include the GM's Significant Other only items that are useful to the GM's Significant Other will be carried by monsters and such.

Divine Credit: the GM's Significant Other has a mystic credit card. If he doesn't have enough gold to pay for what he wants to buy, he can usually acquire it on "credit".

Withhold!: The most powerful ability of the GM's Significant Other. He may withhold sex from the GM to completely control the game and its outcome. Nothing any character does can change or alter the things that the GM's Significant Other wants to play out or have done.

Saves: GM's Significant Other gains his Charisma Bonus to all saves.

Abilities: +2 Int, +4 Cha

Skills: +2 Racial Bonus to Diplomacy, Bluff, Innuendo, Intimidate, Perform (Sex Act), Sense Motive.

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Climate Terrain: Any

Organization: Unique, there can only be one GM's Significant Other at all times. Should another GM's Significant Other somehow appear or manifest, then by the gods run for the hills as all hell is about to break loose.

Challenge Rating: ad hoc; if anyone ever fights the GM's Significant Other, expect to die.

Treasure: As mentioned above, double goods (jewelry) and coins.

Alignment: Any.

GM's Significant Other Characters:

Chances are that you'll only find the DM's Girlfriend as a character. They tend to be in charge of whatever troupe or group they lead and have the most powerful abilities or treasures. It is very rare that this template be added to an NPC, once the GM's Significant Other disappears all effects of his existence are usually wiped out shortly thereafter.

Mommy

No matter how often they tell themselves they'll never turn into their mothers, almost inevitably any female creature can turn into a Mommy. Fierce fanged creatures turn into cooing, tender beings, but gentle creatures protect their offspring against attackers with tooth and claw.

Creating a Mommy

"Mommy" is a template that can be added to any intelligent female living creature that can reproduce provided they only have two hands, as they are quite fond of pointing out that they only have two hands (hereafter referred to as the "base creature"). It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: as base creature.

Speed: as base creature.

AC: as base creature.

Attacks: A Mommy retains all the attacks of the base creature and also gains a whoopin. attack if it didn't already have one.

Damage: Mommies have whoopin' attacks. If the base creature does not have this attack form (and I dare you to find one that does!), use the damage values in the table below. Creatures with natural attacks retain their old damage ratings or use the values below, whichever is better. Note that whoopin. attacks cause subdual damage exclusively.

Size	Subdual Damage
Fine	2
Diminutive	2d2
Tiny	2d3
Small	2d4
Medium	2d6
Large	2d8
Huge	4d6
Gargantuan	4d8
Colossal	8d6

Special Attacks: A Mommy retains all the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + 1/2 mommy's HD + Mommy's Charisma modifier unless noted otherwise.

Ear Pinch (Ex): With a successful one-handed grapple roll, the Mommy pinches the ear of a target, immobilizing said creature. This does not in any way immobilize the Mommy who can force the target(s) to move along with her. A successful Escape Artist or Grapple check will allow the target to escape as if escaping from a pin.

Cheek Pinch (Ex): With a successful unarmed attack roll, the Mommy pinches the cheek of a target while she exclaims "Awwenchooadowabble!". Unless the target makes a successful Will save, he/she is stunned for 1d6 rounds. This attack can be combined with the Babybabble to devastating effect.

Glare of Ill Will (Ex): A Mommy can crush an opponent's will by just looking into his or her eyes (many Mommies choose to affect an arched eyebrow for additional theatric effect). This is similar to a gaze attack, except that the Mommy must take a standard action, and those merely looking at it are

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not affected (although they will attempt to look anywhere else than at the mommy and her target). Anyone the Mommy targets must succeed at a Will save or fall instantly under the mommy's influence as though by a dominate person spell cast by a sorcerer of the Mommy.s level. With a successful save, the target merely suffers a -4 penalty on their next Will save. The ability has a range of 30 feet.

Gripe (Ex): The Mommy can gripe as a standard action (for example, "I used to have such a nice figure", "if all the other orcs jump off the bridge, would you too?", "that's alright, I'll be fine all by myself in the dark you go ahead and go play with your friends", etc). All creatures who has ever had a mother within a 30-foot spread must succeed at a Will save or become guilt-ridden for 2d4 rounds. Guilt-ridden characters suffer a -4 morale penalty on all checks and saves and must make an additional Will save or fall to their knees and beg forgiveness. This is a sonic mind-affecting guilt effect. A creature that successfully saves against the gripe cannot be affected by the same Mommy's gripe for one day.

Special Qualities: A Mommy retains all the special qualities of the base creature and those listed below.

Babyspeak (Ex): The Mommy bursts out into an incomprehensible babble that bears a slight resemblance to the language spoken by the mommy. This causes confusion as per the spell in all creatures not making a successful Will save hearing it within a 10 foot radius. Creatures making the save are stunned for one round as they try to understand just what the mommy is saying.

PsychoMama (Ex): When defending her spawn, aMommy can rage as a barbarian, any number of times per day, with unlimited duration.

Only one place at a time/There's only one of me (Ex): Mommies are immune to all spells and abilities that would copy the Mommy, such as *clone* and mirror dopplegangers.

Momma'sBoy (Ex): Any spawn of a Mommy suffers a -5 "Momma's Boy" (morale) penalty to all rolls to resist or escape their Mommy's attacks and abilities.

WombVision (Ex): A Mommy gains the ability to find any lost object once a day by admonishing the owner to "Look with your eyes, not with your mouth." The Mommy then enters a momentary trance during which they cannot perform any other action except querying the owner "Where did you have it last? Did you check under your bed?" after which they announce the location of the lost object, muttering "it's a good thing your head is attached, otherwise you'd lose that too."

Saves: as base creature.

Abilities: Increase from the base creature as follows: Wis +4, Cha +2.

Skills: Mommies receive a +8 racial bonus to Craft (Knit, Crochet, Repair), Heal, Intimidate, Listen, Perform(Melodrama), Profession (Cook), Search, Sense Motive and Spot Checks. Otherwise same as the base creature.

Feats: Mommies gain Alertness (eyes in the back of the head) and Endurance, assuming the base creature meets the prerequisites and doesn't already have these feats.

Climate/Terrain: Any land

Organization: Solitary, klatch (2-4), PTA (5-20), or family (1 plus 0-1 base creatures aka Daddy plus 1 or more mommy spawn aka children)

Challenge Rating: Same as base creature +1

Treasure: 10% coins, triple goods.

Alignment: Always lawful.

Advancement: By character class.

Mommy Weaknesses

Repelling a Mommy

Mommies cannot tolerate their own children becoming Mommies themselves (aka catching the Mommy's Curse), and cannot use their Special Attacks and Special Qualities against any other Mommies. When confronted with proof of their child being a Mommy, they collapse into a sobbing heap repeating, "She's all grown up now".

Bride of Portable Hole

Mommy Characters

Mommies are always lawful, which causes characters of certain classes to lose their class abilities as noted in the core rulebooks. In addition, Mommies gain levels more slowly (and are quite wont to remind everyone around them how they gave up their lives for their children) with an ECL of +3.

The mixed blessing that is life as a Mommy makes it unlikely to be seen as an adventurer, since the Mommy, while wishing to be close to her child or children, usually manages to drive them away. If the Mommy's child or children are not in the party, they will start to treat the entire party as their child which is charming at first, particularly with the influx of mended armor, crocheted mace cozies, and home-cooked meals, but gradually becomes more annoying and frankly unbearable when the Mommy refuses to let the adventurers go outside for fear of catching their death of a cold, or use swords or other pointed devices in case of putting out an eye.

Munchkin

Munchkins are not quite magical in nature, not quite psionic, but rather a combination of the two and much, much more. A munchkin is not limited to any one race, and is found evenly spread throughout the planes, often decked out in the most powerful of magical gear explaining, at length, to listeners about how they killed the evil dragon that had kidnapped the princess, and how it was really valiant as they were having an off day and had one hand tied behind their back and the flu at the time. They appear as the most beautiful members of their race, with attractive voices a large vocabulary and well proportioned physique.

Creating A Munchkin

"Munchkin" is a template that can be added to any creature (referred to hereafter as the "base creature"). The creature's type becomes "Munchkin." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12

Speed: Increased to 100ft.

AC: Natural Armor Improves by 10

Attacks: as base creature.

Damage: as base creature.

Special Attacks: as base creature.

Special Qualities: a Munchkin retains all special qualities of the base creature, and gains the following additional qualities.



Lucky I guessed its vulnerability! (Su): Once per combat, the munchkin may open the Monster Manual to the page of one of the monsters they are combatting and learn all there is to know about it. This is due to the munchkin's quasi-psionic nature.

NATURAL 20!!! (shields dice, looks around nervously) (Su): Once per day, as a free action, the munchkin can replace a single dice roll with a "natural" 20. This comes about due to the munchkins affinity with fate, fate's relationship with the cosmos, and lying.

Nuh-ah, because I've got like a plus fifty to AC! (Ex): Once per day the munchkin may deflect any incoming attack, by warrant of his ultimate coolness, and

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immediately make a counter attack, at his or her highest base attack bonus, as a free action.

Uhh, he's how big? BYE NOW! (Su): A munchkin may teleport, as per the dimension door spell, once per round as a free action. As cast by a 20th level sorcerer.

NO WAY! I'm a wizard, w-i-z-a-r-d for baators sake! (Su): On any spell of his or her choosing. The munchkin may totally ignore the recipient's spell resistance. The recipient also gets -10 to their save against the spell, if any. This, most likely, comes about from being the progeny of several different gods.

Course they stack!, I've read the rules haven't I? (Su): The Munchkin can make any bonuses stack with any other bonuses regardless of how un-related they may appear, for 1 minute per level per day.

Saves: The Munchkin's saves are all increased by 10 points.

Abilities: Increase from the base creature to 18, unless the base creature's ability is already higher. This only happens in game.

Skills: The munchkin's skill ranks all increase by 10, whilst in game, and now gains skills at the rate of 8 + Int modifier points per level.

Feats: All feat prerequisites are waived. Munchkins gain one feat for every two levels.

Climate/Terrain: As base creature.

Organization: As base creature.

Challenge Rating: As base creature + a quadzillion

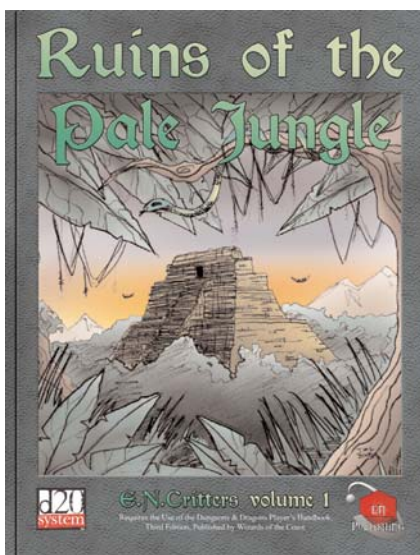
Treasure: Whatever the munchkin wants.

Alignment: The opposite of whatever would cause a negative effect on the munchkin. The munchkin may have multiple alignments at any one time.

Advancement: As quick as the munchkin wants.

ECL: Regardless of their amazing powers, Munchkins do not have an ECL.

HERE, THERE BE DRAGONS



Ruins of the Pale Jungle

Creatures of all Challenge Ratings from within the ancient Pale Jungle await to challenge your players and your adventures.

The Kid's Colouring Book o' Critters

Creatures from the minds of children, both a colouring book and a monster book for your d20 game.



Yee Mighty Sporting Goodes Shoppe

YOUR SOURCE FOR FINE EQUIPMENT SINCE YEAR 433

Yee Mighty Sporting Goodes Shop is open for business, bringing the best in name-brand sports equipment and padding to athletes and esoteric warriors city-wide.

This chapter details a variety of sporting and culinary equipment, primarily as weapons and armor, but also including some cooking gear and utensils that would be more useful in a kitchen (or for someone with the Profession (cook) skill) than on the battlefield.

Just about everything in this chapter is Open Game Content, except for these two paragraphs and the title of the chapter.

Obscure Weapons: Sporting Goods

Technically a sub-class of the Exotic Weapons group, persons non-proficient with sporting goods suffer a -4 penalty on all attacks with them. In addition, certain sporting goods have additional penalties applied to nonproficient users, as indicated in the weapon description.

Baseball Bat

The baseball bat is a long, thin weighted club. While somewhat less sturdy than a classic club, the baseball bat's weight and design makes it just as effective.

Bowling Rocks

Bowling rocks are much larger versions of giant throwing rocks. The smallest of these, listed on the table below, can be wielded by proficient wielders of large size or larger only. Anyone smaller finds the weapon to be more of a small boulder than a potential sport (besides perhaps mountaineering).

Bowling rocks are available in many larger sizes, with each size increase increasing the weight five-fold and increasing the damage by 2d6 points. Each size increase also requires a wielder of one size category larger than Large.

Cricket Bat

Essentially a paddle-shaped bat, somewhat shorter than a baseball bat. 4 and a half inches wide and 38 inches long. The weapon from a true gentleman's sport.

Darts, bar

Very small (4 inch long) metal tipped and bodied darts with a very fine and sharp head. These darts are traditionally thrown at exceptionally small targets from fairly close range.

Discus

A metal disc weighing 4 and a half pounds, designed to be thrown by rapidly spinning about before releasing the disc. Throwing a discus in this manner is a full round action, but it doubles the range and damage of the weapon, at the cost of a -2 circumstance penalty on the attack roll.

Table 6-1: Obscure Weapons - Sporting Goods

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Inc.	Weight	Type
<i>Light Weapons</i>							
Dart, Bar	5 sp	1	1	x3	10 ft.	5 lb	Piercing
Discus	5 gp	1d2	1d3	x3	10 ft.	5 lb	Bludgeoning
<i>One-Handed Weapons</i>							
Baseball Bat	5 gp	1d4	1d6	x2	5 ft.	4 lb.	Bludgeoning
Cricket Bat	10 gp	1d4	1d6	x2	-	5 lb.	Bludgeoning
Shotput	5 gp	1d6	1d8	x3	10 ft.	15 lb.	Bludgeoning
<i>Two-Handed Weapons</i>							
Hockey Stick	4 gp	1d6	1d8	x3	-	4 lb.	Bludgeoning
Bowling Rock	-	-	3d6*	x2	60 ft.	500 lb	Bludgeoning

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Hockey Stick

A long thin wooden pole with a scythe-like wooden blade at one end, used to propel small pucks or balls along the ground. Hockey sticks can be used for tripping attempts. If the wielder is tripped during his own tripping attempt, he may drop the hockey stick instead.

Shotput

Small metal spheres weighing up to 16 pounds, a shotput is treated as a large weapon when thrown (meaning that throwing it requires a full-round action and the thrower can't take advantage of a shield on the round it is thrown). A well-put shot can be a devastating weapon.

Obscure Armors: Sporting Goods

Various sports include armor and pads and other defensive equipment to reduce the incidence of injuries to players. These armors are generally better-fitted to the characters they are made for, reducing armor check penalties when compared to similar non-sporting armors. Unfortunately, it takes significantly more time to get in and out of sporting goods, and their arcane and obscure methods of construction and attachment make them very difficult for a novice to strap on effectively.

Persons without the Sporting Goods armor proficiency suffer the armor check penalty associated with the armor to all attack rolls and on all skill checks that involve moving, including Ride. Additionally, they cannot don the armor hastily, and the armor class bonus of the armor is always penalized by one point.

Football Pads

Football Pads are treated as light armor in most respects. They require 2 minutes to don, or 1 minute to don hastily, and 1 minute to remove. Football Pads provide DR 2/- against nonlethal damage.

Hockey Pads

Hockey Pads are lighter-weight than football padding. They require 2 minutes to don, or 1 minute to don hastily, and 1 minute to remove. Hockey Pads provide DR 1/- against nonlethal damage.

Hockey Goalie Pads

Hockey Goalie Pads are treated as medium armor in most respects. They require 6 minutes to don, or 2 minutes to don hastily, and 1 minute to remove. Hockey Goalie Pads provide DR 3/- against nonlethal damage.

Protective Cup

A protective cup protects the groin of the wearer. This provides a +1 bonus to AC when combined with nonsporting and non-heavy armors (heavy armor and all sporting armor includes a protective cup of one form or another). Note that a protective cup provides a 5% arcane spell failure, although we really don't want to see what the somatic component you were using was when you fail to cast it because of your protective cup...

Obscure Weapons: Culinary Equipment

Technically a sub-group of basic weapons, most people are at least semi-proficient in the use of cooking equipment. All persons are proficient with at least one culinary weapon of their choice. Persons proficient in all simple weapons are also proficient

Table 6-2: Obscure Armor - Sporting Goods

Armor	Cost	Armor Bonus	Max Dex Bonus	Check Penalty	Spell Failure	Speed (30 ft)	Speed (20 ft)	Weight
Football Pads	200 gp	+4	+5	-3	15%	30 ft.	20 ft.	25 lb.
Hockey Pads	100 gp	+3	+6	-2	10%	30 ft.	20 ft.	15 lb
Hockey Goalie Pads	1,000 gp	+7	+1	-7	45%	20 ft.	15 ft.	50 lb
Protective Cup	20 gp	+1	+8	-1	5%	30 ft.	20 ft.	1 lb.

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in all culinary weapons. In addition, for every 5 ranks of Profession (Cook) that a character has entitles him or her to a single Culinary Weapon Proficiency.

Cooking Set, Field

Just about everything needed to make food on the road. This kit includes two small pots, small skillet, kebab skewers, a whisk, kitchen knife, meat tenderizer, a large spoon / ladle, knives and spoons for four and a small assortment of spices and herbs (enough for 20 meals). Without this set, all Profession (Cook) rolls are performed at a -4 penalty. With this set, Profession (Cook) rolls can be made as normal, but only for groups of up to 4 people, or up to 8 at a -2 penalty. A masterwork version costs 200 gp and only weighs 7 lbs (but confers no actual bonuses to cooking rolls).

Cost: 20 gp, Weight: 15 lbs

Cooking Set, Household

This is the standard cooking set. It includes a selection of one large pot, two medium pots, two small pots, a large skillet, a medium skillet, a small skillet, a big cleaver and a small cleaver, four kitchen knives, a meat tenderizer, kebab skewers, whisk, stirring and serving spoons, and knives and spoons for twelve persons, as well as an assortment of spices and herbs. Without this set, all Profession (cook) rolls are performed at a -4 penalty. With this set, Profession (cook) rolls can be made as normal

Table X-X: Obscure Weapons - Culinary Equipment

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Inc.	Weight	Type
<i>Light Weapons</i>							
Cleaver, Small	3 gp	1d3	1d4	x3	-	2 lb.	Slashing
Cleaver, Big	5 gp	1d4	1d6	x3	-	3 lb.	Slashing
Kebab Skewer	2 sp	1	1d2	x2	-	1/4 lb.	Piercing
Knife, Kitchen	1 gp	1d2	1d3	19-20 / x2	10 ft.	1/2 lb.	Piercing
Meat Tenderizer	3 gp	1d2	1d3	x3	5 ft.	3 lb.	Bludgeoning
Pot, Small	1 gp	1d3	1d4	x2	10 ft.	3 lb.	Bludgeoning
Skillet, Small	1 gp	1d4	1d6	x2	10 ft.	4 lb.	Bludgeoning
<i>One-Handed Weapons</i>							
Pot, Medium	2 gp	1d4	1d6	x2	5 ft.	4 lb.	Bludgeoning
Skillet, Medium	3 gp	1d6	1d8	x2	5 ft.	6 lb.	Bludgeoning
<i>Two-Handed Weapons</i>							
Pot, Big Honking	4 gp	1d6	1d8	x2	-	8 lb.	Bludgeoning
Skillet, Big Honking	6gp	1d8	1d10	x2	-	12 lb.	Bludgeoning

for groups of up to 12 people, or up to 24 people with a -2 penalty. A masterwork cooking set costs three times the price of a normal set, and provides a +2 bonus on cooking rolls.

Cost: 100 gp, Weight: 75 lbs

Cooking Set, Fortress

This is a household cooking set, with additional settings for 120 people as well as several huge pots and skillets. It also includes a dog-driven rotisserie to cook meat evenly. It takes two cooks to use one Fortress set, and up to four can use it to reduce cooking times. With this set, Profession (cook) rolls can be made as normal for groups of up to 60 people per cook in the kitchen. A masterwork set of this scale costs three times the list price and provides a +2 bonus on cooking rolls.

Cost: 800 gp

Garnishing Kit

This collection of small strange tools is supposedly used to produce intricate garnishes and appetizers. It also looks like a very frightening selection of mysterious torture implements. The Garnishing Kit provides a +2 equipment bonus to cooking rolls for cooks with at least 6 ranks in Profession (cook), or a +2 scary-as-hell bonus on intimidate checks if it appears that it will be used as a torture implement.

Cost: 30 gp, Weight: 3 lbs

EN Armour: Chainmail Bikini

A REAL TEASE(R) FROM E.N. PUBLISHING by Ryan Rock

History

The chainmail bikini's history as actual armour is brief and obscure. In the 7th century, the Celtic warrior maiden Grace McCulloughan was threatening to lead her people against the local lord. Because honor would not let the lord battle a woman, he devised a way to trick McCulloughan into dying before the battle could take place. He hired a witch to craft a thin bodice and hip-covering of metal links, padded to ward off chafing. The witch then presented McCulloughan with the chainmail bikini, touting it as magically protective. The bikini, she said, would protect its wearer from all harm as long as she wore no other clothing.

Legend says that McCulloughan actually faced many warriors and defeated them without harm, owing in large part to the distraction provided by her revealing armour. When McCulloughan led her people to attack the lord who was oppressing them, however, she had the misfortune of planning the battle just in time for a fierce English blizzard. She froze to death before the battle began.

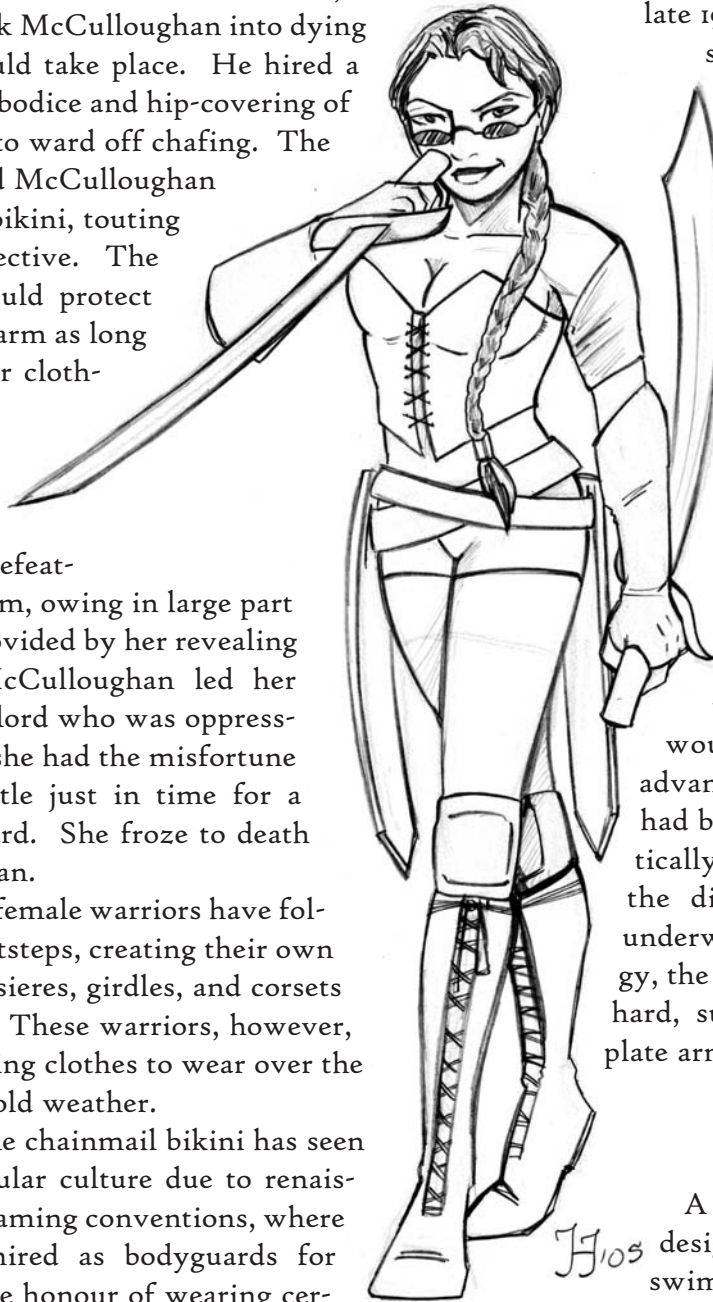
Since then, many female warriors have followed in Grace's footsteps, creating their own bikinis, thongs, brassieres, girdles, and corsets to be used in battle. These warriors, however, learned to always bring clothes to wear over the armour, at least in cold weather.

In recent times, the chainmail bikini has seen a resurgence in popular culture due to renaissance festivals and gaming conventions, where often women are hired as bodyguards for booths, and given the honour of wearing ceremonial chainmail bikinis. And sometimes cat-ears.

In truth, the brassiere did not come into wide use until the early 1900s, with corsets previously having been the primary method of shaping and supporting women's breasts. Various cultures have used different devices to support women's breasts, such as corset-like undergarments from Crete. The bikini as an article of clothing did not exist until the

late 1940s, when the two-piece swimsuit was given the exotic name in the aftermath of the testing of nuclear weapons in the Bikini Atoll. The word bikini should not logically exist in a fantasy setting.

Female warriors in history are rare, and references to their breasts are effectively non-existent, but likely most female warriors were of lithe build, or bound their breasts with wrappings. Even today, most female athletes are not as large-chested as the stereotypical fantasy heroine. If women in a fantasy world did indeed tend to be that curvaceous, it would not be surprising that advanced equipment like brassieres had been invented. Bras would practically be a survival device, and with the difficulty in creating effective underwire with pre-modern technology, the most logical materials would be hard, such as boiled leather or metal plate armour.



Statistics

A bikini is a two-piece garment designed for women originally as a swimsuit. The top consists of several straps and two pieces of fabric that cover and support the woman's breasts. The bot-

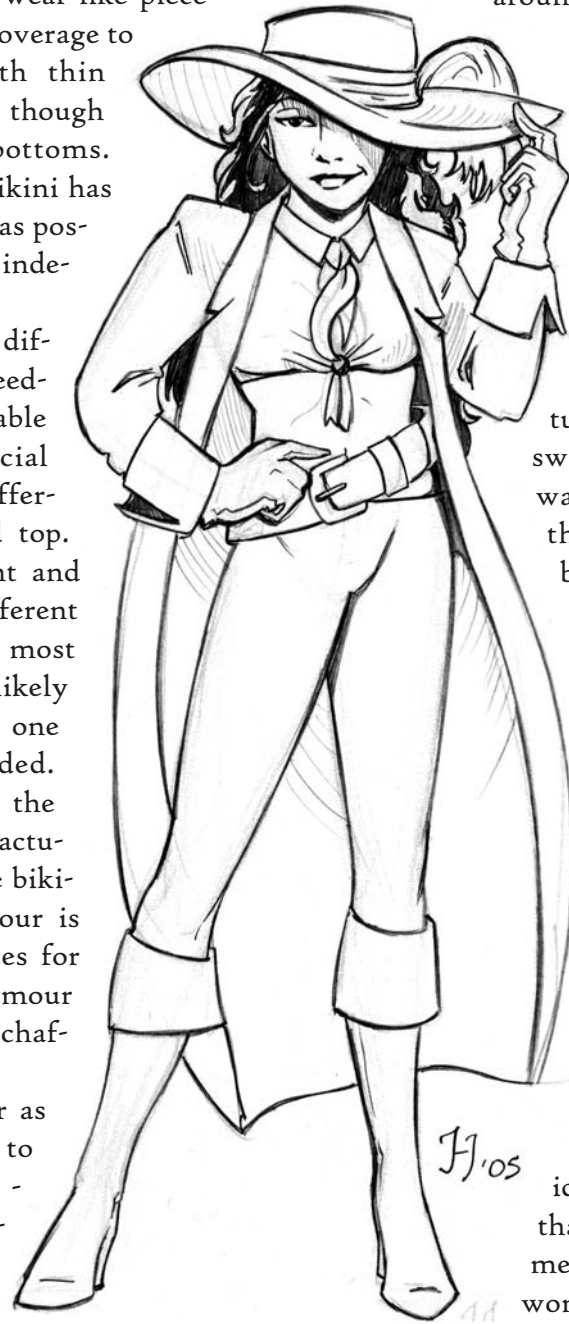
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tom is typically a brief, underwear-like piece of cloth, normally giving full coverage to the front and buttocks, with thin straps arching over the hips, though some bikinis have thong bottoms. Traditionally the intent of a bikini has been to show off as much skin as possible while avoiding tasteless indecency or total nudity.

Like any type of clothing, different sizing and tailoring is needed to make a bikini comfortable for the wearer, though special attention must be given to different sizes for the bottom and top. Two women of similar height and weight might have very different hip and chest sizes. Unlike most other armours, bikinis are unlikely to fit a wearer other than the one for whom it was intended. Magical bikinis resize to fit the wearer (and some cursed ones actually resize the wearer to fit the bikini), but mundane bikini armour is typically sold in separate pieces for tops and bottoms. All bikini armour has inside padding to prevent chafing.

Bikinis are difficult to wear as armour because they attempt to serve two competing interests - revealing the body and protecting the body. Special training is required to gain any significant defensive bonus from bikini armour, but a skilled warrior woman in a bikini can twist to catch a strike on the few bits of armour she is wearing, or indeed move in a distracting enough way that her opponent's concentration on the attack falters. Light bikini armour is flexible enough for even spellcasters to use it without drawback, and even the heaviest bikini armour, bikini fullplate, is still highly revealing and comfortable to wear if properly trained.

Different variations on chainmail bikinis exist



around the world, even in the same culture, with different bikinis being used for special purposes. Religious cults, especially those of fertility goddesses or misogynist gods, craft special pleasure bikinis and dominatrix bikinis, which are relatively ineffective in combat, but grant bonuses in very specific social situations. Seafaring cultures design their bikinis to make swimming in armour easier, and warrior cultures sometimes adorn their bikinis with spikes and blades. A few monastic orders even use bikinis as weapons in close combat and grapples, twisting the cords and bindings around foes' limbs to restrict their movements.

Bikini armour can be worn by males, though they look silly, and most males cannot qualify for feats and prestige classes that emphasize the bikini, as most require substantial breast size. Men tend to wear codpiece armour (including loincloths), which is statistically identical to bikini armour, except that it costs half as much because men's clothes never cost as much as women's.

The Bikini Armour Template

Bikini versions exist for practically any other type of armour in existence. 'Bikini' is effectively a template that can be applied to any existing armour. The Bikini template grants the following modifiers to normal armour. In all other ways the armour is identical to the base armour.

Cost: Double the base armour's cost. Do not double costs for special materials like mithral or

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adamantine.

Armour Bonus: The armour's bonus to AC is reduced by 6 except when the wearer benefits from Naked Defense.

Naked Defense: A wearer with the Exotic Armour Proficiency (Bikini) feat gains the full armour bonus of the armour when she is scantily-

clad. This bonus only applies against creatures that are physically similar to the wearer. See Naked Defense, below, for more information.

Arcane Spell Failure: The arcane spell failure chance is reduced by 15%. If the base armour is constructed of a special material that reduces arcane spell failure, such as mithral, they do not stack. Use

Naked Defense

In many pulp movies, particularly those of a swashbuckling nature, armour is almost never used. It slows down the combatants and keeps the audience from enjoying the sight of beautiful people. To emulate this style, the game master may use the optional rule of Naked Defense.

This rule is not really optional if you're using the material in this book. Without this rule, chainmail bikinis are as useless in the game as they would logically be in real life.

There are a total of eight body slots that count as clothes for the purposes of nudity, as follows. Note that these slots are not identical to the magic item body slots, since wearing rings or eye lenses won't keep people from seeing your naked flesh.

- o Headwear - headbands, hats, helmets, and phylacteries.
- o Neckwear - amulets, brooches, medallions, necklaces, periapts, and scarabs.
- o Armour or robes (worn over a vest, vestment, or shirt).
- o Chestwear - vests, vestments, and shirts.
- o Legwear - pants, and skirts.
- o Underwear - panties, bras, boxers, briefs, codpieces, bikinis, and thongs.
- o Cloaks, capes, and mantles.
- o Armwear - bracers, bracelets, gloves, and gauntlets.
- o Footwear.

A character is considered scantily-clad if he or she is wearing no armour or robes, chestwear, or legwear (partial chestwear and legwear is allowed, such as torn shirts and short shorts). Hats, necklaces, cloaks, gloves, and shoes don't count against

being scantily-clad, nor do carried items like weapons, wands, or spell-component pouches.

A scantily-clad character gains a +1 armour bonus to AC. A completely naked character gains a +2 armour bonus to AC.

Underwear armour (i.e., bikini and codpiece armour) takes up only the underwear body slot, and provides a full armour bonus to the character if he or she is scantily-clad. This is in place of the +1 armour bonus from being scantily-clad.

The naked defense bonus (including the full armour bonus of underwear armour) only applies against creatures that are physically similar (i.e., creatures that share at least vaguely similar concepts of beauty). For humanoids, this increase applies against other humanoids, fey, giants, monstrous humanoids, and outsiders, as well as templated intelligent creatures that used to be one of those creature types. Naked defense does not help much in defending against tentacled aberrations, clothing-devouring oozes, or mindless creatures like constructs and undead. Likewise, you do not gain the bonus to AC against creatures that cannot see you. Smart combatants may close their eyes to have a better chance to hit.

The Improved Naked Defense feat provides the necessary training to defend against any intelligent creature.

If the player has a picture of his or her character that is pretty, or if the character's clothes were torn to reach the current state of nudity increase the bonus by 1. While a heavy ball-room gown is pretty, one that has been cut so to shreds that it looks like its ready to fall off is *hot*.

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the better of the two reductions.

Donning: Donning light bikini armour takes 2 rounds, or 1 round to don hastily. Medium and heavy bikini armour takes 1 minute, or 5 rounds to don hastily. Half-plate and full plate bikini armour takes 4 minutes to don, or 1 minute to don hastily.

Removing: Removing light bikini armour is a move action. Removing medium or heavy bikini armour takes 2 rounds, and removing half-plate or full plate bikini armour takes 1 minute.

Weight: The base armour's weight is reduced to one-fifth of its normal weight, but it does not count as being a lighter armour type, because fighting in a bikini is just awkward.

Hit Points: Bikini armour has one-fifth the hit points of the base armour.



Codpieces and Torn Shirts:

Chainmail bikinis and their ilk are designed primarily for women, but a man with Exotic Armour Proficiency (bikini) can benefit from bikini armour's defense. Most men, however, would rather take Exotic Armour Proficiency (codpiece), which lets the character defend himself with the strength of such exotic armours as the torn shirt (a variant of padded armour that counts as underwear, not chestwear), the studded leather loincloth (stud-

ded leather in codpiece form), the traditional codpiece (equivalent to breastplate), and the war codpiece (equivalent to full plate). Spiked codpieces are particularly popular.

The full Monty

The full EN Armoury - Chainmail Bikini book contains the full-figured scoop on the chainmail bikini, but wait, there's more. You'll also find:

- " Statistics, history, and rules variants of the chainmail bikini.
- " Other sexy armour for women and men.
- " Rules to craft masterwork bikinis.
- " Feats, prestige classes, and magic items of neurotic fantasy.
- " Pretty pictures.
- " Rules for conducting beauty contests.
- " The folk tale of the magical armor of Quick Don, priest of Elea.
- " Rich, fancy clothes for every occasion.
- " Enough make-up, jewelry, funny hats, and canes to choke a gnoll pimp.

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Bed, Body and Boudoir

DWARVEN ALCHEMICAL CONCOCTIONS for the HARDY ADVENTURER

Heidigirt is a matronly dwarf, who started out as an adventurer and was hailed as the savior of the Thickwood village, running off the vermin infesting the fields. Never too bright to begin with, she took a few too many thumps on the head and finally with encouragement and finance from her adventuring companions, settled down to live a quiet life and eventually opened this store. It is likely that without her friendly and capable employee Marqesh, the store would go under. Heidigirt is not the best alchemist in the world. Well, she's not even a fair alchemist.

While she features many products, ranging from soup to soap, her better selling items are the ointments she concocts to "improve ones chances at love". Her best selling perfume is Parfoom de Odour at 50 gp for a 5 dose bottle. What she fails to realize is that adventurers use it as bug repellent. Any encounter dealing with vermin for 4 hours can be considered missed. DC 15 to create.

She has recently developed two new items that have become better sellers than she expected. The first is "Heidigirt's Body Butter". This oil, applied like any other oil, is crafted from 7 different herbs and spices, each chosen for their quality as aphrodisiacs. However the buyer must beware, as this body oil was designed to attract orcish, ogre and goblinoid males. You see, Heidigirt mashed together the original batch for her half-orc employee, Marqesh. Marqesh was depressed about her love life and Heidigirt felt she should help her friend.

When applied, the aroma lasts for 2 hours and when sniffed by any male with orc, ogre or goblin blood, the wearer gains a +2 bonus to Diplomacy, Bluff, Gather Information and any attempts at seduction. It also repels pretty much everyone else for an equal amount of time.

Cost: 30 gp for a single use pot, 75 gp for a jumbo batch of 3 uses. DC 15 to create.

The second is "Marq of Keesh's Face Cleanser". This appliqué was the idea of Marqesh, after her first date thanks to the Body Butter. For a lady of the evening, or anyone else who can't be bothered with messy and time consuming clean up of make-up, this unguent is slathered on the face and peeled off when dry, usually 30 minutes later, (Yes, sometimes "time consuming" is relative). This unguent removes all make up, dirty, and oil. It also softens blemishes, hiding them for 1 hour. It also removes hair, including eyebrows, should they be covered with the cleanser.

Cost: 50 gp for a pot with 3 uses. DC 15 to create.

Heidigirt Clanhaven: Female Dwarf Fighter 1/Adept 3; CR 3; Medium-size Humanoid (dwarf); HD 1d10+2 plus 3d6 +6; hp 30; Init +6; Spd 20 ft.; AC 18 (+2 Dex, +5 armor, +1 ring); Melee greatclub +3 (1d10+1); Ranged longbow +4 (1d8/crit x3); SQ: Dwarven abilities, Spells, Summon Familiar; SV Fort +5, Ref +3, Will +4; Lawful Good

Abilities: Str 12, Dex 15, Con 14, Int 9, Wis 13, Cha 10.

Skills and Feats: Climb 5, Craft (Alchemy) +6; Improved Initiative, Dodge, Skill Focus (Craft Alchemy), Alertness (from her toad familiar, named Prince Charming).

Equipment: Breastplate, greatclub, +1 Ring of protection, potions of cure light wounds x3, longbow and 20 +1 arrows. Also owns Bed, Body and Boudoir.

Spells readied: Cure minor wounds, mending x2, sleep, comprehend languages, protection from evil.

Bride of Portable Hole

Better Living Through Chemistry

STRANGE AND STUPID USES OF THE ALCHEMY SKILL

Alchemy is the bread-and-butter of many lower-level wizards and sorcerers (since the skill is practically exclusive to their professions). But it's not all about alchemist's fire and tanglefoot bags. These are the principle bread-winners of the Alchemist's trade, sold to adventurers world-wide, but there are other substances created via the labs of concerned alchemists that have come to light.

All the material in this chapter (starting at "Base Alchemy", below) is released as Open Game Content, including the drug rules and sample drugs.

Base Alchemy

Stink Bomb

The simplest alchemical concoction, a stink bomb is a small vial of very smelly goo. When broken (usually by being thrown at someone), the target begins to reek with extreme odours. This causes the target to suffer a -1 circumstance penalty on all non-combat related checks due to distraction from the smell until the Stink is washed off. Additionally the character can be detected by creatures with the scent ability at four times the normal distances.

Making a Stink Bomb requires only the most rudimentary alchemical laboratory and has a DC of 10.

Cost: 5 gp, Range Increment: 10 ft., Weight: 1 1/4 lb

Nausea Bomb

The most extreme version of the Stink Bomb, Nausea Bombs are the epitome of stink. Anyone hit by a Nausea Bomb must make a DC 15 Fortitude save or suffer as from Nausea for 1d6 rounds, afterwards being affected as if by a Stink Bomb.

Making a Nausea Bomb requires a full alchemical lab and has a DC of 20.

Cost: 60 gp, Range Increment: 10 ft, Weight: 1 1/4 lb

Instant Water

A staple of extremists in the Snake-Oil trade (see below), Instant Water is a white powder that becomes water when... yes, you add water. Making and selling a gallons worth of Instant Water requires a small quantity of salt and a DC 25 Bluff check.

Cost: 5 gp, Weight: none.

Snake Oil

Snake Oil is an all-purpose cure-all. It is used to cure diseases, as an anti-venom and to prevent bad breath, cavities and athlete's foot. Snake Oil comes in two varieties, Snake Oil and Masterwork Snake Oil. Ingesting Snake Oil that you BELIEVE is masterwork Snake Oil provides a +1 placebo bonus on your next Fortitude save within 12 hours. Placebo bonuses do not stack with ANY other bonus. Ingesting Masterwork Snake Oil provides a +1 alchemical bonus on your next Fortitude save within the next 24 hours.

Making Masterwork Snake Oil requires a full alchemical lab and has a DC of 25. Normal Snake Oil only requires a rudimentary lab and has a DC of 5.

Cost: 1 gp (30 gp for Masterwork), Weight: 2 lb

Drugs

"We would like to remind all shoppers that drugs can be purchased with cash only, and there are no guarantees or refunds available for those not content with the high provided nor the after-effects experienced. "Bad Trip" insurance is available with the purchase of some drugs for a significant fee. Sorry, but no refunds or exchanges on used drugs."

- Thieve's Guild Notice

Drugs are notated much the same way as poisons. Complete rules for creating new drugs for your d20 game will be included in a more serious urban sourcebook planned for a 2006 release.

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Drug notation includes the following categories: The **type** of the drug indicates how it is consumed and what the Fortitude DC is to avoid its primary effects and **primary effects** eliminates the need to check for the after effects. As usual, a character may elect to fail any saving throw. The **duration** indicates how long the primary effects last. At the end of the duration, the drug taker must make a second Fortitude save to resist the **after effects**. Damage dealt by after effects must be healed as normal. Additionally, each drug has an **addiction base** and **addiction modifier**. Whenever a drug is taken in times of stress, or is taken regularly for a few days, a Will save has to be made against the total of the addiction base plus any addiction modifiers gained in the past 30 days. Failure indicates that the character has an addiction to the drug in question and must take daily doses of it or suffer the after effects of the drug every day that they don't get their fix.

Pharmacology

Pharmacology is an offshoot of Alchemy involving the use of modified and processed herbs, fungi, resins, roots and other organic components to produce mood and conscious-altering drugs and narcotics. While this is often the practice of experts, wizards and sorcerers, the business that often results from these creations usually falls under the discretion of the local Thieve's Guild.

In time, some rogues learn the arts of pharmacology in order to take full reign over the business of pleasure. Rogues with this ambition usually take the Pharmacist feat.

Pharmacist [General]

You know how to make and harvest pharmaceuticals.

Prerequisites: Alchemy skill, Int 13+

Benefits: Alchemy is always a class skill for you. You also gain a +2 competence bonus on all Alchemy and Appraise rolls involving pharmaceuticals.

Normal: Yo, look man, drugs!

A new save against addiction can be attempted every three days that an addict remains clean. (that he doesn't take the drug).

Goof Balls

These ingested capsules of herbs cause euphoria and bizarre behaviour.

Type: Ingested DC 15; *Primary Effect:* -1d6 Wisdom, -1d6 Intelligence; *Duration:* 1 hour; *After Effects:* -1d2 Wisdom, -1d2 Intelligence; *Addiction Base:* DC 10; *Addiction Modifier:* +1 DC / 2 doses taken.

Hobbit Pipeweed

A euphoric, mildly hallucinogenic pipe tobacco made famous by the halflings who seem to live on the stuff. Hallucinations caused by Pipeweed cause a 10% miss chance and a 10% spell failure chance.

Type: Inhaled DC 14; *Primary Effect:* -1d2 Wisdom, Mild Hallucinations; *Duration:* 1 hour; *After Effects:* 1d3 subdual; *Addiction Base:* DC 5; *Addiction Modifier:* +1 DC / 3 doses taken.

Morphine

An injected opiate, morphine is the standard fix for the Junk Zombie. It is a potent analgesic that clouds thinking.

Type: Injected DC 18; *Primary Effect:* +1d6 Constitution, -1d3 Wisdom, -1d2 Dexterity; *Duration:* 2 hours; *After Effects:* -1d2 Wisdom, 1d8 subdual; *Addiction Base:* DC 15; *Addiction Modifier:* +1 DC / dose taken.

So, this guy walks into a tavern and sits down at the bar. The bartender looks over and see that he has a FLUMPH growing out of the top of his head. The bartender (not wanting to be inhospitable) walks up to the man and asks, " So, buddy, how did this happen to you?" The FLUMPH looks down at the tavern owner and says, " I don't know, It started out as a pimple on my butt."

Bride of Portable Hole

Devious Drinks

from our friends at Dark Quest Games



Ale (Brew)

Consumption Serving/Type: 1 mug (1 pint)

Serving Cost: 4cp per mug

Base Intoxication Check: Fortitude Save (DC: 5)

Intoxication Compounding: +1 to Base DC per every each additional serving (1 goblet)

Primary Intoxication Effects: Con+2, Int-2, -2 penalty to Wisdom and Dexterity based skill checks and a -3 penalty to Concentration checks.

Secondary Intoxication Effects: Intoxicated consumer must make an additional Fortitude save (DC: 10) once every 2 hours during intoxication and hangover duration or be overcome with nausea for 1d4 rounds.

Hangover Effects: Nausea (see secondary intoxication effects)

Intoxication Duration: 1d4+3 hours

Hangover Duration: 1d4+2 hours

Source Plant: Grains

Supporting Geography/Cultures: Typical fantasy culture, cold to warm climates

Real World Origins: Europe

Description: Ale is a very common alcohol and considered in many ways to be the "grandfather of brews". It is a bit heavier and bolder in body and flavor than lager beer, but is the common brewed beverage in most lands.

Mead (Brew)

Consumption Serving/Type: 1 mug (1 pint)

Serving Cost: 5cp per mug

Base Intoxication Check: Fortitude Save (DC: 6)

Intoxication Compounding: +2 to Base DC per every each additional serving (1 goblet)

Primary Intoxication Effects: Con+1, Int-2, -3 penalty to Wisdom and Dexterity based skill

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checks and a -3 penalty to Concentration checks.

Secondary Intoxication Effects: Intoxicated consumer must make an additional Fortitude save (DC: 10) once every hour during intoxication and hangover duration or be overcome with nausea for 1d4 rounds.

Hangover Effects: -1 penalty to Wisdom and Dexterity based skill checks

Intoxication Duration: 1d4+2 hours

Hangover Duration: 1d4+2 hours

Source Plant: Honey (from various plant sources)

Supporting Geography/Cultures: Typical fantasy culture, cool to warm climates

Real World Origins: Various: Mead traces back to sources in Egypt, Rome, Greece, the Netherlands, and Europe

Description: Mead, often referred to as the "nectar of the gods" is a popular drink that is derived from fermented honey. Though the most common mead recipes call for nothing more than some fresh spring water, natural yeast, and honey, there's been many a mead maker who has experimented with the addition of various herbs, spices, and flavorings.

Though the drink is also highly respected and favored amongst nobles and aristocrats, mead is drunk in much of the same spirit as one would enjoy ale or beer, and mead laced laughing and singing can be heard echoing from the taverns and public houses of the commoners.

Frogslush

Serving Size: 1 goblet

Price Rate: goblet 4 gp, Bottle 18 gp

Difficulty Class: 18

Benefit: Character gains a +2 towards saving throws against fear and illusionist spells.

Benefit Duration: 1d4+3 hours

Compounding: 5

Side Effect: The consumer is completely blitzed by the intoxicants of frogslush and is overwhelmed by visual and audible hallucinations. Though the consumer can actually see and hear to some degree their perception is so distorted that the consumer is treated as being blind and deaf for the duration of the side effects.

Side Effect Duration: 1d8+4 hours

Description: In the deepest of the most foul temperate swamps live tiny little multi-colored frogs that grow to be no more than one half an inch in length. These prismatic looking amphibians, though placid in nature, contain a mild hallucinogenic extract that intensifies when the whole body of the frog is sealed in a container of swamp root distillation and allowed to ferment. The swirling, rainbow colored fluid is then removed and drunk for its curious effects.

Frogslush is served cold with the bodies of the tiny little frogs still floating around in the foul distillation. While the taste of the beverage is horribly bitter the drink still remains quite popular due to its beneficial properties. Anyone with enough fortitude to stand the consumption of the beverage gains a temporary resistance to the effects of fear and illusionist spells. Drinkers who succumb to the side effects of frogslush are reduced to hearing colors and seeing sounds.

Popular Brands: Toady Toe (**), Swamp Splotch Gold (***), Old Grunte's Magic Juice (****), Swamp Hag's Summer Special (*****)

Liarfig Wine

Serving Size: 1 goblet

Price Rate: goblet 5 gp, bottle 18 gp

Difficulty Class: 16

Benefit: Character gains a +1 to Bluff checks.

Benefit Duration: 3d6+4 hours

Compounding: +5

Side Effect: The consumer is unable to tell the truth whatsoever. In fact, the side effects of liarfig intoxication is so great that the consumer is reduced to a state of nearly incoherent babbling where anyone around the consumer must knock the drunkard unconscious or be forced to listen to the longest, most unbelievable of stories.

Side Effect Duration: 2d8+2 hours

Description: Liarfigs come from a magical tree that is both praised and shunned by thieves and con artists alike. Liarfig wine, a fermented concoction of the tree's fruit, captures the concentrated essences of the plant's mystical properties.

Whenever one manages to drink of the wine and suffer no ill side effects the consumer finds it rather

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easy to bluff even the most skeptical. If too much is consumed, however, the drinker falls under the full influence of the liarfig's properties and are inspired to spend the entire evening babbling out one unbelievable yarn of a tale after another.

The wine is a sparkling, green gold tinted beverage with a dry yet sweet flavor.

Popular Brands: Babbling Mule Summer Stock (*), Dancing Damsel Golden (**), Old Yarn Green (***), Goblin's Green Grin Special Vintage (****), Storyhouse (*****)

Maidenblind

Serving Size: 1 goblet

Price Rate: goblet 8 gp, Bottle 35 gp

Difficulty Class: 15

Benefit: Character gains a +2 towards Diplomacy checks when making an attempt to seduce another individual in a romantic manner.

Benefit Duration: 1d6+4 hours

Compounding: 3

Side Effect: The consumer is unable to distinguish between sexes and believes that everyone that they happen to bump into is actually a member of the gender of the consumer's romantic preference.

Side Effect Duration: 1d8+4 hours

Description: Maidenblind is a fermented distillation that contains the extracted essences of numerous natural aphrodisiacs and mood altering psychotropics. Mixed with grain alcohol in order to provide bulk and an extra intoxicating "kick" Maidenblind is sealed and allowed to age for an average of three years. The final product is a distilled spirit that is a shade of pale lavender in coloration and mildly sweet to the tongue with a hint of a flowery taste.

Popular Brands: Lady Lavender (***), Pleasing Meadow Purple White (****), Old Smooth Lips (*****)

Peppafire

Serving Size: 1 mug

Price Rate: mug 2 gp, gallon 12 gp

Difficulty Class: 15

Benefit: Character gains temporary immunity to cold spells and effects.

Benefit Duration: 2d6+4 hours

Compounding: none

Side Effect: The concentrated essences of peppafire react with the character's stomach acids, forming an extremely combustible gas that releases itself from the consumer's body in a single, massive bout of flatulence. When this gas exposes itself to air the flatulence ignites, forcing the consumer to succeed a Fortitude save (DC: 18) or take 4d6+2 points of fire damage.

Side Effect Duration: Instantaneous

Description: Peppafire is a variant of brew that has been enhanced with the oils of a dozen blistering hot pepper plants and a specially prepared alchemical extraction of the essence of lesser fire elementals. Though the actual taste of the drink is quite pleasing the spiciness combined with a natural heat that causes the drink to constantly bubble and boil makes peppafire brew virtually impossible for most individuals to drink, much less digest. The coloration of peppafire shifts from brilliant yellow to orange to red as it is stirred and sloshed around.

Popular Brands: Olde Hearthmug Special (**), Winterflare (***), Running Fire Ox Premium Bold (****), Buxom Bertha's Blister Brew (*****)



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d20 Drinking Games

from our friends at Dark Quest Games

Belch-A-Gulp

Whenever someone in the bar belches other than the patrons playing belch-a-gulp, all players must drink down 1/3 a serving of alcohol.

Game Mechanic Rules: This game can be reasonably easy or intense, depending upon the size of the crowd in the tavern. Use the chart below to determine how much belching will go on in a tavern:

Patrons:	Belching Frequency:
1-5	Every 1d4+5 minutes
6-10	Every 1d4+3 minutes
11-15	Every 1d4+1 minutes
16-20	Every 1d12+10 rounds
21-30	Every 1d8+8 rounds
31-35	Every 1d8+5 rounds
36-40	Every 1d6+5 rounds
41-50	Every 1d6+4 rounds
51+	Every 1d6+3 rounds

Copperflip

The players attempt to bounce a copper piece off the table and into an empty goblet. Whenever a player misses they must drink 1/3 a serving of an alcoholic beverage. If the player manages to land a coin in the goblet than all of the other players must consume 1 full serving of an alcoholic beverage.

Game Mechanic Rules: Bouncing a copper piece into the goblet is fairly challenging (DC: 12) and Dexterity bonuses/penalties apply.

Drunken Fate

Also known as "Drink Or Dare", the players each roll a die. On an odd roll they must drink a particular amount of alcohol. On an even roll they must perform an activity.

Game Mechanic Rules: Each player rolls 1d6 and consults the chart below.

Roll:	Activity:
1	Drink 1/3 a serving of alcohol
2	Pick a serving wench or bouncer of your choice and rush up and kiss them.
3	Drink 1/2 a serving of alcohol
4	Pick another patron (other than one of the players) of your choice and yell out a random insult at them.
5	Drink a full serving of alcohol
6	Pick another patron (other than one of the players) of your choice and make every attempt possible to force them up out of their seats for a brief round or two of dancing.

Out The Hatch

This is a fairly easy game but is usually played out only in the most crowded and roughest of bars. Each time a drunken, unruly patron is thrown out of the tavern each player must drink a full serving of alcohol.

Game Mechanic Rules: To determine the degree of time that each patron is thrown out use the chart below (note: this game is usually only successful in very rough bars. The patron may be forced out by a bouncer, the bar tender, or even another

Almost Serious?

Time for a disclaimer here, kids.

We are in no way advocating the use or manufacture of illicit narcotics and other prohibited drugs. As a matter of fact, the abuse of alcohol is pretty nasty, too, so don't do it. Addiction isn't funny. These rules are here to add verisimilitude to some campaigns and because you can't have a "Reefer Madman" without reeferers!

Here comes the mandatory "War On Drugs" blurb. According to a Lot of People Who Appear To Know What They're Saying:

Drugs are bad. They mess you up. They destroy the moral fabric of our society, support organized crime, pay for terrorism, and cause health problems, too. Don't do drugs. Etc. Etc.

Okay, back to the topic at hand.

These rules are pretty useable in just about any d20 game, with the drug rules setting the basic framework of the upcoming Blackhammer Project/New Tribes "d20 Drug Lab" system.

The Snake Oil is a staple of many pre-industrial cultures where medicine is expected to be better than it is, or where snake oil salesmen travel from town to town (often attached to Gypsy camps and so on).

Bride of Portable Hole

er patron other than the players of the game). The amount of patrons is determined at the beginning of the game for the purposes of the chart. If the tavern happens to have an excessive amount of people suddenly entering or leaving them readjust the tavern's total occupants for the purposes of rolling.

Patrons	Frequency
Up to 10	Every 2d20+30 minutes
11-20	Every 2d12+10 minutes
21-25	Every 1d12+10 minutes
26-30	Every 2d6+8 inutes
31-35	Every 1d8+8minutes
36-40	Every 2d4+5 minutes
41-45	Every 1d6+5 minutes
46 or more	Every 1d6+3 minutes

Hello Goodbye

This is another easy drinking game that involves traffic in and out the tavern door. Everytime someone enters or leaves the players must drink 1/2 a serving of alcohol.

Game Mechanic Rules: To determine the degree of time that each patron enters or leaves use the chart below. The amount of patrons is determined at the beginning of the game for the purposes of the chart. If the tavern happens to have an excessive amount of people suddenly entering or leaving them readjust the tavern's total occupants for the purposes of rolling.

Patrons	Frequency
Up to 10	Every 1d12+15 minutes (1d2 entering or leaving)
11-20	Every 1d8+10 minutes (1d4 entering or leaving)
21-30	Every 1d8+5 minutes (1d4 entering or leaving)
31-40	Every 1d6+3 minutes (1d4 entering or leaving)
41-50	Every 1d4+3 minutes (1d6 entering or leaving)

A Portable Hole full of Beer?

Ages ago a gaming magazine published a quiz to determine how much of a... well... a munchkin you were really. And one of the questions asked about portable holes... and they do hold a LOT of beer.

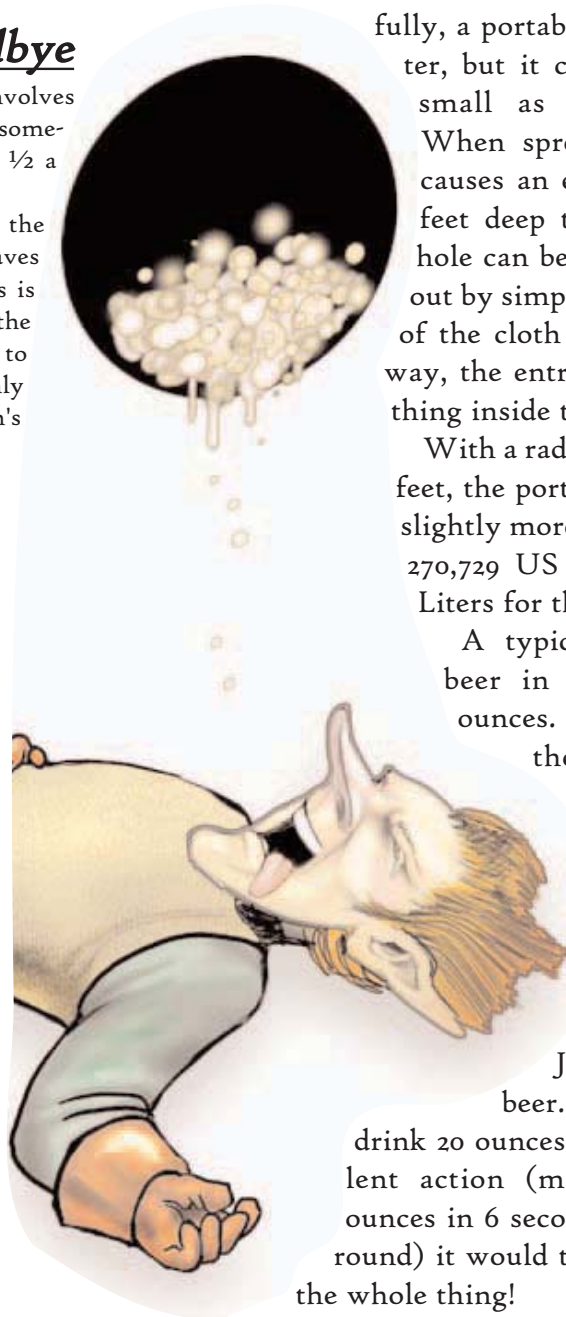
But how much beer?

A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

With a radius of 3 ft and a depth of 10 feet, the portable hole has a volume of slightly more than 282.743 cubic feet or 270,729 US Fluid Ounces (or 8006.4 Liters for the rest of the world).

A typical bottle of commercial beer in this day and age is 12 ounces. In other words, there is the equivalent volume of 22560.75 bottles of beer (or over 940 cases of beer) in a full portable hole.

Even for someone with the "Drinkin' Man" ability (like the Jock), that.s a LOT of beer. Even if we allow him to drink 20 ounces of beer per move-equivalent action (meaning he can chug 40 ounces in 6 seconds using two actions per round) it would take over 11 hours to quaff the whole thing!



Reality Check

PREVIEWS of UPCOMING "D&D" REALITY TV PROGRAMMING by Dextra

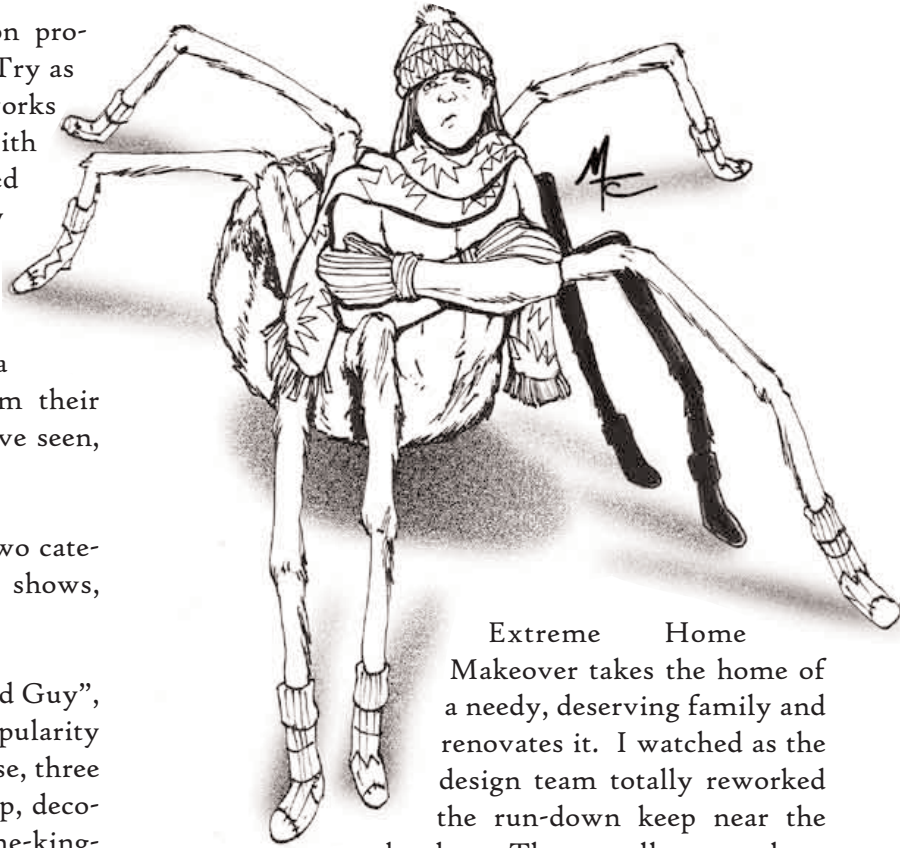
Over the past few years, reality television programming has been taking over the airwaves. Try as I might, avoiding the insipid shows, the networks have finally managed to catch my attention with the latest "Dungeons & Dragons"-inspired shows in the pipe for next season. Apparently the drastic increase in popularity of the popular fantasy role-playing game has incited multi-media to include some more gamer-friendly content. This would appear to be a desperate attempt to lure gamers away from their tables, dice, and computers, and with what I've seen, it might even succeed.

The new programming seems to fall into two categories: injecting D&D content into existing shows, and revamping old shows with D&D themes.

Of the latter, we have "Evil Eye for the Good Guy", an obvious attempt to capitalize upon the popularity of *Queer Eye for the Straight Guy*. In this case, three witches travel the land, offering style, makeup, decorating, cooking, and plotting-to-take-over-the-kingdom advice to local royal family members. Although I know I'll be able to put the spot removal technique they demonstrated to use some day, this show smacked too much of the Scottish Play for me to feel real comfortable. Besides, who can honestly find eye of newt and tongue of frog at the local grocer's?

My favourites were the first type. I got to see "Trading Spouses: Meet your New Mommy", "Extreme Home Makeover", and "Nanny 911". I've never liked "Cops" so I took a pass on that one- how many drunk druids being pulled over on their flying monoliths does one really need to see?

The episode of *Nanny 911* I saw really struck a chord with me, as a parent. When Shub-Niggurath cried out "Iä! Iä!" I could really sympathize. The old goat had really let things go, and needed professional help. That nanny really had her work cut out for her, trying to handle the thousand young, but she did her profession proud, getting them on track and on schedule.

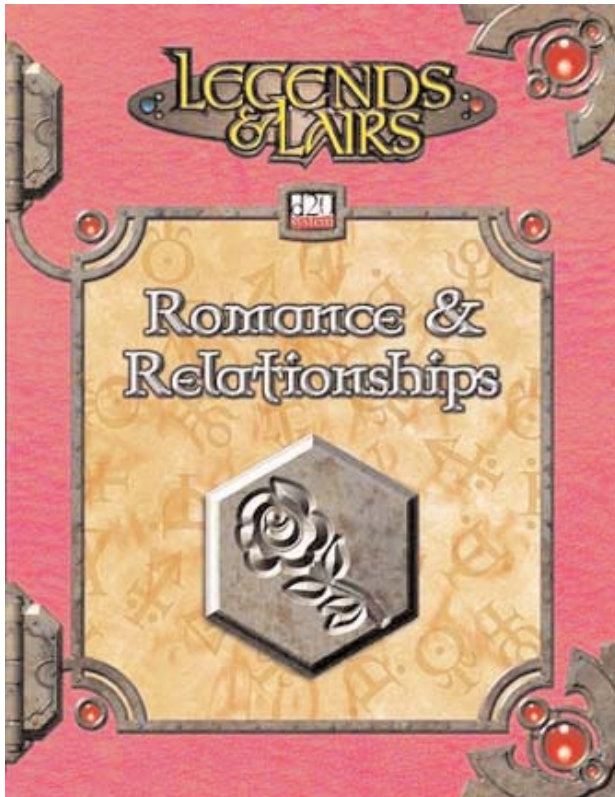


Extreme Home Makeover takes the home of a needy, deserving family and renovates it. I watched as the design team totally reworked the run-down keep near the border. The castellan was long dead, and things were looking desperate, but the design team did a great job, updating the look of the stone walls with some more contemporary tapestries and using some recessed sconces to let the light wash down bringing out the highlights. It was quite touching, and gave me some ideas for my own home decor.

By far, the best was *Trading Spouses*. For those of you unfamiliar with the concept, two mothers trade places for a week, taking over the matronly duties in the other's household, then return to see how their replacement spent some prize money for the family. In this episode, a demon spider queen traded places with a halfling goddess of the hearth. Not being a brilliant housekeeper myself, I laughed out loud when little Yonni kept trying to sweep away all the cobwebs from the Abyssal domain of Lilith. I actually shed a tear when one of Lilith's driders commented "At first it was a bit awkward, but having a matriarch who doesn't try to eat her young grows on you after awhile. I'll miss my new 'lil momma."

2003 in REVIEW

HOT PICKS FROM 2003, Reviewed by Ryan Rock



Romance & Relationships

Fantasy Flight Games, Inc.
Greg Benage & Wil Upchurch



As many of my friends and co-writers know, my girlfriend recently broke up with me, so it was especially poignant when FFG sent me a review copy of *Romance & Relationships*, their d20 System product of dating and affection. After reading over it a couple times, mulling over it, brooding about the fact that I'm single, then trying it out in my game and crying for a little while when I was by myself, I can confidently say this is the best d20 product on romance that I've seen so far.

For the technicalists out there, *Romance & Relationships* is written by Greg Benage and Wil Upchurch, and clocks in at 176 tastefully-illustrated

pages. I should know how tastefully they're illustrated, because some of the interiors are done by my very own ex-girlfriend, Jessica Jones. She mostly did illos of guys looking charming and dazzling, and I know it wasn't me she was using as a model.

Well, anyway, on to the contents.

Contents

The introduction is a noble, beautiful piece of writing about the importance of romance and love in enhancing classic fantasy stories, and it gives an examples from the authors' own history, when their characters professed to each other their undying love (before performing a love-suicide pact because they'd been captured by the evil villain). Sure, they died, and the villain was able to complete his plan, but the real winner was Love. I admit that I cried while reading it.

Chapter One: Allure

This chapter is primarily player-focused, though it can definitely help out GMs who are new and haven't tried introducing romantic threads to their games. Sadly, a lot of the opinions presented are overly-idealized, claiming that love is eternal, and other things I have recently learned not to be true. But this isn't a d20 reality game; this is high fantasy, and at least in high fantasy I might be able to find happiness.

There's some nice stuff here. A few references to classical love stories (Caesar & Cleopatra, Romeo & Juliet, Hester Prynne & Reverend Dimmesdale) to set the tone, then reasons why your character might become interested in a possible companion (e.g., when you're about to die, you have something to still be thankful for; so you can possibly have children to continue your legacy after you die), and finally a description of the challenges of roleplaying out romantic situations, and why the rules in this book are useful.

Also, throughout the chapter are scattered sidebars of various things people find attractive; game masters are suggested to let PCs have one of these

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traits for every point of Charisma above 6. So even someone with a low Charisma can still have some redeeming qualities. They also note that most couples tend to have relatively similar Charisma, though there are notable exceptions. Some of the sample traits include: Sexy foreign accent, rugged manliness, dashing smile, exotic strands of hair over the eyes, witty conversationalist, great rack, nice package, innocent eyes, smooth skin, great sense of humor, cool scar, persuasive speaker, revealing clothing, playa', and the bling bling. Following their suggestion, I think I have a 10 Charisma, versus my ex's Charisma of 9. I realized the system was a little flawed when I determined Gorbachev has a 27 Charisma; who knew that moles and birthmarks would fall under the same category?

Chapter Two: Dating

This chapter details the procedures and rules for determining how well a character's romantic attempts fare. It basically boils down to four different scenarios, each of which has slightly different rules.

First, you have the date, in which a character meets a person he or she likes, asks that person out, and tries to be charming in hopes of getting a future date. Since dates in the modern sense didn't happen much in medieval society, these rules also cover things like courtly love (trying to impress maidens with acts of valor or proper social behavior at court). Interestingly, I find they also work nicely for hiring NPC aids, with just a little adjustment. If you treat the NPC badly, they don't come back, or they might string you along and just not live up to their end of the bargain, just taking the gifts (money) you give them until you realize it's not worth the trouble to keep them.

Next, you have the hook-up, which covers situations like victory celebrations, brothels, and frat parties, where both partners are simply looking for one night of fun without a long-standing relationship. I think these rules were excerpted and used in WotC's D20 College Life ([link](#)), but they'll probably most be used in the "I waste my money on ale and whores" behavior common to many first-time roleplayers.

Third, you have the more dark and disturbing rules for stalking. I'm a little weirded out by the detail of this section. Trying to tell us something, FFG?

Finally, you have relationships, long-lasting maintenance of two or more people's romance. Yes, I said "or more." There are rules for all kinds of relationship structures that will get you lynched in most published D20 fantasy settings, except for the Forgotten Realms. Most of this is just roleplaying suggestions and advice to GMs for ways to make romance pertinent to the game other than "your girlfriend's been kidnapped." Two examples that stand out are "I'd kill you if I wasn't madly in love with you," and "Proving the value of humanity." In the former, GMs have an excuse for powerful villains to leave the PCs living after a thrashing, and challenges players to play along with their captor's affections until they have a chance to escape. In the latter, a detailed list of possible ways PCs can try to prove their love for another are presented, mainly to be used in cases when powerful gods attempt to destroy the world because life has been a failure, or when you want to soften the hearts of invading demons who have never known love.

However, there are rules for long-term relationships, which vaguely resemble combat on battle mats. You and your partner are close (in adjacent squares on the grid), but rivals can come in and try to take your place (bull rushing you out of the way), or try to harm your reputation and impress your partner (making 'attack rolls' against you), or even mess with your head (use 'magic' to make you act irrationally, as is so common in love). The fact that you can make an 'attack of opportunity' at a rival suitor who tries to flirt when within 5-ft. of you is kinda funny, since it apparently represents you upstaging an opponent. The examples feature two charming scoundrels, both of whom are vying for a lady's favor. I'm not quite sure how well the system works, and the definition of 'rounds' are a bit vague, but it's a nice idea.

Chapter Three: Love Gurus

This chapter covers all the rules for the benefits and drawbacks of love, including the necessary

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spells, skills, and feats. I was a bit disappointed in this chapter, primarily with the creation of the new skills Wine & Dine and Small Talk, which could've better been handled by providing new uses of existing skills. Intuit Mr./Ms. Right might be a fair skill to add, though it probably could've been covered with Scry. Still, the DCs are fair and believable, and they neglect little, even providing a few examples of Small Talk (roll a 1 - "Dang, after that last fight, I don't think the cleric healed that gaping stomach wound I had; I've got major gas." vs. roll a 20 when talking with an evoker - "Oh, you're researching the historical spells of Scarros the Fire-Reaver? I actually met his lich two years ago! He had us chained up for a little while in his dungeon, ranting at us. I know he mentioned something about how his peers had neglected his theory of unified elements? Does that sound right?")

I was also disappointed by most of the prestige classes, which as far too often happens are simply specialized archetypes (like the Ex, the Playa' Hata', and the Teenage Dirtbag), rather than being unique organizations or uniquely-trained orders. Two standouts, though, are Knight of the Virgin Rose, a fighter or paladin trained fully in the arts of courtly love, who gains bonuses while championing their beloved; or the Redlight Dominatrix, priestesses of the god of fire who can control the emotions of others. The illustration even looks a little like Jessie. *sigh*

Well, at least the feats and spells are all quite nice. Things like Respect Diversity help explain half-Orc children who come from stable families (it also negates the penalty when you cast Tasha's hideous laughter on something with a foreign sense of humor), while Improved Snoop can be useful both to gossips and stalkers. For the anime fans out there, the Bishounen and Kawaii feats are useful for creating the feel of light-hearted adventure: the more people who think you're beautiful or cute, the greater bonuses you gain for certain checks. Bishies almost never fail balance checks (they're too cool), and cutesy girls grant bonuses to their companions whenever they're in trouble. Dispelling Kiss is particularly appropriate for characters who are dashing princes, and it fits in perfectly with the new curse of

eternal sleep spell.

On the topic of spells, there's heartsbond, which lets you enchant a pair of matching weapons, and their bearers can sense when the other is in danger. Detect infidelity might've been useful to me, but sadly it ruins a few potential plots GMs could spring. However, there's always Lesley's aura of love, kinda like Nystul's magic aura, which makes the subject of the spell seem convincingly in love, which can be useful for dopplegangers trying to impersonate a loved on.

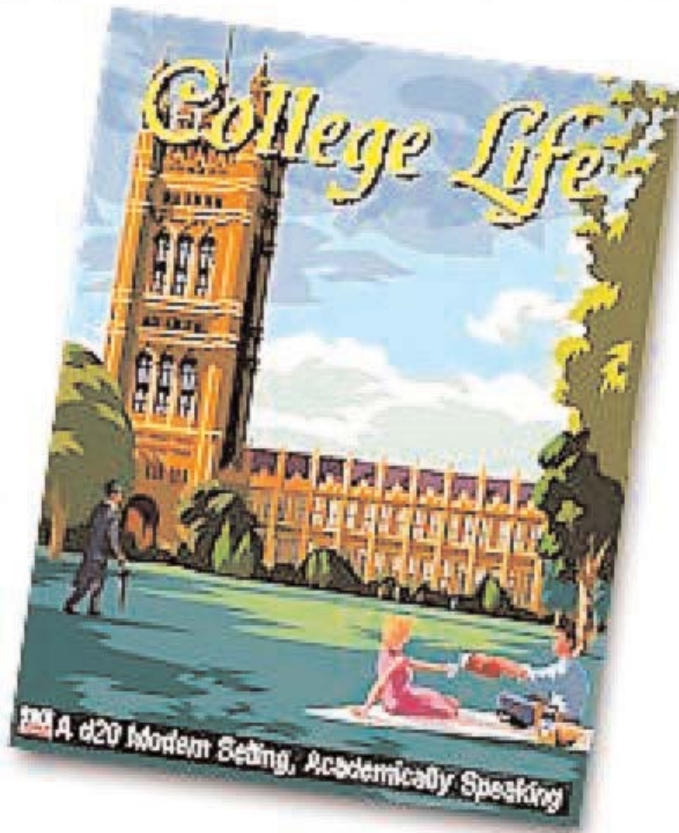
Chapter Four: Lovey-Dovey Stuff

This chapter covers the hard stuff: convincing GMs (who are mostly guys) to play the NPC love interests of their players (who are also mostly guys), without getting embarrassed or laughing. It's very tastefully done, and covers stuff like body language and poetry (great picture of a guy and a woman each expressing four different emotions; you're supposed to figure out which is which). However, like love itself, it's best if you don't know exactly what's coming, so I'll leave you to experience the joys yourself.

Conclusion

Really nice book. It's a tough topic to cover, but FFG handles it nearly perfectly. They're even offering a R&R LARP at GenCon this year, which I made sure to sign up for. Maybe I can find a girlfriend there. So yeah, pick up this book. Just remember it's for relationships in the game, and read the disclaimer on the back cover: "FFG is not liable for any heartbreak that may result from improper use of this book. Love at your own risk."

The Book of Neurotic Fantasy



Academically Speaking: College Life, a D20 Modern Supplement

Wizards of the Coast



This latest offering by Wizard of the Coast shows why they're renowned as some of the best game makers on the planet. Combining everything everyone liked from Magic, Pokemon, Robo Rally, and D20 RPGs, WotC's newest book adds something original: a social life. An unprecedented leap forward in the science of game design, Academically Speaking will be to d20 what accordians are to playing chess.

Overview

D20 College Life (as Academically Speaking has come to be called around my campus since I introduced it to the university president) is formatted

mostly like d20 Modern, with its first six chapters clearly and directly letting you make characters and begin your first few adventures. However, to take advantage of the persisting craze for collectible card games, each D20 College Life rulebook contains an additional four random chapters of additional material, including three uncommon chapters and one rare. I bought two copies of the book, and though I got two copies of Chapter Thirty-two: Oxford, I know that Chapters 86: Long-Distance Relationships that Work, and 124: Conservative Campuses will add a lot of spice to my campaign. Just like colleges, no two D20CL campaigns will be the same. Also just like college, WotC can keep pulling in income by steadily increasing prices for its products by slowly reducing the value of future expansion chapters, a procedure they refer to as Collectible Tenure.

Each expansion set of chapters is only \$5, so they're easy to pick up with some spare cash, and they'll be sure to keep your games fresh and ever-changing. Next Spring they apparently plan to release a set of chapters called The Fifties, which will reduce Fuzzies' powers a bit, and introduce a new class, the Beatnik.

Specifics

The first five chapters really don't showcase the true brilliance of this game, since they mostly rely on concrete, specific rules and guidelines, whereas as we all know college is all about abandoning the idealism of your high school graduation and turning in half-assed assignments that only get good grades if you can guess what your teacher wants. Still, the first five chapters are necessary, so sit tight and wait for the good stuff.

Chapter One: Races presents over two hundred different ethnic groups and racial backgrounds you may choose for your character (plus optional gender and sexual preference backgrounds). All of them provide the same bonuses, except for heterosexual white male, which lacks the Resist Discrimination ability.

Bride of Portable Hole

Chapter Two: Classes is mostly already covered on the WotC site, and should be added to the d20 SRD fairly soon. My only complaint is that the classes tend toward a more Americanized bent, though apparently Chapters 30 through 45 cover English, European, and Japanese colleges in great detail. If any of you have a spare *Todai Daigaku*, I'll trade you an Oxford it.

Chapter Three: Skills and Feats is relatively average. Though there are hundreds of different skills and feats listed (and more available in future expansions), I'm assured that everyone's feats and skills are all perfectly valid and equal, and that no one is better or worse than anyone else simply because of their choices.

Chapter Four: Equipment handles such necessities as computers, alarm clocks, pixie stix, and the MLA Handbook, plus pretty much anything else you'd need. Except for cars (Chapter 52), anime (Chapter 53), and drugs (Chapters 54 to 68). If anything disappoints me about this game, it's that drugs aren't in the core rules. It really makes it hard to suspend my disbelief without them. I always use drugs during my games.

Chapter Five: Challenges presents the rules for combat, protests, and all-nighters. Solid stuff, though I think I found my first errata in this chapter: "After a long night's work of cramming and BSing a term paper, it's all a college student can do to shuffle the 5 ft. to his bed, and collapse. This incurs an attack of opportunity." We all know 5-ft. adjustments don't cause AoOs.

Chapter Six: Cool. Just read that again. Chapter Six: Cool. It doesn't even need to be a real noun like the other chapter titles, it's that good. The stuff in this chapter is so good, I can't possibly recount it here, but after my last session, the writers of *Cowboy Bebop* swung by to ask if they could use my game for their next movie. This chapter isn't for every character, and I guess you could have a college experience that isn't Cool, but you'd be missing out on the real benefits of attending a institution of

higher learning.

I think it goes without saying that this book (and its various binders' worth of expansions) deserves to be on every gamer's shelf. If nothing else, each expansion chapter provides a small sample adventure, so you can give it a swing, and if you still don't want it, you could probably trade it away for some Yu-Gi-Oh cards.

Sample Adventure from Chapter 55: Coffee

Protest at Grind Daddy's

Ten of your friends have ventured into Grind Daddy's the local coffee stop four hours ago, and they have yet to return. Your clique (the term used instead of 'party') braves the dangers of a police patrol car and bad rush hour traffic to reach Grind Daddy's and find out what has trapped them there, what cruel injustice they are protesting. Once inside, though, the dangers have not passed. Will you be strong enough to endure eight grueling hours of a sit-in, and can you resist the lure of smooth, steamy mocha?

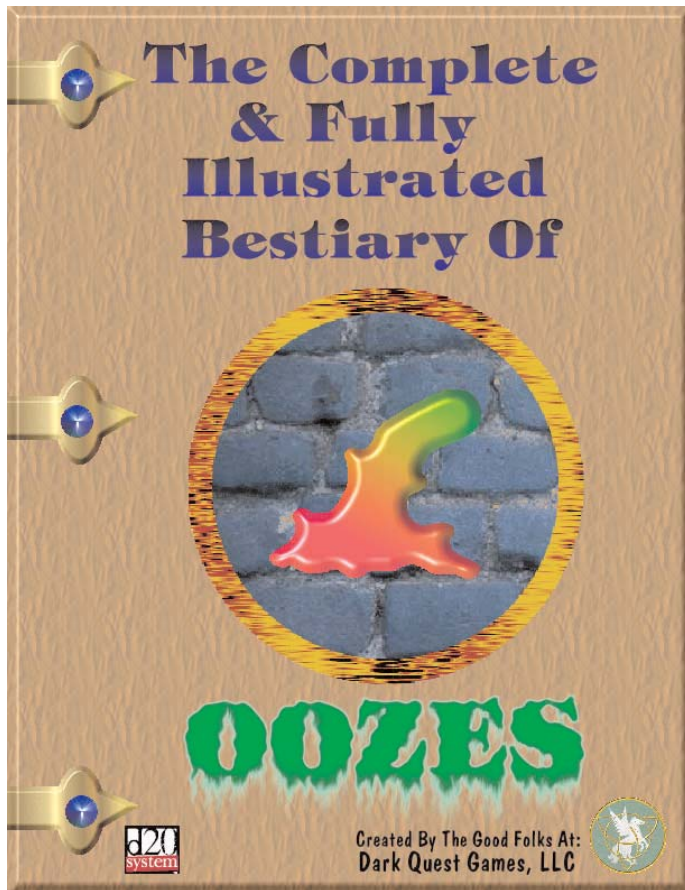
Protest at Grind Daddy's, a d20 College Life adventure for characters level 1 - 3

These reviews contain no
Open Game Content. None.
Zilch. Nada. Not a sausage.

These reviews are offered as a work of satire, and any references to trademarks, exiting and fictional, are not a challenge to the owners of said trademarks.

Peak Peek

From Dark Quest Games



The Complete & Fully Illustrated Bestiary of Oozes

For immediate Release

In a stunning 497 pages Dark Quest, LLC reveals their newest compilation of monsters, a book featuring no less than 465 new oozes. "We were really wanting to get 600 of these creatures into the space", commented Darren Pearce, line editor, "but Dave Woodrum wanted to make sure that each slime monster had a wonderfully detailed bit as far as their lifespan and eating habits were concerned."

Though the product has just been released, there have already been rave reviews. "I think it's incredible," notes Mystic Eye Games VP Hal, "I mean.... so many oozes to choose from! Every known color

of the rainbow.... pseudopods everywhere... it's unreal! I bought five copies! I think Doug stole one of them from me and went to have it bronzed! The bloody thief, I'll crush him with my knuckles!"

Colors, indeed. During the long hours of designing each individual ooze based monster, chief monster designer Dave Woodrum often had to seek out sources of inspiration.

"I remember he would call me at something like 2:30 am", recalls Dark Quest CEO Neal Levin, "Dave would be like... Neal, man, I'm out of ideas for color. Of course I would tell him to run out to the 24 hour Walmart... they sell all kinds of household paint there."

Of course eventually the variety of paint ran a little thin at Walmart and Dave was forced to find further inspiration in the aisles of a local Lowes hardware. "We were glad to help," remarks a local Lowes employee who prefers to leave his name left out of this article, "and I really wish that I could take credit for helping Dave choose 'desert dawn' as the shade for creature 397 but my parents think D&D is evil and they send me off to a private school if they learn that I helped with this project in any shape or form."

Gillian Pearce, ace artist for the project, had her own share of problems.

"Well, I enjoyed the diversity of drawing the oozes for the book," comments Gill, "but the long hours really got to me.... plus I've having trouble eating soft foods now." Gillian, who drew all but 1 of the 465 oozes says that she is really proud of the final product despite her recently acquired repulsion for pudding. "It was great, I really got a kick out penciling all that slime. Drawing all those poses was an artist's dream come true."

Look for The Complete & Fully Illustrated Bestiary of Oozes, released April 1st, at your FLGS.

Bride of Portable Hole

PickUp Lines for Horny Gamers

Because I REALLY Wanted to Use This Picture:



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Pickup lines for...

... a (hopefully) amorous dragon:

What's a nice being of pure elemental magic power like you doing in a dark dungeon like this?

Why don't you polymorph into something more comfortable and I'll get you a drink.

I hear sleeping on a bed of coins is quite comfortable, care to show me?

... when being visited by a Valkyrie:

So I'm told the afterlife for heroes who die in battle is fighting during the day, healing up afterwards, and then feasting, drinking and f^@%ing all night. It's night-time now, right ladies?

You Valkyries certainly are experts at spear handling.

Why yes I do have a big sword, and I'm quite adept in its use!

... Freyja, goddess of lust, witchcraft and dead heroes:

What's a nice goddess like you doing on a nasty battlefield like this?

Want to trade spells?

These emerald earrings would look lovely on you. Yes they really complement your eyes, but I'm afraid they clash with that dress. You'd best take it off. Oh my, yes, that's much better.

Let's f@#s!

... a loremaster/mistress:

What's a nice boy/girl like you doing in a massive library of potent arcane knowledge like this?

I'm here to do research on the key to your heart.

So does your collection include the gnomish *Kama Sutra*?

I'm really interested in you for your mind.

... an elven archwizard/ess:

You don't look a day over 200.

I have acquired some exotic spells, care to trade?

I'm an accomplished wizard (elven women have a thing for wizards, its their favored class)

... a paladin:

I'm good, really good.

Would you lay your hands on me?

I like good girls/boys.

I hear you are divinely good.

If I don't detect as evil, can I buy you a drink?

Some cruder lines about summoning mounts omitted.

... a tracker:

You know the path to my heart.

Why don't we follow this trail to the candlelit boudoir.

... an orc:

Nice tusks.

Horny?

... a unicorn:

Horny?

... a minotaur:

Horny?

etc.

... a tiefling rogue:

Ooh, I like bad girls.

... an adventurer:

Want to see my rod of lordly might?

I Be Maqik!

FUNKY MAGICS FOR FUNKIER SPELLCASTERS,

featuring Gnomish scribbles from DONBIAN'S BOOK OF MYSTIC MAGICS

While many characters are forced to rely on slapstick and prat-falls to get a few laughs (or pies) out of the average orc, there are those who demonstrate esoteric magical talents which can be used to entertain, befuddle or just to fly away on monolithic slabs of rock.

Toilet Spell Descriptor: Some of the spells in this section contain a special spell descriptor called [Toilet]. Spells of this nature are damaging to both the caster and those affected by them. The caster of a spell with the Toilet descriptor is seen as being a vile individual because of the embarrassing effects on both them and those they inflict them upon. As such, the caster of such a spell suffers from a penalty to all charisma based skill checks (listed with the spell) for a number of minutes afterward equal to the level of the spell with the Toilet descriptor (minimum of 1 minute). This penalty only affects those that are affected or that witnessed the effects of the Toilet spell first hand. Donbian, the creator of toilet spells, is quite proud of their result on social gatherings.

Awaken Bellybutton

Transmutation

Level: Wiz/Sor 6

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Target: One creature touched

Components: V, S, M

Saving Throw: Will negates

Spell Resistance: Yes

This spell, for whatever insane reason it's creator had, gives the target creature's stomach a life of it's own. When the caster touches the victim, they are entitled a will saving throw to resist the insane magic entirely. Otherwise, the spell transforms the entirety of the target creature's stomach into a

separate living being (Considered a Magical Beast) that can speak, talk, and even has it's own class abilities. Similar to the druid spell, Awaken, which gives animals a higher sentience, this spell awakens the Bellybutton Beast which Donbian Longnose, the creator of this spell, had long studied in his lab on captured test subjects.

The Bellybutton Beast shares the physical stats (Str, Dex, Con) of the cursed creature, but the DM must roll up the newborn curse's mental stats (Int, Wis, Cha) by rolling 4d6 and dropping the lowest number. The Bellybutton Beast shares the hit points, armor class, and other physical attributes of the target creature but has a favored class of bard. Donbian found that Bellybuttons liked to sing and perform for audiences, even if their owner didn't. All Bellybutton Beasts start life with one level of bard as if they were a separate creature and gains experience points separately, has it's own spell lists, skills, and even feats. As a Bellybutton Beast gains levels, it's 'body' grows larger, thus giving the target of the spell the appearance of a pot belly. A benefit of the spell is that the target creature also receives whatever hit points the Bellybutton Beast gains for getting a new level in bard. The Bellybutton Beast shares not the creature's, but the caster's alignment.

Bellybutton Beasts can cast spells as a bard normally can, using the target's arms to handle material components, but using the bellybutton hole as a mouth from which it speaks the verbal components. This effectively gives the target creature an extra set of actions (or it appears that way to others).

Getting Rid of a Bellybutton Beast: Getting rid of a Bellybutton Beast is extremely difficult. Being a creature of magic, they are silent in areas of dead magic and a Dispel Magic or similar spells only silence them for 1d4 rounds. Since they add onto the host creature's hit points, they are still a part of the host's body, so killing a Bellybutton Beast also means the eventual death of the host of the parasite entity from necrosis. A Wish or Miracle can be

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used to permanently dispel a Bellybutton Beast, but spells that remove parasitic creatures will detect it as a part of the hosts body and not kill/remove it from the host.

Material Components: A pair of low cut jeans and a pinch of bellybutton lint

Befuddle

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Wiz/Sor 3

Components: V, S, M

Casting Time: One standar action

Range: Medium (100 ft + 10 ft / level)

Target: One creature

Duration: 1 round per level

Saving Throw: Will negates

Spell Resistance: Yes

Creatures affected by this spell behave in a strange and random fashion, as per the confusion spell.

Material Component: 2 half coconut shells knocked together.

Co-Dak Fireball

Evocation [Fire, Photograph]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Long (400 feet + 40 per level)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes (see below)

This spell was developed by Co-Dak the Photogenic, a mage as powerful as he was insane. Obsessed with proving his success in combat to his friends, he developed this particular spell.

The Co-Dak fireball at first appears to be a normal *fireball*, however, a fraction after the explosion, a tiny piece of paper appears in the hand of the caster, depicting his spell targets at the very moment of the explosion.

The 'photo', as Co-Dak likes to call it, is in black and white.

Co-Dak Fantastic Color Fireball

Evocation [Fire, Photograph]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Long (400 feet + 40 per level)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes (see below)

As *Co-Dak Fireball* but the resulting picture is in color with a glossy finish.

Contact Narrator

Divination [Meta-Gaming]

Level: Brd 7, Wiz/Sor 7

Components: V, S, F, XP

Casting Time: One action

Range: Personal

Target: Self

Duration: Concentration

This spell enables the caster to tap into the narrative plot of his current activities. This plotline is revealed to the caster by with a description of a typical story using this plot (such as "freelancers are employed to return a stolen item" or "freelancers are tricked into stealing an item" - both of which could apply to the same module, but each one reveals a different storyline behind the activities in the adventure). This is especially useful when the party is mostly clueless and don't know if they are chasing a red herring or being suckered.

When cast, there is an 80% chance that the spell grants the caster knowledge of the plotline that he is directly asking about, the remainder of the time, he is informed of other plots he may be a part of such as "giant bardic humanoid stumbles past the village of the ants, causing widespread chaos and deaths, although allowing the ant princess to meet her prince charming when he rescues her from a collapsing tunnel."

Focus Components: A storybook

XP Cost: 100 XP

Bride of Portable Hole

Donbian's Bag of Doorknobs

Conjuration [Force]

Level: Wiz/Sor 4

Casting Time: Free action

Range: Personal

Duration: 1 round / level

Target: Self

Components: S

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates a force effect to appear in the main hand of the caster and is primarily used by desperate spellcasters that find themselves without a backup weapon. This 'bag' (which is actually a malleable skin of force) is filled with smaller balls of force which pack a mean wallop when swung at an enemy. The bag of doorknobs itself is immune to damage and can be used as a shield as well as a melee weapon (granting a +2 bonus to armor class if fighting on the defensive). It deals 1d6 points of damage to enemies and can damage incorporeal or ethereal opponents as well. The main benefit of the Bag of Doorknobs is that with a successful critical hit, it deals the target hit it's full hit points in subdual damage, knocking them out with a comical 'bonk' sound. Should this happen, the Bag of Doorknobs disappears in a shower of force shards which don't deal any damage.

Donbian's Beer Goggles

Enchantment [Mind-Affecting]

Level: Brd 1, Wiz/Sor 1

Components: V, S, M

Casting Time: One action

Range: Personal

Target: Self

Duration: 30 minutes / level

Created by an insane gnomeling that liked his drink more than his companions. Beer Goggles enhances the charisma of every creature of the opposite sex of the target of the spell by 1d4+1. This spell, rather useless and sometimes dangerous for the user, has no other point than to

make ugly men and women good looking for the purpose of sex and carousing without the guilt of having laid with someone who's face makes paint peel and swords break at the mere sight of them.

The caster of the spell also suffers from intoxication as if having drunk all night. Thus he or she takes an equivalent penalty to Dexterity, Wisdom, and Intelligence that they are granted as a bonus to Charisma by the spell.

Material Components: A broken set of spectacles and a mug of ale which must be chugged without stopping.

Donbian's Beer Goggles, Greater

Transmutation

Level: Wiz/Sor 4

Casting Time: One action

Range: Personal

Duration: 1 hour / 2 levels

Area: 10 ft. radius centered on caster

Components: V

Saving Throw: Will negates

Spell Resistance: Yes

When he saw that his friends weren't impressed with his choice of women (insert "half troll rejects"), Donbian decided that a new spell was in order for him to get the respect he really wanted.

When casting this spell, the caster must be sitting down on a bar stool or at a table in a pub with those he wish-



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es the spell to affect. All those around the caster must make a will save to resist the effects of the spell, receiving a -1 penalty per hour of drinking already spent before the spell is cast. The caster automatically is affected, as the Beer Goggles spell (Portable Hole Full of Beer), but his friends are all given a small chance to resist. This spell provides anyone of the opposite sex of those under the influence as if they had been granted a 1d8 +4 (minimum 5) enhancement bonus to charisma, but only in the eyes of those who are affected by the Greater Beer Goggles spell. No actual charisma bonus is awarded to those viewed by those influenced by a Greater Beer Goggles spell and anyone with a charisma greater than 10 is not affected by the spell because the caster and their friends would have already seen this person as 'hot'. In addition to the benefits of the spell, the caster and his or her friends suffer from 1d6 temporary dexterity and wisdom damage caused by the alcoholic effects of the spell.

An interesting side effect of this spell is that it makes any appearance based attack using fear or a spell-like effect (A green hag's Horrifying Appearance) completely useless because the subjects see them as being good looking.

Donbian's Bitch Slap

Evocation [Mind-Affecting]

Level: Wiz/Sor 5th
Casting Time: One action
Range: Close (25 ft. + 5 ft / 2 levels)
Duration: One round
Target: One creature
Components: V, S, M
Saving Throw: Will negates
Spell Resistance: Yes

This spell, a humorous variation of the Bigby Hand spells, creates a large hand of force that lasts for one round. During this round the caster can choose to use it to slap a creature within range to cause 3d6 points of subdual damage. This isn't the only application of the spell, for after it strikes the target creature they must roll a will save or be forced to drop anything of wealth that they have on them and flee the area for one round per level of the

caster. When the hand strikes (requiring a successful ranged touch attack roll), a loud sonic effect says "Bitch! Gimme my money!" at which point the character shakes off the secondary mind influencing effect or drops his or her money and flees. Donbian used such wealth to often buy drinks for his friends and women afterward at the nearby tavern.

Material Component: A brightly colored felt hat with a red feather which the caster must place on their head during the casting of the spell and a large gold chain which must be placed around the caster's neck.

Donbian's Chain of Love

Evocation

Level: Wiz/Sor 6th
Casting Time: One action
Range: Medium (100 ft. + 10 ft. / level)
Duration: Permanent until conditions are met
Target: Two creatures who are no more than 60 ft. apart
Components: V, S, M
Saving Throw: Will negates
Spell Resistance: Yes

Combined with Donbian's Beer Goggles, this spell provided hours of sweet sweet lovin' for the gnomeling sorcerer who created it for he never knew the difference between the half orc rogue or the halfling prostitute, because they all looked like angels to him.

The spell binds two creatures together until some carnal act is performed by one or the other on the creature they are connected to. The spell provides a will saving throw to negate the effects if unwilling, but if both targets fail the save, a indestructable cord or chain of force instantly springs into existence between the two, connecting them and never letting them more than 15 ft. from each other. The chain is permanent and can only be dispelled one way, by the two connected sharing a intimate moment together that is more than kissing or hugging or by having a disintegrate spell casted on the force chain connecting them.

Undead, Elementals, and other creatures that lack

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sex organs are immune to the effects of this spell.

Material Component: A length of adamantite chain used as a whip at least once during sexual activity.

Donbian's Deluge

Necromancy

Level: Wiz/Sor 3

Casting Time: One action

Range: Close (25 ft. + 5 ft. / 2 levels)

Duration: 1 round / level

Target: One creature

Components: V, S, M

Saving Throw Will negates

Spell Resistance: Yes

This spell causes the target to begin salivating uncontrollably, enough that if they do not keep their mouths open to allow the saliva to escape their mouth, they would literally drown on it. This makes verbal communication impossible and causes all spells that have a verbal component to fail as long as the spell is in effect as if silenced.

Donbian's Emergency Rations

Transmutation

Level: Wiz/Sor 5

Casting Time: One action

Range: Close (25 ft. + 5 ft. / 2 levels)

Duration: Instantaneous

Target: One creature

Components: V, S, M

Saving Throw: Fortitude negates

Spell Resistance: Yes

This rather humorous (if not deadly) spell instantly transmutes one creature within range that fails their fortitude saving throw into dry rations (dried meat), thus killing them and providing the hungry party with food for a length of time dependant on the size of the creature killed.

The rations created are poison free, contain no disease causing microbes, and are as fresh and tasty as dry rations would be from any supply store in town. However, they are still made of a sentient

creature (most of the time) and this spell should therefore be limited to casters of evil or chaotic neutral alignment.

The number of days, weeks, or months that the spell supplies is dependant on the size of the creature affected based on an average party size of four.

Creature Size	Amount Supplied
Smaller than Tiny	None
Tiny	One meal
Small	Two days
Medium	One week
Large	Two weeks
Huge	Three weeks
Gargantuan	One month
Colossal	6 months

Material Components: A strip of jerky made from a sentient creature which must be eaten by the caster at the end of the spell for it to take effect.

Donbian's Explosive Flatulence

Transmutation [Sonic] [Toilet]

Level: Wiz/Sor 2

Casting Time: One action

Range: Close (25 ft. + 5 ft. / 2 levels)

Duration: Instantaneous

Target: One creature

Components: V, S, M

Saving Throw: Fort negates

Spell Resistance: Yes

Charisma Skill penalty: -2

This humorous, but useful magical attack causes one target to release a sonic attack from their rear end for one round per level of the caster. During this time, all who come within 5 ft. of the affected victim must roll a fortitude save or be struck deaf for as long as they remain near. The deafness remains for one round after they move themselves out of the area of effect. Amazingly, the target is not deafened as his rear is the source of the magic and the noise is concentrated outward. However, the target does take one point of subdual damage per round from friction caused by the magical energy expelling itself from their orifice. Those that make the initial save feel a tingling on their rear and release a small fart, but are otherwise unaffected by

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the spell. The spell, while emitting from the target's rear, creates no smell. Usually the embarrassment of being affected often outweighs any damage the spell does.

Material Focus: A single bean

Donbian's Hairy Situation

Transmutation

Level: Wiz/Sor 6

Casting Time: One Action

Range: Close (25 ft. + 5ft. / 2 levels)

Duration: Instantaneous

Target: One creature / level (No two which are more than 30 ft. apart).

Components: V, S, M

Saving Throw: Fortitude negates

Spell Resistance: Yes

This rather amusing spell causes all those targeted to suddenly disappear in a 'poofball' of their own hair as it causes the natural hair on their body to suddenly grow at an enormous rate. The growth is so quick and so extensive that any target that fails their save is considered helpless and unable to move on their own as the amount of hair keeps even their feet from touching the ground. In addition to this, a targeted creature may drown in their own hair. A second fortitude save is awarded to any creature effected by the spell to see if they can keep breathing normally, despite the hair in their face. If they fail, they start taking constitution damage as if drowning. Creatures that lack hair (such as most Abberations and Oozes) are immune to this spell as it relies on the target already having hair follicles in which to enhance growth. Undead are also immune to this spell, as the hair on their body no longer grows from being dead.

Material Components: A handful of hair cut from a dwarf's beard

Donbian's Idiotic Reply

Enchantment [Language-Dependent] [Toilet]

Level: Wiz/Sor 0

Casting Time: One action

Range: Close (25 ft. + 5ft. / 2 levels)

Duration: Instantaneous

Target: One creature

Components: V

Saving Throw: Will varies (see text)

Spell Resistance: No

Charisma Skill Penalty: -1

This spell was often thought to simply be the result of its creator's stupidity, but was in fact an actual cantrip created by the gnomeling sorcerer simply to annoy his friends and piss off his enemies.

When cast, the caster replies to a question with the most annoying or incoherent reply that the spell can summon from them. This often has two different reactions from those around them. Those that pass the will save simply drop what they're saying to laugh at the caster for 1d3 rounds. This is really reliable in distracting enemy spellcasters who are forced to roll a concentration check to continue casting a spell (DC = to spell save DC). Those who fail the save feel an unnatural need to strike the caster for saying something so stupid. This can often lead to combat between the caster and those who are affected negatively. Evil creatures receive a -4 penalty to the will saving throw, being more inclined to maim the caster than laugh at them.

Donbian's Magic Fleas

Conjuration

Level: Wiz/Sor 1

Casting Time: One action

Range: Close (25 ft. + 5 ft. / 2 levels)

Duration: Instantaneous

Target: One creature

Components: S

Saving Throw: Will negates

Spell Resistance: Yes

This spell was devised simply to irritate a fellow party member, who happened to look like a bipedal cat-person with fur. The spell creates one small magical mote of green energy the size of a period at the end of a sentence per level of the caster. These small magical motes then infest a creature's body and cause uncomfortable itching by continually

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coming into contact with the target's skin and causing a small allergic reaction similar to the bite of a real flea. The spell-created fleas become more active when the target is excited, such as when in battle or performing in sexual activities and like real fleas are highly contagious in nature, capable of spreading to another creature who comes within prolonged contact with the target.

The fleas cause only slight irritation, causing a -1 penalty to charisma based skill checks and reflex saving throws for as long as the target remains infected (because of the constant scratching). During times of heightened emotion and physical activity, they cause a -2 penalty to reflex saves. Since the fleas are magical in nature and are not really alive, poisons and other tinctures used to rid oneself of normal fleas will not work. However, a successful Dispel Magic will rid a target of the magical parasite as poison rids a creature of mundane flea infestations.

Donbian's Odiferous Cheek Flapper

Evocation [Toilet]

Level: Wiz/Sor 5

Casting Time: One action

Range: Close (25 ft. + 5 ft. / 2 levels)

Duration: Instantaneous

Effect: Cone

Components: V, S, M

Saving Throw: Fortitude partial

Spell Resistance: Yes

Charisma Skill Penalty: -4

This spell, while extremely effective in combat situations, will often gain the caster a bad reputation for 'cutting one'. Donbian, the creator of the spell, would often use it in non-combat encounters to impress the locals with his body's well known reputation to let one loose. He has been dubbed the Stanky Sorcerer, which he carries with pride (when he really shouldn't).

This spell causes a cloudy cone of green luminescent energy to spring forth from the caster's nether regions to fill the area with noxious and poisonous fumes. The caster will often turn his backside toward his enemies before exposing himself at the

end of the spell's incantation. Those inside the area are forced to roll a fortitude save or immediately become nauseated for the next 1d4 rounds (Unable to perform any action other than a single move or move equivalent action) and suffer from 2d6 temporary constitution damage from the poisonous methane fumes created by the spell. Those that pass their save are still considered nauseated, but do not take any of the constitution damage.

Material Components: A handful of uncooked beans or other gassy food.

Donbian's Profane Outburst

Enchantment [Language-Dependent] [Toilet]

Level: Wiz/Sor 3

Casting Time: Free action

Range: Personal

Duration: Instantaneous

Target: Caster

Components: V

Saving Throw: Will partial

Spell Resistance: No

Charisma Skill Penalty: -4

When cast, this spell causes an enchanted string of the worst obscenities ever heard to leave the mouth of the caster. These words are so profane, so disgusting, so downright insulting that it causes anyone within hearing range (30 ft.) to stop what they're doing to stare at the caster in disbelief for 1d4 rounds. A successful will save drops this time to one round automatically, but not even the most mentally hardened individual can resist not gawk at the caster for at least 6 seconds. Those affected fully by the spell do nothing for 1d4 rounds as if dazed, but if attacked, snap out of the effect in order to retaliate. If the insults are flung at a specific individual, they immediately become hostile toward the caster if a will save is failed.

Donbian often used this spell to cause his enemies to attack him without thinking, often causing the death of enemies larger than him by causing them to run into a trap or ambush set up by him and his companions earlier.

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Donbian's Purple Nurple

Evocation [Force]

Level: Wiz/Sor 1
Casting Time: One action
Range: Close (25 ft. + 5 ft. / 2 level)
Duration: Instantaneous
Target: One creature / level
Components: V, S
Saving Throw: Reflex negates
Spell Resistance: Yes

The dreaded Purple Nurple. The mere mention of such a painful ritual of adolescence can send many a man and woman running in fear. As a child, Donbian Longnose tortured his friends with it and as an adult he practiced the dreaded Purple Nurple on enemies in battle (especially good looking elf women. Woot!).

The Purple Nurple is a spell which inflicts great pain and suffering to a enemy's chest, causing them to lose actions and even drop items and weapons in hand. A successful reflex saving throw negates the effects of the spell as the enemy dodges the small hand of force groping for their chest. Those that fail scream in pain and drop whatever they have in their hands to protect their chest from the fading hand which so recently twisted their nipple. They lose their action for the round in which they are Nurple'd by the spell if the caster had initiative on them.

Donbian's Singing Wart

Transmutation

Level: Wiz/Sor 5
Casting Time: One action
Range: Touch
Duration: 1 day / level
Target: Creature touched
Components: V, S, M
Saving Throw: Fortitude negates
Spell Resistance: Yes

This nasty little spell causes a large wart to grow on the face (usually the nose) of an enemy that the caster successfully makes a touch attack against.

This wart is not only ugly to look at, but it also sings in a high pitched sound that resembles a piccolo on speed. The song which the wart plays is picked by the caster when the spell is prepared for the day. In addition to making an annoying noise, the wart also glows and bright red and pulses with the erratic beat of the song. The sound continues to play, even in an area of silence, until the spell is dispelled or until the duration expires. It makes hearing anyone effected with it easier (Listen Check: DC of 5) and the glowing from the wart cannot be masked with any illusion or transmutation spell that is lower level than it is (in other words, an invisible creature with a Singing Wart emits music and appears as a brightly glowing ball of light that blinks along with the beat).

Material Component: A small vial of frog slime and a broken piccolo (the instrument).

Donbian's Thunder Butt

Evocation [Sonic] [Toilet]

Level: Wiz/Sor 7
Casting Time: One round
Range: Close (25 ft. + 5 ft. / 2 levels)
Duration: Instantaneous
Effect: Cone
Components: V, S, M
Saving Throw: Fortitude partial
Spell Resistance: Yes
Charisma Skill Penalty: -10

In the same spirit as Donbian's Odiferous Cheek Flapper, this spell utilizes the caster's talent for cutting the cheese in a combat encounter. Like the former spell, this incantation releases a large area of poisonous fumes into a cone-like area extending from the caster's behind toward their enemies. Those inside this cone effect must immediately roll a fortitude save or become nauseated for 1d6 rounds and deals 2d6 temporary constitution damage from the ass fumes. In addition to this, the spell creates a loud thundering noise which deafens all those within the area for 1d4 rounds.

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Flying Monolith

Transmutation

Level: Drd 4

Components: V, S, M, F

Casting Time: One full round

Range: Touch

Target: One monolith

Duration: 30 minutes / level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Druids don't only commit to air travel in the form of blue jays, geese and other birds. To some druids, arriving at a meeting as a small feathered creature just isn't distinguished enough. In some areas, it was considered poor form to wild shape in order to do minor human things like congregating for a meeting of druids. Instead, these elder druids created the flying monoliths.

This spell enchants a monolith (a slab of shaped rock of at least huge size with a face of 10 feet by 5 feet) into a magical means of locomotion. After casting this spell upon the monolith, the spellcaster can climb aboard and fly away riding upon it. When commanded by the druid who cast the spell (and who must be seated upon the monolith), it becomes capable of flight at a speed of 60 feet and good maneuverability. The Monolith can carry a maximum load of 100 pounds per caster level (not including the weight of the monolith itself).

Should the spell duration expire while the monolith is still aloft, the magic fails slowly. The monolith drops 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance. Since dispelling a spell effectively ends it, the monolith also falls in this way if the Flying Monolith spell is dispelled.

If the druid who cast the spell is dismounted from the monolith, the monolith drops 60 feet per round until it reaches the ground or the spell duration expires, as above.

Normally, a group of druids who bring their monoliths to a meeting park them in a circle on the hilltop where the meeting is taking place. Occasionally these "parking rings" are left behind

at the scene of major druidic congregation as many of the druids left in the company of other local druids, particularly after the imbibing of large quantities of mead, sharing monoliths for the ride home.

Material Components: A handful of mullberries that must be crushed onto the side of the monolith.

Focus: A monolith of at least huge size.



Meteorological Countermeasures

Transmutation

Level: Drd 2, Sor/Wiz 3

Components: S, F

Casting Time: One action

Range: Close (25 ft + 5 ft / 2 levels)

Area: Close-range radius dome centered on the caster

Duration: 10 minutes / level

Saving Throw: None

Spell Resistance: No

This spell produces a .null weather zone. in the immediate vicinity of the caster. No non-magical meteorological effects can enter into this area, where the air remains clear and still. Rain, wind, sleet and even hail are held at bay for the duration of the spell.

Any magical meteorological effects that target inside this area (including magically-altered weather and all gas-based magical attacks) must make an opposed Caster Level check between the caster of the meteorological spell and the caster of the Meteorological Countermeasures.

While this spell is effective against the Call Lightning spell, it is not effective against more direct lightning spells such as Lightning Bolt.

Focus: An umbrella.

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Power Word, Dye

Transmutation

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: 30 ft.

Target: One object up to a 10 ft. cube in size

Duration: Instantaneous

Saving Throw: None (object)

Spell Resistance: No (object)

Upon intoning the verbal component of this spell and naming the color wished, the target item becomes that color. The color is exactly the color wanted by the caster even if the wrong color was specified. For example, if the caster wanted a chair to be emerald green but he mistakenly thought evergreen was the name of that color, the chair is still emerald green. Basic colors, such as blue, red, or green; as well as esoteric colors such as puce, salmon, or periwinkle; can be used with this spell. The item retains its color unless mundanely dyed, painted or otherwise colored; this includes the passage of time and exposure to the elements. Needless to say, magic can also re-color the item.

Power Word, Sea

Transmutation

Level: Clr 9, Sor/Wiz 9, Water 9

Components: V

Casting Time: 1 standard action

Range: Sight

Area: Up to 1 square mile, 50 feet in depth (S)

Duration: Instantaneous

Saving Throw: None (See below)

Spell Resistance: No

This spell affects a very large area by inundating it with tons of seawater. This effect is similar to the spell, control water, except the water immediately begins to drain off and thus the depth decreases by 1 foot per round after the spell is cast so that

after 5 minutes, the water level is again normal. During this time (until the water depth allows the character to stand) the water is fast and turbulent requiring Swim checks (DC equal to the save versus this spell) each round to only take 1d3 non-lethal damage. On a failed check, the character must make another check (DC 15) that round to avoid going under (see the Swim skill description and the rules on drowning).

Summon Astral Diva

Conjuration (Summoning)

Level: Sor/Wiz 6

Components: V,S

Casting Time: 1 action

Range: Close (25 ft + 5 ft./2 levels)

Effects: One summoned astral diva

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

The astral divas are mighty singing outsiders, and most would be considered foolish indeed to summon such a creature within earshot of it. Fortunately, this spell not only summons such a creature, but also summons a short-lived set of magical ear protection devices that appear in place on the caster. For the duration of the spell, the astral



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diva remains in the location summoned and sings, causing the usual effects of her song to all within 100 feet.

Due to the magical ear protection, the caster is treated as deaf for the duration of the spell as well.

Astral Diva

Medium-size Outsider (Good, Loud)

Hit Dice: 10d8+10 (55 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft, fly 30 ft (perfect)

AC: 21 (+1 Dex, +10 Natural)

Attacks: none

Damage: none

Face/Reach: 5 ft by 5 ft. / 0 ft.

Special Attacks: Song

Special Qualities: Damage reduction 20 / +3, SR 25, celestial qualities.

Saves: Fort +8, Ref +8, Will +10

Abilities: Str 16, Dex 12, Con 13, Int 17, Wis 16, Cha 28

Skills: Concentration +14, Craft (microphone) +13, Escape Artist +12, Knowledge (planes) +13, Knowledge (religion) +13, Listen +18, Perform +24, Sense Motive +16, Spot +18

Feats: Alertness, Improved Initiative, Skill Focus (perform)

Climate/Terrain: Any land and underground

Organization: Solo (1), duet (2), quartet (4) or chorus (2-16)

Challenge Rating: 11

Treasure: No coins, double goods, standard items

Alignment: Always chaotic good

Advancement: 11-15 HD (Medium-size); 16-20 HD (Large)

Song (Ex): When the Astral Diva sings, she cannot move from her location (even a five-foot step). Singing is a full-round action for her. All within 100 feet of the singing astral diva must make a DC 24 Fortitude save or suffer 10d6 damage. This save must be made each round the victim is within range of the singing astral diva. Any creature rolling a 1 on this Fortitude save is instantly decapitated and slain, with messy chunks of head flying around the area. This ability has no effect on the deaf or upon oozes, but is fully effective against undead. Constructs instead suffer 4d6 sonic damage per round of exposure with no save.

Summon Blind Kobold

Conjuration (Summoning)

Level: Brd 0, Clr 0, Sor/Wiz 0

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned blind and deaf fiendish kobold

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Often used to set up a flanking position in combat, enterprising spellcasters have found secondary uses for this spell as well including trap detector, sacrifice fodder, target practice, and spell research experimental subject.



This spell summons a blind and deaf fiendish kobold. The kobold appears where the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the kobold, the character can direct it not to attack, to attack particular enemies, or to perform other actions.

Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

Material focus: a small piece of cheddar.

Verbal component: "Behold, the power of cheese!"

Summon Mojo

Enchantment (Charm) [Mind-Affecting]

Level: Wiz/Sor 1

Components: V, S

Casting Time: One Action

Range: Touch

Target: One humanoid creature

Duration: one round/level (D)

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Effect: One summoned mojo
Saving Throw: Will negates
Spell Resistance: No

Often used before a wizard or sorcerer goes out on the town, this spell causes the first member of the opposite sex touched by the caster to become charmed (as charm person -the target must be humanoid of medium or small size). Will DC 14 negates. If the first Will save fails, a second Will save, DC 18 may be attempted. Failure on the second save indicates the target is sexually attracted to the caster. Success on either saving throw negates the spell.

Zombar's Grog and Beer Nuts

Conjuration (Creation)

Level: Sor/Wiz 2
Components: V, S, F
Casting Time: 10 minutes
Range: Close (25 ft + 5 ft / 2 levels)
Target: Grog and beer nuts for 1 person per level.
Duration: 1 hour
Saving Throw: None
Spell Resistance: No

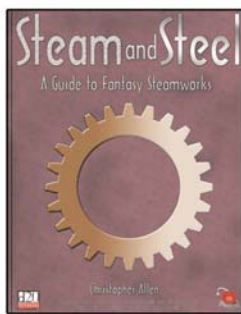
Made to feel inferior during a long winter as the clerics created food and water for the king and his men, Zombar the wizard began his research into this spell. That summer, the king's men kicked out the clerics and their church, proclaiming their devotion to the "God Of Grog".

Zombar's Grog and Beer Nuts creates a liter of Grog and a bowl of beer nuts per caster level. This grog is mighty tasty and pretty strong stuff. The beer nuts are salty and sweet, honey-roasted to perfection. Unfortunately, the nuts go stale and the grog goes flat after one hour, so they must be consumed quickly. Casting purify food and drink turns the grog into thin water and cleans the nuts of their salt and honey. While this allows the food and drink created by this spell to avoid spoiling so quickly, it also eliminates the whole point of creating grog and beer nuts.

Arcane Focus: A pitcher and a bowl

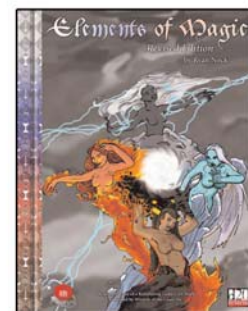
All the spells in this chapter are released as Open Game Content, with the exceptions of the proper names of the spellcasters in question such as Donbian and Zombar.

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The Scribings of Dylrath Birdhouse

MORE SPELLS FOR THE DEMENTED

"Tis a fine question, basher, suren. A fine question whose answer just happens to be an unusual tale, as luck might have it." The unusual-looking, grey skinned tiefling takes a long pull from his heavy pewter flagon, savoring the cool, spicy flavor of the expensive concoction within its chilled confines. Lowering the mug with a satisfied smile, he smacks his clean shaven lips, gazing fondly to the brew before him. "Ah! There is nothing quite like a chilled Ysgardian shieldslammer, cutter, bar none. Tis a shame there are no baked ribs about - the perfect compliment, I'd say..."

I shifted in my seat, despite lacking the need to; I was growing a little perturbed at this fellow's antics. Ashenbach, as he was called, was hailed the planes over and beyond as an infallible and exceedingly accurate information source. However, the only thing I had gotten out of the foppish fellow was great deal of gibbering in addition to a smattering of suggestions for what brews mingle well with which breads and meats of the known universe.

This fellow was expensive; I was growing impatient...

As if detecting my rising ire and resentment, Ashenbach looked up from the honey-mixed-with-blood colored liquid in his flagon, letting his eyes find a perch in the middle of my forehead. His gaze was suddenly and surprisingly, acutely focused and bore into me like the hot, spear-like head of a thoqqua. A smile still adorned his lips, but for a moment, the smile seemed to take on an almost feral quality. Like a shadow fleeing ahead of a flickering torch, the wild look passed in an instant, and he began speaking.

"Ya see, basher, I was tagging along behind a troupe of addles into Gehenna - a service I perform from time to time - when we blundered into this bizarre little burg known as Byldgewater. The whole lot of the place is built atop of this horrificaly stinking mire, and is a haven for slavers and sods hiding from the fiends. Seems that there is some powerful magics about the place that hedge all them

all out, you see, so the place is full to the gills with poor knaves that have crossed some of the worst creatures in all the known planes. As such, they know they cannot leave, and this fact breeds misery and anger amongst 'em like the fetid water 'pon which their burg stands breeds biting flies.

"As bad as all that sounds, though, the fact that no fiends can get in makes it a fine enough place to lay yer head, especially if one has been trouncin' all over the Infernal planes for a while, so these greens I was tailing decided to put down stakes for the evenin'; I did the same and began to get the lay o' the land, so to speak. It was during my wanderings throughout an area of the town known as "the Dark Quarter" that I came upon a patch of truly pitch blackness within the dingy darkness around me. A sinister tower, emblazoned with tiny rivulets of words and pictures lit with multi-colored fire stood amongst the swampy streets; the spell-enhanced sigils before me told me that this place was called DieKotomy, an establishment that proffered ministrations of the flesh, attentions to one's physical and mental forms that ranged from the calming and the beneficial to the painful and the perverse. I, of course, slipped inside without a moment's hesitation - you see, the search for knowledge often leads one down paths that are neither eas or desirable, basher."

Enraptured by this being's tale, I sat, stone-still as he chuckled softly and took a refreshing pull from his still-frosty flagon. With a contented look on his face and a rejuvenated throat and tongue, he continued his yarn.

"After some span of time, I found myself relaxing in a massive stone tub that was filled with steaming and scented bath water. Content to lie there and rest my weary bones until the water grew tepid, I had allowed my heavy lids to float down over my eyes; this was my mistake, you see and it is one that you should never make, despite any temptations to the contrary.

"Suddenly, I had the distinct and sinking

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sensation that I was no longer alone and my eyes flew open - even now I wished I had not done so. Opposite me, within the same steaming water, sat a creature the likes of which I have never heard, and in truth never seen again. While humanoid in form and design, its entire form seemed to be crafted of a highly reflective and unusually angled material, akin possibly to mirrors, but in all my years and journeys I have never seen a mirror the likes of this thing. However, the oddest thing about this creature was that, due to its position and its composition, it looked like me! Its strange, oblique and mirroring skin made it seem that an awkwardly fashioned semblance of my own self sat before me. The effect was both unnerving and peculiarly comforting at the same time; however I did not have long to contemplate the sensation, as the creature stretched forth a hand - my own hand - in an attempt to hand something to me.

"I took the proffered item, a fist-sized wad of waxy parchment that seemed to hold something soft and yet brittle within its crumpled folds. Carefully unwrapping the slick paper, which possessed strange, off-white and broken rings scattered haphazardly about its surface, I found something within that for one of the few times in my long life left me utterly at a loss and completely confounded. Within this stained and wrinkled wrapping was what appeared to be a half-eaten sandwich."

It was at this point that I found myself interrupting Ashenbach's tale, blurting out, "What? The strange mirror-being handed you a sandwich!?" in my incredulity. The tiefling nodded and chuckled again, softly. He seemed to be relishing the look of amazement and disbelief on my face more so than the drink at his fingertips. He then leaned forward, conspiratorially, and picked up this tale, whispering.

"A flumph and peanut-butter sandwich, in fact. Further, the creature had completely vanished without even a ripple."

The look upon my face undoubtedly pleased him very much, for his eyes were beaming at my open-mouthed reaction. "What ever did you do?" I asked, intrigued and anxious.

"I tossed the sandwich away, of course. While

there are many things in the vast expanse of the known around us that I will, and in truth, have eaten, flumph is not one of them. It was then that I noticed three things. The first was that the sandwich seemed relatively fresh and had likely been made within a day or so past. The second was that the water in which I sat was suddenly (in my mind at least) ice cold. The third was that there was mystical writing on the inside of the waxy wrapping paper - the side that had been next to the sandwich."

If I was amazed before, I was now absolutely astounded at what the tiefling's words inferred. "Ashenbach, you do not mean to tell me-"

The grey-skinned explorer cut me off with a slight nod and a glance to the pouch of platinum minted in the ever-ordered gear works of Nirvana. "I do, basher, I do. This is the origin of the spells which you now hold so dear, only a few of the fabled works of one Dylrath Birdhouse..."

The introduction text in this chapter is not OGC and is the Product Identity of Brannon Hollingsworth and Sialia. The spells that follow are released as OGC except for the proper names used throughout, which remain as Product Identity.

Chain of Disasters

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 6

Components: V, S, F

Casting time: 1 action

Range: Long (400 ft. + 40ft./level)

Targets: One primary target plus one secondary target/level (each must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

One of Dylrath's more feared spells, Chain of Disasters operates in the same manner as does its inspirational predecessor, Chain Lighting. However, this spell causes no physical damage of its

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own accord, rather, it causes the struck target(s) to fumble their next action, whatever it is, upon an unsuccessful saving throw. Any damage suffered as a result of the subsequent fumbled action(s) is, of course, fully applicable.

Focus: A bit of fur from a black cat, a piece of broken mirror, a banana peel, or some sour grapes; and one pat of butter for each of your caster levels.

Dylrath's Bucket

Transmutation, Enchantment

(Compulsion) [Mind-Affecting]

Level: Sor/Wiz 3

Components: V, S, M, F

Casting time: 1 action

Range: Touch

Target: One touched bucket (or similar object)

Duration: Permanent

Saving Throw: None

Spell Resistance: No

When this spell is cast on a bucket (or similar small, container-like object: kettle, cauldron, chamber pot, box, chest, etc.) it creates an invisible aura of enchantment around the item. Due to this fact and the item's wholly ordinary nature, when the bucket is left lying about somewhere (such as in a room where folks aren't supposed to be snooping), it provides an excellent "early warning system". When someone comes within a into a five foot radius of the object, they instantly become unaware of the item's existence and are inexorably compelled to place at least one foot, hand, or head (determined randomly by the GM) into the bucket, whereupon the item sticks. There the item remains until a dispel magic or remove curse is cast, or the bucket is literally destroyed (any successful damage to the item is halved between the object and the individual wearing it, but the damage to the individual is subdual only).

The item need not be empty at the time of casting. This spell makes one hell of a mousetrap if you bait it with peanuts; it also works fine falling from on top of a half-opened door onto someone's head.

Material Components/Focus: The object which is to receive the enchantment (which is obviously not consumed in the casting) and a jester's cap.

Glomp

Conjuration (Creation)

Level: Sor/Wiz 4

Components: S, M, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: One glomp/2 levels (maximum of 6)

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

This spell conjures a small magical dweomer, colloquially known as a glomp, which has the texture of a fleshy, goop-filled sack. This glomp immediately flies to the target, which must be in plain view and within the spell's range and affixes itself over the target's mouth (or the nose and the mouth, selected by the caster at the time of casting) preventing breath, speech, or the passage of objects through the orifice. While this spell causes no direct damage, if the glomp covers the target's nose and mouth, suffocation rules (see Core Rulebook II) could apply.

To cast glomp, the spellcaster makes a gesture like blowing a kiss.

Material component/Focus: A small length of specially prepared cloth, coated with any sticky substance, such as honey or glue; the coating is consumed in the casting, but the cloth remains.

Magik Fingerz

Evocation [Force]/Divination

Level: Brd 4, Clr 6, Sor/Wiz 5

Components: V, M/DF

Casting time: 1 action

Range: See text

Targets: One object

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Upon casting this spell, you bring a hand-shaped field of magical energy into being with which you are able to discern information about the target, which must be specified before casting, without

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physically touching it. You are not able to move, manipulate, or affect the item in any way, shape or form, but are able to discern its temperature, texture, rough size, and so forth, just as if you had laid your bare hand upon it. The target, in no way, is sensitive or aware (if sentient) of any pressure, heat, motion, weight, or such from the magik fingerz. You can stand up to six feet away and must have clear line of sight to the object you wish to target.

This spell is extremely useful for figuring out what is in somebody's pockets, the exact location of the poison needle in a trap, or even what Tao's bottom feels like without actually putting your fingers in jeopardy.

Arcane Material Component: A glove made from the specially prepared skin of an ethereal filcher, which must be worn on the hand and crumbles at the end of the spell's duration.

Tactile Illusion

Illusion (Figment)

Level: Brd 6, Sor/Wiz 6

Components: V, S, M

Casting time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Tactile figment that cannot extend beyond four 10 ft. cubes + one 10 ft. cube/level

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell allows the caster to create an illusion of the way something feels. Throughout the length of the spell's duration, the caster may vary the sensations continuously, but must maintain concentration. The dweomer can simulate heat, weight, pressure, coldness, texture, motion, and so forth simultaneously. There are neither visual nor audible effects of the spell, only tactile.

This spell is extremely useful for disrupting spellcasters in mid-cast, such as creating a sensation of a bug flying up their nose or that there is a bit of dust in their eye. It is also quite useful for playing practical jokes, such a making someone think they've just walked into a wall, or that a scorpion just

crawled down their shirt. This spell is most likely the most effective against deafened, blinded or blindfighting opponents, as you could easily make them believe that there is something very sharp pressed hard against their vulnerable bits, that their foot is tangled in something, or something is silently breathing down their neck. It is also reasonably useful for making a girl think you're still kissing her while you are already moving for the door.

The target does not get a save if they really want to believe in the simulated sensation, and GMs should adjust the DC of the Will save based on whether or not the target can actually see that the figment is not present.

Material Component: A bit of neck fuzz from a practical-joke-playing gnome.

The Girls of Gar'Udok!



An 18 Month Calendar Of
Gar'Udok's Hottest Pin-Up Girls!

*Available wherever fine time-keeping
devices are sold. 2 gp from each purchase
will be donated to the church of one of the
hottie-priestesses found within!*

Bride of Portable Hole

A Portable Hole full of Loot

A SELECTION OF MAGICAL ITEMS AND ARTIFACTS, FROM MAUGNANT TO BIZARRE

Magic Items are the bread and butter of adventuring. Many a quest has been launched over a magical sword or an artifact of mystical power.

The following magic items were lovingly hand-crafted from the finest d20 components for your entertainment. All the magic items in this chapter are released as Open Game Content, with the exceptions of the proper names of the crafters of the magic items in question such as Donbian and Leopold, and the histories of the items.



Magic Rings

Ever since that first adventuring party calling itself "The Fellowship", many adventures have centered around important magic rings. Although these three certainly wouldn't qualify...

Curse Ring

The wearer of this cursed magic ring cannot stop cussing, damning this fornicating piece of magical crap to Hell and back! Every other word is an obscenity or curse word, even before great Lords and Ladies. Instead of asking the King, "My leige, the siege went well?" it would be "My fucking leige, the goddamn siege went shitting well?"

Caster Level: 3rd, Prerequisites: Forge Ring, bestow curse, magic mouth, ventriloquism; Market Price: 1,000gp

Poseur Ring

When worn this cursed ring acts like a ring of Charisma, increasing the wearer's Charisma score by +4, however whenever confronted with a shiny surface (including windows, mirrors, sword blades, well-polished plate mail or dragon scales, etc), there is a 30% chance that the wearer will spend a full round action to pose in the shiny surface.

Caster Level: 5th, Prerequisites: Forge Ring, spell-caster level 8th+; Market Price: 10,000 gp

Ring of Yammering

This cursed ring seems to be a ring granting a +4 bonus to Intelligence, but when placed upon the finger, the wearer must immediately start talking crap, anything and everything...they have to say it, it can be whatever the player wants...or the Game Master.... The wearer suffers a -4 Charisma penalty and people around them must make a DC 15 Will save every 10 rounds to avoid trying to forcibly remove the ring!

Caster Level: 8th, Prerequisites: Forge Ring, magic mouth, alarm; Market Price: 2,000 gp

Wondrous Items

Bachengubers Mug of Everlasting Ale

This 2 liter mithril silver mug is always full of dark ale and will never spill its contents. Ale will not leave the mug until lips touch its rim.

Caster Level: 1; Prerequisites: Craft Wondrous Item, prestidigitation; Market Price: 500 gp.

Bag of Tricks

This finely tooled, black silk pouch is a prized possession among ladies of the evening. Once per evening, upon command, a single male "trick" may be pulled from the bag, complete with a pouch of gold. Possession (and use) of this item grants a +10 circumstance bonus to Profession (prostitute) checks when determining amount of gold earned per week. The tricks may not be used for any other

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purpose and last only as long as "necessary".

Caster Level: 3; *Prerequisites:* Craft Wondrous Item, Profession (prostitute) 5+ ranks, *summon monster I*; *Market Price:* 1,000 gp; *Cost to Create:* 500 gp + 40 XP; *Weight:* 1 lb.

Bag of Vomiting

This item appears to be an ordinary, non-descript satchel. Detection for magical properties makes it seem as if it were a bag of holding. When it is opened and inverted, however, it vomits uncontrollably for 1 round. There is always a faint but odd odor to this item.

Almost anything that is placed inside the bag is immediately thrown-up. There are some things that will keep this magical item from calling Ralph on the big white telephone however. Dry crackers or cold carbonated drinks like ginger ale, 7-Up or Sprite. Hot, spicy, strong-smelling and greasy foods will surely cause the bag to drive the porcelain bus.

Caster Level: 7; *Prerequisites:* Craft Wondrous Item, *Contagion*.

Bed of Wellness

This bed was created by the Bishop Dieter Getstaffen of Klausshaffen, Church of Helga. Only four beds are known to exist. The beds allow all that sleep in them to receive triple the normal healing for rest and sleep. If a prayer is cast over the bed by a priest of Helga before sleeping, the beds user will be cured of disease, blindness, and insanity. The bed frame is made from mithril silver, the mattress of fine silk and goose feather down. The bed will always be clean, warm and comfortable.

Caster Level: 11; *Prerequisites:* Craft Wondrous Item, *prestidigitation*, *restoration*, *heal*; *Market Price:* 25,000 gp.



Blackmoon's Ever Faithful Broom of Guarding

This straw broom specializes in guarding the home from pests and rodents. The broom will guard a 100 sq ft area per level of its owner. All size m(or smaller) creatures that enter the area, that have not been designated as freindlies (The owner may choose 1 "friendly" per level), will be attacked and pursued by the broom (Within it's designated guard area). The broom has a hardness of 20, 100 hitpoints, attacks with a +5 to hit and +10 damage, and inflicts d10 + 10 damage , It has all the standard construct immunities plus a spell resistance of 20 There only a few of these brooms in circulation, the brooms are designed for use indoors and may change guard areas only once per year...so they are useless for traveling, but excellent for home defense.

Caster Level: 13; *Prerequisites:* Craft Wondrous Item, *animate objects*; *Market Price:* 15,000 gp.

Bra of Holding

Acts as a bag of holding, sizes range from small to large, as the bag of holding. Gives new meaning to "Leo's Secret Chest"!

Caster Level: 9; *Prerequisites:* Craft Wondrous Item, *Leo's secret chest*; *Market Price:* 5,000 gp.

Brass Balls

This pair of finely crafted brass spheres can be carried on a string, necklace, or any other method of hanging and takes no equipment slot. When the wearer of brass balls intentionally does something dangerous or stupid, he gains a +4 luck bonus to all skill checks, ability checks, and saving throws.

Caster Level: 12; *Prerequisites:* Craft Wondrous Item, *divine favor*; *Market Price:* 80,000 gp; *Cost to Create:* 40,000 gp + 3,200 XP; *Weight:* 2 lb.

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Clapper Torch

The clapper torch was invented by Lord Francis Klenbrenner, a wizard of great power, with a talent for creating useful utility orientated magical items. This ingenious torch will never burn out, it may be activated with but two claps from its owner (The last person who held the item) and deactivated with three. The torch will burn under water! It radiates 120' of light and cannot be extinguished involuntarily except with a *limited wish* or *wish* spell.

Caster Level: 1; *Prerequisites:* Craft Wondrous Items, *continual flame*, *daylight*, *limited wish*; *Market Price:* 1,000 gp



Darn's Instant Breakfast

This peculiar item appears to be a small wooden box (non-magical), containing 1-12 small brown eggs. When cracked into a hot skillet, and water added, the powdery substance within turns into three eggs (sunny side up), four slices of bacon, and 2 pieces of toast with blackberry jam. Eating this

breakfast satisfies the creature's daily nutritional requirement and recommended food for 24 hours. In addition, it grants a +2 morale bonus to fortitude saves and causes severe flatulence for 4 hours, starting 15 minutes after finishing the meal.

Dog Whistle

This small, tarnished silver whistle appears worn and battered. The bane of those with low charisma, the dog whistle can only be heard by those with a Charisma score 8 or below. The user of a dog whistle may blow into it as a standard action. All ugly people within 50 ft. must attempt a Will save (DC 15) suffer a -4 morale penalty to attack rolls, skill checks, and ability checks for 5 rounds. Anyone failing the saving throw is immune to further uses of the dog whistle for the rest of the day.

Caster Level: 5; *Prerequisites:* Craft Wondrous Item, *bane*, *ghost sound*; *Market Price:* 2,000 gp; *Cost to Create:* 1,000 gp + 80 XP; *Weight:* n/a.

Draconic Lunchbox

Draconic lunchboxes are special metallic containers, which are useful in not only containing a dragon's meal, but delivering it to her. They do this by boosting the confidence of humanoid would-be dragon-slayers enough to deliver themselves to the dragon in a convenient ready-to-eat package. The dragon must merely cook and serve, and the lunchbox assists in that as well, by keeping the meal intact long enough for the dragon to devour it. Otherwise, this item is identical in appearance and function as an ordinary suit of full plate armor.

Caster Level: -; *Prerequisites:* Craft skill (armorsmith); *Market Price:* 1500gp; *Weight:* 50lb.

A dwarf and an elf step into a restaurant and sit at the table. The waitress asks if she could take their order.

The Dwarf says, "I'll take a 24oz steak. Rare. With a bottle of Dragonfire."

The Waitress responds, "And what about the vegetable?"

The Dwarf looks at the elf and growls, "He'll take the steak too, and HE'LL LIKE IT!"

- Kilmore

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Dwarven Beardriffinic Twist-n-Twirl™

Ever wonder how dwarves get such nice braids in their beard? Well, wonder no more, my friend! It's the Beardriffinic Twist-n-Twirl™! For just 3 easy payments of 19.95gp, you too can have fabulously twisted and twirled beards! But wait, there's more! For just twice the cost, you can double your order and receive 2, yes, 2 Beardriffinic Twist-n-Twirls™!! They both come complete with a video of over 10 rounds of training footage! So forget about those nasty snarled beards and get yourself a Dwarven Beardriffinic Twist-n-Twirl™! (Void where prohibited by law, some assembly required).

Caster Level: -; *Prerequisites:* Craft skill (cheap junk), creator must be a dwarf; *Market Price:* 59.85gp; *Weight:* 5lb.



RESULTS MAY VARY

Fig Leaves of Modesty

If stripped of clothing, these fig leaves will place themselves strategically to cover the private parts of their owner, and cannot be removed short of a wish or limited wish. They are also able to duplicate if necessary for females and really odd species, but just don't go there - it's not a pretty sight. (Ed Note: Trust us, playtesting these things just lead to some nightmare-inducing situations once Chad pulled

out his monstrous compendiums.) Some cruel pranksters love giving these items as wedding gifts.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, shield; *Market Price:* 50gp; *Weight:* 1lb.

Figurine of Wondrous Power: Belly Dancer

Appearing as a small figurine of a heroically endowed short statured girl with a grass skirt, a smile, and nothing else on, the Belly Dancer appears to be made of highly polished bone or ceramic. When the figurine is thrown to the ground and the command word spoken, she turns into a short woman, with massive breasts, brown skin, black hair and eyes, and ruby red lips. She only wears a grass skirt and sandals, along with a flower garland round her head. She will begin to shimmy her hips and undulate her torso, a smile on her face and her hands above her head.

All males within 20 feet must make a Willpower check (DC: 15) each round or be dazed for one round, unable to do anything but stare at the dancing woman. Females within 20 feet must make a Willpower check (DC: 15) or suffer a -2 morale penalty to attack, damage and saves due to feelings of inferiority.

Figurine of Wondrous Power: Fat Guy in a Speedo

Appearing as an amorphous blob with a vague head, and residual, paddle-like arms, this figure is often pinkish colored, and feels as if it was made from congealed fat to the touch. When activated, the figure grows into a 5 ½ foot tall man, weighing roughly 600lb, his rolls of undulating flesh quivering hypnotically as he walks around in a curious, spraddle legged walk, waving one huge arm and saying such things as: "Hi, how ya doin'?" "Mighty

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hot out, ain't it." "Say, aren't you good looking?" His lime-green Speedo will appear and disappear between the tectonically shifting slabs of shifting lard.

All within 15' feet must make a Willpower check (DC: 20) or be unable to look away from his flesh, flowing like a lava lamp as he strides around, smiling and friendly. Those who are unable to look away for three rounds must make a Fortitude check (DC: 20) or become nauseated for one round. This check must be made for each successive round after the third round of uninterrupted staring.

Figurine of Wondrous Power Epileptic Cobra

Appearing as an impossibly twisted snake, made of a cool, dry feeling metal, this figurine of often painted like a cobra. Those who stare too long at the coils must make a Willpower Check (DC: 10) or become dazed for one round.

When activated, this figurine turns into a Huge Spitting Cobra (see Core Rulebook III Snake, Huge Viper, Page 202 add Attack: Spit +4), that immediately begins to suffer an epileptic fit, spitting and thrashing around, venom squirting from it's fangs.

Those within 10' radius of the figurine's impact must make a Reflex check (DC: 15) or suffer damage from one of the snake's attacks. (1-2 Slam 1d10; 3-4 Venom Spray/Spit save as if bitten; 5-6 glancing bite 1d6 damage and save as if bitten) The snake makes no distinction between friend and foe, owner and innocent.

Figuring of Wondrous Power Tenured Professor

This figurine appears as a small, balding man, with a thin neck, and out of date clothing that is threadbare. It will feel as if it is made of tin when handled.

When activated, the figurine turns into a slender, reedy man, with a droning, monotonous voice, who mixes theories of magic, psionics and the divine with rambling, disconnected reminiscing and sarcastic remarks about "in his day".

Those within a 15' radius must make a Willpower Check (DC: 15) or become confused for

1 round. Barbarians are especially susceptible to the Tenured Professor, suffering a -2 circumstance penalty to their check.

Figurine of Wondrous Power Droning Civil Servant

This figure appears to be a natty little man, with impeccably coiffured hair, an immaculate suit, and a disdainful expression. The little man appears to be looking at something on his wrist, and holding a sheaf of papers in his hand.

When activated, this figured turns into a short, thin man, flawlessly dressed, who will begin to cite laws and rules from various lands, even if they do not apply, attempting to hand out papers and demanding to inspect possessions.

Those who come within 5' of the little man must make a Willpower check (DC: 20) or take one of the forms thrust upon them. The victim of the Droning Civil Servant will become confused for 3d6 rounds as they stare at the constantly shifting lines and words on the form.

Gut of Holding

This item acts identical to a Bag of Holding type 4, but attaches to a person's abdominal region and blends in perfectly - though it causes the wearer to appear overweight. Owners report that they prefer to store food in them, but honestly we think their just eating a whole lot and trying to keep their wives from finding out.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, Leo's Secret Chest; Market Price: 10,000gp; Weight: 60lb.

Halfling Sticky Fingers

Few non-halflings have ever seen these items, but they are oft spoken about and provide a +10 circumstance bonus to pick pocket checks. However, it is unclear whether these items are cursed or not. Whenever a halfling is caught stealing, they blame it on Halfling Sticky Fingers, yet remove curse spells are unable to prevent this behavior. The items may also be symbiotic in nature since when searched, no one has been able to find Halfling Sticky Fingers on a halfling claiming to possess them.

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Caster Level: ?; *Prerequisites:* creator must be halfling; *Market Price:* never for sale; *Weight:* 0lb.

Hamper of Endless Laundry

This large basket weaved container will always have a plentiful supply of raiment available. Unfortunately, it will always be dirty, smelly, of the wrong color, and it won't quite fit the person who wants it.

Caster Level: 9; *Prerequisites:* Craft Wondrous Item, *fabricate*; *Market Price:* 1,000 gp; *Weight:* 6lbs.



Hat o' Surprise

This hat is a beat up, pointed wizard's cap, covered in lopsided, crudely drawn stars. The cap is blue, with a deep black interior, and appears to be made of poorly dyed canvas that in the rain, will run blue dye into the wearer's eyes and hair, eventually dying the poor sucker... er, owner, a pale blue.

It was created by the notoriously lazy mage Arcticavald Nogumtion Lakidiasy III, in a strange arcane ritual that seemed to involve a lot of alcohol and sleeping. He created the hat so he would not have to go shopping for spell components, go to the store for supplies, or basically exert himself in any fashion if it did not involve indulging his vices, which were many and varied.

The Hat o' Surprise will test positive for conjuration/summoning magic, it's strength rating as moderate to major depending on the alignment of the stars, the time of day, the weather, and how the 5th sleeping kobold within 5000 miles is lying.

Identification will indicate that the hat conjures up objects that the wearer desires. Lying damned spell.

Whenever the wearer reaches into the hat, they

have a 50% chance of the equivalent of a Major Creation spell assisting them in creating the item they desire.

On 51-75%, they get something completely useless, and possibly dangerous, such as a broken poison vial, a moldy rat covered in fleas, the signet ring of a murdered princess, a flat rubber ball, a rusty sword, ect.

On 76-99%, they pull a creature from the hat (a normal animal from the back of Core Rulebook III, randomly determined by the GM, the nearest 5-year old, or whatever is on the Discovery channel). The creature will be angry, scared, and hungry, and attack everyone and everything, until reduced to 25% of it hit points, at which time it will leap back into the hat.

On 100%, the hapless user will pull forth an angry outsider, of the alignment in direct opposition of the user, as if it was summoned by a Summon Monster IX spell. The outsider will attack everyone, usually using the hapless mage as a bludgeoning weapon, until reduced to 10% hit points, everyone is driven off, or the nearest toddler wants a glass of water.

Hamper of Endless Laundry

This large basket weaved container will always have a plentiful supply of raiment available. Unfortunately, it will always be dirty, smelly, of the wrong color, and it won't quite fit the person who wants it.

Caster Level: 9; *Prerequisites:* Craft Wondrous Item, *fabricate*; *Market Price:* 1,000 gp; *Weight:* 6lbs.

Horn of Frogs

Sometimes mistaken (at least initially) for a horn of fog, when this odd, green horn is blown, 1000 frogs fly from the orifice.

Their trajectory will spread them out in a 60-degree arc with a 60' radius. Any creatures caught within this area of effect are assumed to collide with 1000 frogs (1 point of damage each). Movement is reduced to 1/4 normal and all affected creatures must succeed at a Reflex (DC 14) or be knocked over. The device makes a deep, froglike noise with the note dropping abruptly to a lower register at the end of the blast.

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Caster Level: 7; *Prerequisites:* Craft Wondrous Item, *summon monster I*; *Market Price:* 2,000; *Weight:* 1 lb.

Insidious Cushion of Whooppies

A bizarre device crafted from orc bladders, this red pouch has a single, thin opening. The cushion may be inflated as a free action. The holder of the cushion may choose a single target within range (30 ft.) and squeeze the cushion. The target must attempt a Will save (DC 10) or a tremendous flatulent sound erupts from his hindquarters. Although only an illusory sound, the social ramifications can be devastating.

Caster Level: 3; *Prerequisites:* Craft Wondrous Item, *ghost sound*; *Market Price:* 1,000 gp; *Cost to Create:* 500 gp + 40 XP; *Weight:* n/a.

Leggings of Elvenkind

Leggings of Elvenkind are typically tight, brightly colored leggings that grant the wearer a +20 to Perform(dance) checks when dancing merrily with fey creatures. If the wearer attempts a Perform(dance) check while either no fey creatures are present, or when not merry, they instead compel all creatures present to ridicule the wearer mercilessly until they are either rendered helpless or forced to flee.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Items, creator must be an elf, *O's irresistible dance*; *Market Price:* 4,000gp; *Weight:* 5lb.

Librum of Literacy

By reading this complex book cover to cover, one who is currently illiterate will learn how to read. Reading this book takes a total of 48 hours over a minimum of six days.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, Spellcaster Level 3rd+, *comprehend languages*; *Market Price:* 1000 gp; *Weight:* 10lbs.

Log of Flying

Logs of Flying are identical to Brooms of Flying (even including a large amount of hay crammed haphazardly into one end) but are sized for large to huge sized creatures. They can carry up to 1000

pounds. Even larger versions are rumored, but as to their appearance, the imagination boggles.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *fly*, *permanency*; *Market Price:* 15,100gp; *Weight:* 100lb.

Monk's Footpowder

This white powder when placed on the feet of a character with monk levels is able to cure athlete's foot, corns, calluses, and other foot-borne ailments and fungal growths. Additionally the monk's unarmed kicks act as a Flaming Burst weapon because monks are cool.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *cure minor wounds*, *fireball*; *Market Price:* 5,000gp; *Weight:* 1lb.

Neon Orange Mohawk Wig of Death

When worn by anyone but an orc or half-orc fighter or barbarian, this item adheres to the scalp and cannot be removed unless a scare spell is successfully cast upon the wearer, or a remove curse, wish, and finally, a miracle spell. Wearers of non-orcish descent take a -6 circumstance penalty to Charisma based skill checks.

When worn by a fighter or barbarian of orcish descent, however, this item grants a +2 morale bonus to attack, damage and saves, in addition to a +4 circumstance bonus to Charisma based checks.

Rumours are that there are other varieties of this item, in a vertiable cornucopia of colours, each with slightly different powers.

Nothing

Nothing is an extremely fragile item. It expands to fit any size empty container it is placed in, but when another item is placed within the same container, the nothing dissipates. For example, Tharg places nothing into his empty belt pouch. He loves nothing dearly, and plans to hold onto nothing for the rest of his life. However, in a moment of stupidity, he places a coin into his belt pouch, thereby causing nothing to be gone. Removing the coin does spontaneously create nothing, but, quite frankly, if you are dense enough to cherish nothing, you're probably not going to be concerned about regaining

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it once lost.

Caster Level: 1st; *Prerequisites:* empty container; *Market Price:* ogp (though in some bazaars, they will try to sell you nothing at a substantially higher price).

Orcish Skivvies

Tired of being ambushed in the middle of the night and having to fight completely unarmored, orcish shamans have developed these special skivvies. Although they still offer no additional armor bonus, their unique design (either red cloth with white hearts, or white cloth with yellow smiley faces) causes all who see the orc to make a Will save (DC 15) or succumb to the effects of tasha's hideous laughter. If the creature fails the save, the laughter also spurs the orc wearing the skivvies into a rage, as the barbarian for the duration of the laughter.

Caster Level: 2nd; *Prerequisites:* Craft Wondrous Items, creator must be an orc or half-orc, *daze*, *T's hideous laughter*; *Market Price:* 4000gp; *Weight:* 1lb.

Overripe Melon

This large cantaloupe is obviously of exceptional size. It does not spoil and remains perfectly edible regardless of where it is stored. When the fruit is consumed (a process taking 10 minutes), the eater is temporarily endowed with prodigiously large breasts as if she had the Anatomically Over-Endowed feat. This condition lasts for 24 hours. Unfortunately, the overripe melon has the same effect on both genders; men eating such a melon are in for quite a surprise! However, when there is a need for a man to disguise himself as a woman, nothing beats a melon!

Caster Level: 1; *Prerequisites:* Brew Potion, *enlarge*, creator must have Anatomically Over-Endowed feat; *Market Price:* 50 gp; *Cost to Create:* 25 gp + 2 XP; *Weight:* 1 lb.

Pieagra

As we know, all adventurers eventually grow older. As they do, these magical wonders will make life just a little easier for them. Why settle for a little blue pill when you can have a whole pie!

Invented by the half-orc mage Grog Pillsbury, this pie works wonders when eaten in one sitting. It not only increase blood flow to treat the physical problem of ED, but it also provides the same benefit to too your hands too. Now even elderly adventurers can grab hold and get busy. (The latter benefit is rarely advertised, however).

Caster Level: 3; *Prerequisites:* Craft Wondrous Item, Summon Mojo; *Market Price:* 50 gp

Potion of Surrealness

The imbiber of this potion will quickly lose all interest in what others perceive as "reality". He/she will instead ponder such questions as "Why don't orcs come with blue and purple bathroom fixtures?" or "Why don't swords attach themselves the leviathans so they don't have to swim?" This mind-affecting enchantment wears off in 1d3 hours.

Caster Level: 3; *Prerequisites:* Brew Potion, Spellcaster Level 6th+; *Market Price:* 500 gp.

Prince Albert Jewelry Piece of Endurance

When correctly worn, this piece of metal jewelry grants it's victim, er, wearer a +2 luck bonus to Fortitude saves.

Riding Pants of the Gentleman Equestrian

These incredibly tight jodpurs grant the wearer +10 competence bonus to ride checks and a +4 bonus to bluff and diplomacy checks from horseback. They take five minutes to don or remove, and ebviusly display the wearer's religion.

Caster Level: 9; *Prerequisites:* Craft Wondrous Item, *Cat's Grace*; *Market Price:* 2,500 gp.

Rod of Blunder

The rod of blunder is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. This rod has various descriptions but the most common in a basic rod topped with a jester's head or the lower leg bone of a large dog and will radiate a strong dweomer of the asinine type if a detect magic spell is cast. The usual effects are shown on the table below but you may



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alter these for any or all of these as you see fit for your own campaign. Typical powers of the rod include all of the following:

d%	Blunderous Effect
01-05	Severs wielder's hand.
06-10	Causes target to lose all body hair.
11-15	Performs create water, over wielder's head.
16-20	Creates massive stench, causing all party members to gag for one round (DC 12 Fort)
21-25	Banner shoots out from end of rod, proclaiming: "BANG!"
26-30	Target shrinks to 1/10 normal height.
31-33	Target grows to 10 times normal size.
34-36	Rod disappears permanently (Hurrah!).
37-46	Summon in a cockroach (30%), dead horse (20%), great wyrm red dragon, (25%) or a gibbering moulder (25%).
47-49	Conjures a light bulb, which appears

over wielder's head, along with the "ding" of a bell.

50-53	Launches 100 moldy bagels at target.
54-58	Grass grows on wielder's head.
59-62	Wielder grows a third arm.
63-65	Rod kills a nearby horse (no save).
66-69	Rod kills all of the wielder's henchmen.
70-79	Invisibility covers nearest monster.
80-84	All dogs in 10-mile radius come to mount the wielder's legs.
85-87	Target turns into butter (no save).
88-90	Wielder turns into butter (no save).
91-98	Rod turns into butter and is no longer useable
99-100	Destroys entire multiverse. Game over.

Caster Level: 10; Prerequisites: Craft Rod, confusion, creator must be chaotic; Market Price: 12,000 gp.



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Rosewear

Often plagued by nasty bouts of painful gas, Donbian Longnose created these special rose patterned underwear to wear after eating something that didn't particularly agree with the large amounts of ale and/or beans he liked to consume on a daily basis (he like beans so much he never even thought that they were what was causing his gas). These underwear, when worn, transmute any gas into pure oxygen that is fragranted as if blown through rose petals. One ally even found that by wearing the gnomeling's underwear on his head inside out he could avoid the effect of poisonous gas and other airborne hazards and that blowing outward would gas those nearby with the little man's stink. He was forever known by the wild elves he lived with 'As man with streaks on face' after helping them defeat a Green Dragon with the use of the powerful underwear.

Rosewear keeps the wearer from smelling from any sort of discharge they may let loose in their pants, granting them a +1 inherent bonus to charisma. Elves have a certain love for roses, so when dealing with elves (or goths) the wearer of Rosewear is granted a +4 inherent bonus to any charisma based skill. When turned inside out and placed over the wearer's head, Rosewear grants a +4 bonus to all fortitude saves versus air-born toxins and disease. Once a day, the wearer can breath outward and create an effect not unlike a Stinking Cloud on one opponent for one round.

Caster Level: 11; Prerequisites: Craft Wondrous Item, Stinking Cloud, Polymorph Object, Purify Food and Water; Market Price: 10,500 gp

Scarf of Flying

This piece of haute couture resembles a bright scarlet silken scarf that will allow the wearer to fly as the wizard spell at 5th level ability, once per day.

Caster Level: 5; Prerequisites: Craft Wondrous Items, fly; Market Price: 5,000 gp.

Screaming Door Handle of Vladimir Chesky

Created by this Slav wizard from the region of Carpathi, the handle is of polished oak with platinum engravings of praises to the wizard that creat-

ed it. The handle will recognize the touch of its owner, all others that touch the handle will be hit with a horrendous electrical shock and d4 turns of screaming. The shock delivers d10 + level of the toucher in damage. A DC 15 Will save will negate the effects of the spell.

Caster Level: 7; Prerequisites: Craft Wondrous Item, fear, shocking grasp; Market Price: 4,000 gp.

Silk Stockings of Holding

Usually black or red fishnet patterned, these stockings acts as a large bag of holding, with each stocking acting as a seperate bag. They are always found in pairs.

Caster Level: 9; Prerequisites: Craft Wondrous Item, Leo's secret chest; Market Price: 5,000 gp.

Slippers of Restful Sleep

These odd slippers are white plush oddities with strange rabbit-type ears sewn upon them. These magical slippers that will give the benefits of a full nights sleep with only half the required time.

Caster Level: 5; Prerequisites: Forge Ring, create food and water; Market Price: 2,500 gp.

String of Remembrance

Tying this 3 inch length of string around one's finger enables the wearer to remember one task despite any magical or dunderhead means of forgetting.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, suggestion; Market Price: 250gp; Weight: 1lb.

Summoning Spheres

"It is imperative that I capture all of them!"

These red and white magical spheres are a focus for improved summon monster spells. Initially, most summoning spheres are made unbound, and most (75%) are also found in this state - being just a magical sphere with no specific summoned monster attached to it.

Unbound, these spheres can be used to capture and bind creatures summoned using any of the summon monster spells, or creatures that could nor-

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mally be summoned by these spells. An attempt to capture a creature with these spheres is treated much like a dismissal spell. The sphere wielder rolls $1d20$ and adds his total character level, plus any bonuses from the sphere itself. The defending creature must make a successful Will save, adding the creature's hit dice to the standard will save roll, and must roll higher than the sphere wielder's check to avoid becoming bound by the sphere. If the target creature makes the save, the ball is rendered useless.

Once the summoning sphere has a bound monster within it, it is treated as a summon monster spell-trigger device with a verbal command word (usually something along the lines of "I choose you!"). Whenever used, the sphere summons the same monster that was trapped within it originally. Normally a summoning sphere can only be used once per day in this manner.

Summoning Sphere: +0 bonus on capture roll

Caster Level: 7; *Prerequisites:* Craft Wondrous Item, *dismissal*, *planar binding*, *summon monster III*; *Market Price:* 12,000 gp

UltraSphere: +4 bonus on capture roll

Caster Level: 11; *Prerequisites:* Craft Wondrous Item, *dismissal*, *planar binding*, *summon monster V*; *Market Price:* 18,000 gp

GreatSphere: +8 bonus on capture roll

Caster Level: 15; *Prerequisites:* Craft Wondrous Item, *dismissal*, *planar binding*, *summon monster VII*; *Market Price:* 24,000 gp

MasterSphere: +12 bonus on capture roll

Caster Level: 19; *Prerequisites:* Craft Wondrous Item, *dismissal*, *planar binding*, *summon monster IX*; *Market Price:* 30,000 gp

The "Thwap!" Gem

It is said that the gnomeling sorcerer that created this powerful gem was out of his mind, a total lunatic who cared little for his own safety or for the well being of his compatriots. He was known to target himself with destructive spells in order to destroy attacking enemies and killed several of his own allies doing so. Such is Donbian the Wild Sorcerer. During a particularly long bout of self destructive lunacy, Donbian created the Thwap! Gem. Well known for his ability to instill magic in

precious stones, the gnomeling sorcerer created the Thwap! Gem as a practical joke to play on the next unsuspecting drow or orcish city he and his wary crew traveled to. He didn't want to use it outside of the underdark, as he would most definitely lose the stone as it ricocheted out of view.

The Thwap! Gem appears as a multi-faceted diamond about the size of a normal human head that has a strange soft quality to its surfaces. Like a rubber ball, the character holding the stone can actually squeeze the diamond. However, unlike a normal rubber ball, the Thwap! Gem is about as easy to destroy as a normal diamond (Hardness of 45, 100 hit points, 30 AC). Inside the center of the stone a prismatic spark of chaos magic burns brightly and is the source of the strange weapon's deadly magic. If peered at closely, miniscule runic writings cover each and every facet of the Thwap! Gem but cannot be felt without the use of a sense enhancing spell.

The Thwap! Gem, when used, is never actually thrown at an opponent to do damage, but is bounced off a random surface. When this happens, the stone instantly ricochettes at a high speed toward the nearest solid target (which could be another character, or the wielder themselves, as the stone is known to harm the wielder as well as his enemies. The Thwap! Gem has a 20% chance to hit everyone within a 300 ft. radius every round after it is thrown (Percentile roll for everyone every round that is in the area/room). If it is used outside of an enclosed area, there is a 60% chance the next round it bounces away from combat and becomes useless to the wielder. The Thwap! Gem goes first every round and if it strikes a living creature, they must roll a reflex save (DC 25) or take their full hit points in subdual damage (thus being knocked unconscious). Objects, undead, constructs and other creatures immune to subdual damage instead take $3d6$ points of normal damage per strike. The Thwap! Gem acts as a +5 magical weapon for determining whether or not it can breach a creature's damage reduction and cannot be caught. Those attempting to catch the stone forfeit their reflex saving throw and take their full hit points in subdual damage. Only the wielder, who wears a special metal gauntlet on their main hand, can catch the Thwap! Gem

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without taking subdual damage. Even this is hard, because the owner of the stone must hit the stone's armor class in order to catch it with the gauntlet. Unless caught, the Thwap! Gem will forever ricochete and bounce about and enclosed area, faster and faster as the magic inside of it powers it's flight.

Caster Level: 24, Prerequisites: Craft Arms and Armor, Fly, Polymorph Any Object, Wish, Fabricate. Market Cost: 500,000 gp.

Toothbrush of Flying

Toothbrushes of Flying are identical to Brooms of Flying but are sized for fine and diminutive creatures. They can only carry up to 20 pounds.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, fly, permanency; Market Price: 15,100gp; Weight: 1lb.

Armour & Weapons

No matter how cool or funky your wondrous items are, there is always a demand for magic items specifically designed to smite foes, to cut, mash, mangle and crush your enemies beneath the edge of your magic arsenal of death... For weapons such as...

Cream Pie of Death

Considered to be a minor artifact granted to the halfling arch-mage Mekeru, the Cream Pie of Death appears as a normal, albeit magical, cream pie (banana flavored, if you were concerned). The pie shell magically regenerates the cream content whenever it is removed or eaten (filling the full

shell takes about 5 minutes if emptied of cream). When thrown or smashed into someone, however, the pie earns its name. On impact it manifests a +5 dagger of venom inside the creamy filling. It is said that the Cream Pie of Death was crafted by a death god after one too many practical jokes were played on him by a trickster.

Caster Level: 16th, Prerequisites: Craft Magic Arms and Armor, poison, create food and water, Market Price: 75,000 gp.

Foam Sword

Are you the non-violent type? Do you want to set an example that's ok for the kids to try at home? Or are you just tired of stabbing yourself? If you answered "yes" to any of these questions, this is the weapon for you. Note that this sword is usable by Clerics who deity forbids the use of normal swords because it is not a slashing or piercing weapon. A foe struck by a Foam Sword is forced to make a Fortitude saving throw (DC 10 + Strength Modifier), in addition to receiving normal damage (od8). If the saving throw fails, the opponent is stunned for 1 round. A stunned character can't act and loses any Dexterity bonus to AC, while attackers get a +2 bonus on attack rolls against a stunned opponent. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned by a Foam Sword's magical special ability.

Caster Level: 1; Prerequisites: Craft Magic Arms and Armor; Daze; Market Price: 45 gp

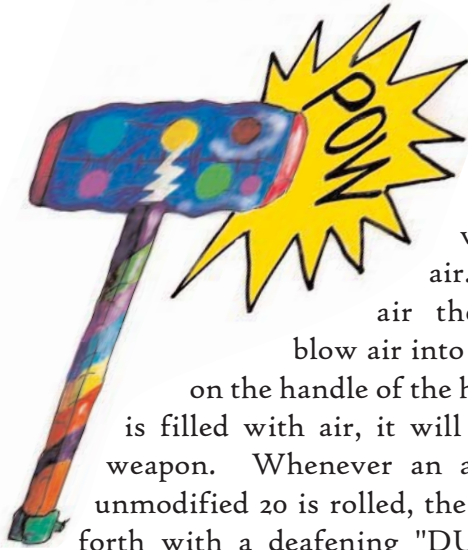
Gloves of the Bunny

Named partially for the lupine who originated this item, this +1 leather gauntlet appears as an ordinary black glove, useful in slapping an opponent. Upon mental command, a large red brick that causes 2d6 of bludgeoning damage will fill the glove. The brick shatters on impact, requiring a move-equivalent action to empty of brick dust before it can be used again.

Caster Level: 7th; Prerequisites: Craft Arms and Armor, Market Price: 9,310gp; Weight: 1lb.



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Hammer of Dunderbolts

This appears as an oversized and very light Warhammer when filled with air. To fill it with air the wielder must blow air into the nozzle found on the handle of the hammer. When it is filled with air, it will function as a +1 weapon. Whenever an attack roll of an unmodified 20 is rolled, the hammer will fly forth with a deafening "DUUUHHHHH!!" and will strike the target (making a squeak noise) for normal damage plus triple the magical bonus. The victim's Intelligence will also be reduced by 5 points or one-half, (whichever is lower).

If the wielder wears a belt of goblin's strength and gauntlets of ogre brains and knows the hammer is a hammer of dunderbolts, the weapon can be used to full effect: When swung or hurled, it gains a +5 enhancement bonus, deals $\frac{1}{2}$ damage, allows all girdle and gauntlet bonuses to stack (only when using this weapon), and casts *Tash's Uncontrollable Laughter* on any non-goblinoid upon whom it scores a hit (Will save DC 16 to keep from laughing for 1d4+2 rounds).

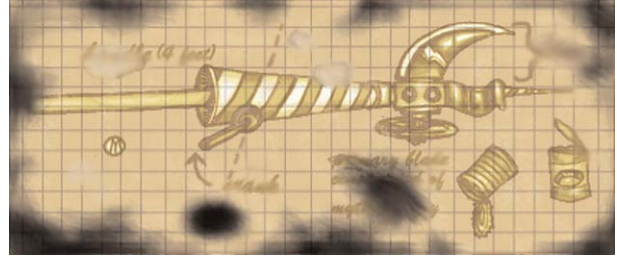
Caster Level: 3; Prerequisites: Craft Magic Arms and Armor; Tash's Uncontrollable Bladder; Market Price: 2,000 gp.

Head-Banger

A shield with this property has a large red circle in the center, surrounded by glowing text understandable by anyone attempting to read it. The words clearly state "Bang Head Here". Once per day, the shield wearer may forgo the armor class bonus provided by the shield and present the shield before him, commanding it to activate. The target creature, which must be within reach of the shield, must attempt a Will save (DC 12) or slam its face into the red circle on the shield. The head butt deals the target 1d6 points of damage plus 1 and $\frac{1}{2}$ times the target's Strength modifier. Although an

Enchantment effect, the power is not language-dependent.

Caster Level: 5; Prerequisites: Craft Magic Arms and Armor, command; Market Price: +1 bonus.



Lance of the Can Opener

This bizarre weapon is a +3 heavy lance with the ability to tear open armor. Against a target wearing armor (not including natural armor), the bearer of the lance may strike at the armor itself. This is treated as a sunder attack (as per the sunder feat) and does not provoke an attack of opportunity. The sunder attack ignores the hardness of the armor struck. Any damage dealt in excess of the hit points of the armor is dealt to the wearer of the armor.

Caster Level: 12; Prerequisites: Craft Magic Arms and Armor, bull's strength, keen edge; Market Value: 72,310 gp

Mace of Interruption

This item appears to be a normal mace +1 but is laden with a curse that does not become apparent until someone near the possessor tries to cast a spell. At this point, the mace will loudly yell "Hey, you!" and will begin to spout off insults at the caster. Any spellcaster attempting to cast a spell within 20 ft. of the mace must succeed at a concentration check (DC: 10 plus the level of the spell) or the spell fails.

Caster Level: 8; Prerequisites: Craft Magic Arms and Armor, Magic Mouth; Market Price: 5,000 gp.

Singing Saber

This finely crafted saber is made of Iridium and its hilt is studded with Cat's Eye agates. Engraved on the blade is the figure of a huge nude ogress, her head thrown back and mouth open as if singing, a large bulbous club in each of her hands. Thankfully, only one of these swords exists, and although many have tried, it seems to be indestruc-

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tible. Nobody what in the world he was thinking when the master bard Arngald Octavius Statternat Vitaso IV crafted this blade, but the drunken, hysterical admissions by the various owners of the sword since Arngald's demise suggest that Arngald loved something much odder than just his music.

It is obvious from the craftsmanship of the blade and detail of the image that a lot of care and skill went into the design of this blade. A bardic knowledge check (DC: 25) will reveal the sword's history, since it is somewhat infamous.

After being found in a forgotten cave, full of nothing but gnawed, scattered bones, it was carried by a Paladin, who was drug down and devoured by a pack of Kobolds. The kobold clan's History Teller carried it for many years, until he was slain by the Wizard Kavork, who handed off the sword to his lieutenant. The lieutenant awoke the Ogress somehow, and the lieutenant was eventually disintegrated by Kavork, and the sword left in the dust.

The sword has led to burnings at the stake, lynching, imprisonment, beheading, poisoning, banishment, impalement, drawing and quartering, immolation, electrocution, devouring, and on one occasion, being beaten to death with a nearby halfling for a succession of owners.

Thankfully, this sword has not cropped up in almost a decade, but bards everywhere are dreading the moment it does. Some guilds are offering a substantial reward to anyone who kills the next owner of this sword.

In the hands of anyone but a bard, this weapon acts as a +1 Saber. In the hands of a bard, however, this sword grants great power. At a terrible price.

The sword makes all spells cast by the bard take effect as if they had the Empower Spell feat added into it. It also increases the bard's Charisma by +4 in respect to spell casting and Bardic Song abilities, bonuses, and effects, and in encounter/skill checks when interacting with Ogres.

It also acts as a +3 Saber with keen and thundering effects. But as soon as the bard sings, or hears a song for the first time, they will awaken the sword, and it will begin to sing. In the voice and volume of an Ogress. The Ogress will sing battle chants in battle, love sonnets during the night, and marching

cadences during travel, all accompanied by crashing maracas. This racket will not cease, as long as the owner lives.

The song of the Ogress will make sneaking impossible, over-ride conversation, and make sleep difficult at best. Hide, Move Silently and Concentration checks suffer a -10 penalty, following a conversation will require a concentration check (DC: 15), and sleeping will grant no rest to anyone within 150. Even if thrown aside, the owner will discover the sword in his gear upon waking, or appearing in his hand whenever attacked, preparing to attack, or surprised by anything, even if planar boundaries are crossed.

On a positive note, the Ogress will sing counterpoint to any song that the bard sings, providing a primal sound to their music, and granting a +4 enhancement bonus to any battle hymn, song of revenge or rage, or primitive chant. It will provide an additional +2 circumstance bonus to any Bardic music used toward or against Ogres.

After one week, the bard will be able to rest through the music, but will be visited in their dreams every night, and ravished, by an Ogress. An ugly ogress. Even by the standards of ogres, this one is just plain ugly, and she will have her way with the owner, male or female. The owner will remember these vivid dreams for the rest of their lives, however long they manage to be.

Unfortunately, the effects of the sword provide any companion(s) who have been exposed to the blades roaring music for longer than two weeks a +4 morale bonus to attacks, damage, saves and skill checks when attacking the wielder of the sword with intention to kill.

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More Wondrous Weapons

BECAUSE WE JUST COULDN'T RESIST

For those Game Masters who enjoy a good play on words, or for those who just like hearing their players groan at truly awful puns, there are many d20 weapon types that can be made into completely ridiculous-sounding magic weapons. While these might be good for an occasional laugh, most campaigns tend to be more serious in nature and the inclusion of such ridiculous-sounding weapons can destroy the verisimilitude that the GM strives so hard to create. For this reason, each of the two dozen goofy-sounding weapons detailed below have completely usable powers. In addition, at the end of each weapon's description is a non-silly name that can be used in place of the, well, silly one.

After all, as the GM, you know best just how much PUNishment your players can take.

Bola Cherries

A set of bolas consists of a pair of heavy wooden spheres connected by a length of strong cord. It is usually used to trip a Large or smaller opponent, causing 1d6 points of damage (double damage on a critical hit) on a successful ranged touch attack with a 10-foot range increment. A magically enhanced set of the standard 2-ball bolas, bola cherries not only have a +1 weapon enhancement bonus but also have a nonweapon magical effect: once per day by command word, one of the wooden balls can be transformed into a wooden bowl holding 2d4 ripe, red cherries. Each of these cherries is equivalent to a goodberry but must be eaten within one minute to have any effect (after that, each cherry becomes nonmagical).

Faint transmutation; CL 5th; *Prerequisites*: Craft Magic Arms and Armor, *goodberry*; *Price* 2,665 gp; *Cost* 1,485 gp + 94 xp.

Non-silly name: Bola of nourishment, goodcherry bola

Cutlass Supreme

A cutlass is a curved sword much like a scimitar, often favored by pirates. (For game purposes, the weapons are identical.) A cutlass supreme is the ultimate pirate's weapon, providing a +5 weapon

bonus and the ability to water walk upon voicing of the proper command word. In addition, whenever the cutlass supreme is drawn and held, a nimbus of crackling, blue-white energy surrounds the wielder. This eldritch energy causes a fear effect (as the spell) in those who attempt to strike the wielder in combat.

The cutlass supreme is gaudily decorated with many sparkling gemstones along the basket hilt that protects the wielder's hand. It is an expensive weapon to create, and thus there are few cutlass supremes to be found in the world.

Strong necromancy; CL 15th; *Prerequisites*: Craft Magic Arms and Armor, *fear*, *water walk*; *Price* 126,565 gp; *Cost* 63,440 gp + 5,050 xp.

Non-silly name: Cutlass of the Pirate Lord

Dodge Dart

A dodge dart can be used as a normal +1 dart, but is also useful when not wielded as a weapon. A person holding a dodge dart in either hand (not necessarily using it as a weapon) gains the Dodge feat for as long as she wields it. This gains her the normal +1 dodge bonus to AC against whichever opponent she designates as her target for that round. The dodge bonus granted by a dodge dart does not stack with other dodge bonuses, making this weapon's special ability useless to anyone who already has the Dodge feat.

Faint transmutation; CL 5th; *Prerequisites*: Craft Magic Arms and Armor, *cat's grace*; *Price* 4,700 gp; *Cost* 2,500 gp + 176 xp.

Non-silly name: Dart of dodging

Ether Net

The ether net finds frequent use in capturing ethereal creatures. This +1 ghost touch net can be wielded by either material or ethereal combatants, and it affects both material and ethereal targets simultaneously. Furthermore, the wielder of an ether net can see invisibility so long as the net is held, making it possible to see the normally-invisible ethereal prey. Finally, upon command word an

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ethereal victim caught in an ether net can be forced to assume a material form. This effect lasts until the victim can escape the confines of the ether net. Optionally, the wielder of the ether net can make himself ethereal through the use of a different command word. Note that the wielder still holds the ether net by its guide rope when throwing it onto a victim.

Strong transmutation; CL 13th; *Prerequisites*: Craft Magic Arms and Armor, *ethereal jaunt*, *see invisibility*; *Price* 181,120 gp; *Cost* 90,410 gp + 7,232 xp.

Non-silly names: Net of etherealness, ethereal net, ghost net

Fire Stone

This +1 sling stone looks like any normal piece of ammunition of its type. When hurled, however, it not only strikes for the standard 1d4+1 points of damage but also bursts into flame upon impact, causing an additional 1d6 points of fire damage and possibly igniting combustible materials. (See "Catching on Fire" in Core Rulebook II.) Fire stones are often used in conjunction with vials of oil, allowing the user to set fire to a patch of spilled oil from a distance. In addition, anyone holding a fire stone in one hand gains fire resistance 5.

Fire stones are usually made in sets of 50; each stone can only be used once as ammunition.

Faint evocation [fire]; CL 5th; *Prerequisites*: Craft Magic Arms and Armor, *burning hands*, *endure elements*; *Price* 87 gp; *Cost* 47 gp + 3 xp.

Non-silly name: Flaming sling stone

Flag Staff

A flag staff acts as a +1/+1 quarterstaff when wielded in combat. However, when activated by command word, a flag or banner magically appears at one end, attached as on a flagpole. The flag that appears is completely at the whim of the flag staff wielder, but it must be a flag he has personally seen. Popular options are the white flag (useful in arranging for surrender or negotiating a truce) and the flag of a kingdom or nation (which, when raised on the battlefield, grants a +2 morale bonus to attack rolls for that army's soldiers within eyesight). More

unscrupulous sorts use a flag staff to display another nation's flag when being observed performing unsavory acts (such as banditry or kidnapping) to shift the blame onto innocent parties. If coordinated ahead of time, party members could use different colored flags to communicate short messages between themselves. ("I'll wave a green flag if the way is clear, and a yellow one if there's danger ahead.")

Only one flag can be displayed at a time, and a second utterance of the command word "retracts" the flag back into the staff. A flag cannot be removed from the flag staff by any other means. (If ripped from the staff, the flag vanishes into nothingness.) Each flag staff holds 50 charges when created; creating a flag uses up a charge, but retracting one does not.

Moderate conjuration (creation); CL 5th; *Prerequisites*: Craft Magic Arms and Armor, *minor creation*; *Price* 9,640 gp; *Cost* 5,120 gp + 360 xp.

Non-silly names: Staff of flags, staff of banners

Food Chain

This unusual weapon acts in all ways as a +1 spiked chain. In addition, upon command word, each link of the chain in turn can be transformed from solid steel to a soft, edible substance similar in consistency and taste to saltwater taffy. There are 49 links in the chain, and eating 16 of them provides a Medium-sized creature enough nourishment for a full day. (A Small PC only needs 8 links a day.) It takes a separate partial action to convert each link from steel to edible substance. Note that eating too many links makes the chain useless as a weapon: after 24 links have been consumed, the spiked chain is only half of its normal length, and thus has only a 5-ft. reach. Fortunately, as long as at least one link remains, the entire length of chain restores itself at the end of 24 hours.

Faint conjuration (creation); CL 5th; *Prerequisites*: Craft Magic Arms and Armor, *create food and water*; *Price* 7,725 gp; *Cost* 4,025 gp + 296 xp.

Non-silly names: Edible chain, chain of nourishment

Bride of Portable Hole

Free Lance:

While traditionally a paladin weapon, a free lance can be wielded by anyone proficient with a lance. Free lances have a +1 weapon enhancement bonus. In addition, they have the magical ability to open any lock, chain, clasp, or other similar barrier. The wielder need only touch the tip of the lance to a lock to have it pop open and fall off; a similar tap of the lance on a bolted door causes the door to magically unbolt and open. Free lances are also effective against arcane locked doors, hold portal spells, and the like. However, the free lance does not affect gravity in any way, so it cannot be used to cause a portcullis to rise, for instance.

While many rogues would love to own a more compact version of this handy device, the sheer bulk of the free lance makes it impractical as a thieving tool, especially if the rogue wishes to sneak around unnoticed. The free lance is most often used on rescue missions, where the bold and daring paladin must storm into a dragon's cave, free the princess held captive there, and ride off with her into the sunset. It holds 50 charges and uses one charge each time it is used to magically open a magical or mundane binding or barrier.

Faint transmutation; CL 5th; *Prerequisites* Craft Magic Arms and Armor, *knock*; *Price* 8,310 gp; *Cost* 4,310 gp + 320 xp.

Non-silly name: Lance of freedom

Health Club

The benefits of using a health club are many. While it confers a +1 to attack and damage rolls as a normal +1 club, the effects it has on those wielding it result in even further increased chances to hit and extra damage. A character using a health club in battle gains +2 temporary Strength and Constitution points for as long as he wields the club in battle. Note that this ability gains the wielder additional hit points while using this weapon. These "extra" hit points are only temporary, but any damage taken by the character is subtracted from these "bonus" hit points first. Once the current battle is over, the "bonus" hit points vanish. In effect, the wielder of a health club ignores a number of hit points of damage equal to his current level in

each battle. Fortitude saves and skills based on Strength and Constitution are also affected while wielding a health club.

Faint transmutation; CL 5th; *Prerequisites* Craft Magic Arms and Armor, *bear's endurance*, *bull's strength*; *Price* 9,300 gp; *Cost* 4,800 gp + 360 xp.

Non-silly names: Club of health, club of vitality

Hot Rod

A metallic rod three feet in length, the hot rod has the ability to generate heat along one half of its length. As which half gets hot can be very important to the wielder of this weapon, the "hot" end is usually marked with arcane symbols. This end becomes hot enough to ignite combustibles with which it comes into contact for an entire round; therefore, while useful in starting a campfire or lighting a torch, the hot rod usually has little chance of causing an opponent's hair or clothing to ignite when wielded in battle. Of course, certain circumstances could alter those chances (the enemy was previously doused with a flask of oil, or the hot rod wielder is fighting a centuries-old, dried up mummy), so the GM must make adjustments as he sees fit.

Even without causing a fire, a hot rod deals 1d6 points of damage when it strikes an enemy. If it is "hot" when it strikes, it deals an additional 1d4 points of heat damage. The heat damage is considered permanent when battling a troll, although the 1d6 of bludgeoning damage caused by the rod are not and can be healed through normal regeneration. Those coming into contact with the hot end of a hot rod (say, those who try picking it up from the wrong end when it's activated) take only the 1d4 points of heat damage.

Consecutive rounds of applied heat do not make the hot rod any hotter; it has two temperatures: "hot" and "normal."

Moderate transmutation [fire]; CL 9th; *Prerequisites* Craft Rod, *heat metal*; *Price* 10,800 gp; *Cost* 5,400 gp + 432 xp.

Non-silly name: Rod of heat

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Ice Sickle

A favored magical weapon of druids, the ice sickle provides both a good offense and a good defense. It acts as a +3 frost kama (treat a sickle as a kama) and grants the wielder fire resistance 5. For obvious reasons, this is an excellent weapon for use against a fire-based enemy.

Since fire is such a hazard to the forests where many druids dwell, these weapons are highly valued by the nature priests. A druidic order often reserves an ice sickle for the use of one of its most powerful and respected members; very seldom will a low-level druid be entrusted with such a weapon. One reason for this is the ice sickle's secondary power: the ability to coat an area surrounding the wielder in a sheet of frost and/or ice.

This power can only be used once a day, and drains energy not from the weapon, but rather from the wielder: The weapon drains 1 hit point per 10 feet of the radius of the area of effect. The upper limit to the weapon's area of effect is equal to the wielder's level; thus a 3rd-level druid could create a sheet of ice with a 30-foot radius at the cost of 3 points of damage to himself. The damage caused by the ice sickle's ice sheet creation is not permanent, and can be healed by normal or magical means.

Creatures caught in the radius of an ice sheet take 1d6 points of frost damage the round of its creation but no further cold damage thereafter. However, they must make a successful Balance check (DC 15) each round they spend on the ice sheet or slip and fall, preventing any attacks that round. The wielder of the ice sickle need not make Balance checks, as he is as nimble on the ice as he is on normal terrain so long as he grips the weapon.

If the ice-forming power of one of these weapons is activated near a body of water, an ice floe can be created. This could be used as a makeshift raft or a handy means of escape from a landbound foe.

Obviously, creating large patches of ice and frost can have a fatal effect on plant life within the area of effect. This is one of the reasons druids keep their ice sickles well guarded. An ice sickle that falls into the wrong hands is tracked down by the rest of the druidic order with full fervor.

Moderate conjuration (creation) [cold]; CL 9th; Prerequisites Craft Magic Arms and Armor, endure elements, sleet storm; Price 39,206 gp; Cost 19,756 gp + 1,556 xp.

Non-silly names: Sickle of ice, sickle of frost

Lightening Bolt

This magical +1 crossbow bolt does the standard 1d8+1 (if used with a light crossbow) or 1d10+1 (if used with a heavy crossbow) points of damage. In addition, it renders the victim or object struck weightless, as if the target of a levitate spell. Inanimate objects may be pushed or lifted with little effort, while living victims struck by a lightning bolt lift a couple inches off the ground if they attempt movement. The target of a lightning bolt has no control over his own levitation, nor does the wielder of the crossbow; victims and struck objects must be physically moved up or down, and if left aloft they may become susceptible to the vagaries of the wind. The duration of the levitation effect is 50 minutes, although the effect can be magically dispelled before that.

Only creatures or objects weighing less than 500 lb. can be affected by a lightning bolt. These weapons are often crafted in sets of 50, but each bolt can only be used once before being rendered non-magical.

Faint transmutation; CL 5th; Prerequisites Craft Magic Arms and Armor, levitate; Price 53 gp; Cost 30 gp + 1 xp.

Non-silly name: Bolt of levitation, bolt of weightlessness

Light Saber

Sabers are curved swords, equivalent to scimitars for game purposes. One common magic weapon of this type is the light saber. A light saber is a +1 weapon that can shed light equivalent to that of a daylight spell upon command. In addition, three times per day it can flash forth a pulse of blinding light that causes temporary blindness for 2d4 rounds in all those who look upon it (Fortitude save, DC 15, negates). The wielder of the light saber is automatically immune to the blinding effects of her weapon and others of the same type.

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Faint evocation [light]; CL 5th; *Prerequisites* Craft Magic Arms and Armor, *daylight, blindness/deafness; Price* 34,175 gp; *Cost* 17,245 gp + 1,354 xp.

Non-silly name: Saber of daylight, saber of brightness

Lovers' Quarrel

A magical +1 crossbow bolt, or quarrel, this weapon is said to be the exact opposite of the legendary "Cupid's arrow." A victim struck by a lovers' quarrel takes no damage (in fact, the weapon disintegrates upon contact with its victim, leaving no physical evidence of its passage), but must make a Will save (DC 15) or become extremely argumentative towards those to whom he formerly felt affection. The stronger the former affection, the greater the dislike after the quarrel strikes. Former lovers become objects of hatred and disgust, while those who meant little to the victim still mean little to him. Note that the feelings are only changed in the person actually struck by the lovers' quarrel, not by those he loves (although his actions toward them may change their feelings towards him quite rapidly!). Also, the initial feelings of love need not have been natural, as a lovers' quarrel affects those under a charm person spell or the effects of a magical love potion.

The enchantment of the lovers' quarrel wears off after 24 hours. It can be removed earlier with a dispel magic or remove curse spell.

For obvious reasons, lovers' quarrels are prized by those who love to cause mischief. Followers of deities of discord often use these weapons, and scaled-down versions have been crafted by pixies. Because each lovers' quarrel can only be used once, they are often made in sets of 50.

Moderate enchantment (compulsion) [mind-affecting]; CL 9th; *Prerequisites* Craft Magic Arms and Armor, *song of discord; Price* 72 gp; *Cost* 39 gp + 2 xp.

Non-silly names: Quarrel of bickering, quarrel of tainted love

Miracle Whip

The miracle whip is coveted not for its use as a

weapon so much as for its primary magical ability. While otherwise a +2 whip, a miracle whip can be snapped into the air and a request to the wielder's god called out. The result is any of the effects listed in the miracle spell that do not carry an experience point cost: the duplication of any cleric spell of up to 8th level or any other spell of up to 7th level, or the immediate dispelling of spells like feeblemind or insanity. The wielder need not be proficient in the use of a whip in order to activate the miracle spell, but normal nonproficiency penalties apply when wielding a miracle whip in combat.

Each miracle whip holds only one miracle spell; when the spell has been used, it becomes a simple +2 whip.

Strong evocation; CL 17th; *Prerequisites* Craft Magic Arms and Armor, *miracle; Price* 15,951 gp; *Cost* 8,126 gp + 626 xp.

Non-silly names: Whip of miracles, whip of wonders

Nose Pick

This +1 heavy pick is a favorite magic weapon of the goblinoid races and particularly orcs. It is often intricately carved into a totemic figure, with the sharp spike protruding from the weapon's front acting as the carved figure's nose. This overly-large nose represents the weapon's main magical power; besides acting as a +1 weapon, it grants the wielder enhanced olfactory powers. So great is the wielder's sense of smell, he is granted the Scent special quality as long as he holds the nose pick in his hand. (See the Scent description in Core Rulebook III.)

The gift of a heightened sense of smell can come into play in many ways. A nose pick wielder might pierce through a disguise if he recognizes the disguised person's scent. He might detect poisoned food or drink if the poison has a distinctive odor with which he is familiar. On the down side, attacks of an olfactory nature, such as the stench of a troglodyte or a stinking cloud spell, have twice the effect on a wielder of a nose pick as they do on others.

Large orc armies often have an elite force of scouts armed with these weapons. Known as "nose pickers," these lucky few are looked upon with envy

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by their peers.

Faint transmutation; CL 5th; *Prerequisites* Craft Magic Arms and Armor, *detect animals or plants*; *Price* 14,308 gp; *Cost* 7,308 gp + 560 xp.

Non-silly name: Pick of tracking

Poor Sap

A favorite magic weapon of thieves and cutpurses, the poor sap simplifies their lives and allows them to escape with their stolen goods that much quicker. When this +1 sap is used to strike a victim, when it knocks the victim unconscious it also teleports any coins from on the victim's person to the pockets, pouches, backpacks, or drawstring bags of the wielder. This allows the thief to make a quick getaway as he need not rifle through his victim's pockets in search of loot. Of course, since the poor sap only focuses on coins, loot of other types gems, jewelry, magic items, and the like may be left behind on the victim's body, but many poor sap users prefer to make a clean and quick escape with their coins than waste time rolling their victims for other valuables.

Moderate transmutation; CL 5th; *Prerequisites* Craft Magic Arms and Armor, *mage hand*, *prestidigitation*; *Price* 4,301 gp; *Cost* 2,301 gp + 160 xp.

Non-silly name: Sap of destitution, sap of diminishing wealth

Rain Bow

A rain bow functions as a normal +1 longbow, although they are often gaudily colored in long stripes of red, orange, yellow, green, blue, indigo, and violet. In addition to granting a +1 enhancement bonus to the ranged attack roll and damage of any arrow shot from the rain bow, once per day it can energize an arrow (even a nonmagical one) with weather-related magic; when the arrow is shot straight up into the sky, it warps the local weather patterns and causes a rainstorm similar to that caused by a control weather spell. Note that if the local temperature is too low the rain bow may cause a snowstorm instead. The arrow shot into the sky is consumed by the magic of the rain bow. Rain or snow cannot be created indoors or underground. For obvious reasons, rain bows are highly coveted

in areas that normally receive little precipitation.

Moderate transmutation; CL 11th; *Prerequisites* Craft Magic Arms and Armor, *control weather*; *Price* 9,655 gp; *Cost* 5,015 gp + 371 xp.

Non-silly names: Bow of rain clouds, bow of storms

Shake Spear

Whenever the spearhead of this metal +1 shortspear strikes a surface after having been thrown, it discharges a powerful series of vibrations. If the shake spear hits a living being, the victim not only takes normal piercing damage but must also make a Fortitude save (DC 15) or take an additional 1d6 points of vibrational damage due to the violent convulsions caused by the spear's magic. This only occurs if the spear is thrown; if used to stab at an enemy, only normal spear damage is done on a successful hit.

In addition, the shake spear can be intentionally hurled at the ground. In this case, the spear causes an earthquake at the point of impact as if cast by a 20th-level cleric. Note that the shake spear is often lost by activation of this power (buried under collapsing rubble, falling into a crevice in the ground created by the earthquake, or so on). Each shake spear can only create one such earthquake before it loses this portion of its enchantment.

The normal use of the shake spear as a missile weapon does not trigger an earthquake if the spear misses its target and hits the ground. In fact, many shake spear owners are unaware of their weapon's greater power.

Strong evocation [earth]; CL 20th; *Prerequisites* Craft Magic Arms and Armor, *earthquake*; *Price* 8,302 gp; *Cost* 4,302 gp + 320 xp.

Non-silly name: Earthquake spear

Straighten Arrow

Usually found singly, straighten arrows appear no different from the standard flight arrow. They can be used as such, doing the normal 1d6 points of damage against victims. However, a straighten arrow also has the power to straighten out warped, bent, or otherwise crooked pieces of wood. To utilize this power (which counteracts the effects of a

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warp wood spell), the wielder must hold the arrow in his hand like a wand and touch it to the wood to be affected. In this manner, bent sticks and limbs can be transformed to straight shafts suitable for the construction of arrows, spears, or polearm shafts. Straighten arrows hold 50 charges. Each use of the arrow's straightening power uses up one charge. Although wandlike, straighten arrows can be used by members of any character class.

When used as a weapon (i.e. shot from a bow) a straighten arrow has a 50% chance of breaking and losing all further magical abilities. For this reason, most straighten arrows are primarily used like magic wands and used as a weapon only as a last resort. On the other hand, if used against a wooden foe (treants, animated wooden objects, shield guardians, or any other creature composed of wood), a successful hit requires the victim to make a successful Fortitude save (DC 14) or be immobilized for 1d6 rounds.

The first of these weapons were originally designed for a lawful good band of rangers, who were expected to walk the "straight and narrow." Because of this, those first straighten arrows actually had a lawful good alignment and didn't work when wielded by characters of differing alignments. Nearly all straighten arrows made today, however, have no alignment restrictions.

Faint transmutation; CL 5th; *Prerequisites* Craft Magic Arms and Armor, *warp wood*; *Price* 137 gp; *Cost* 72 gp + 5 xp.

Non-silly names: Arrow of straightening, arrow of wooden rigidity

Trident True

A common magic weapon used by tritons, the trident true is a +1 trident empowered with truth-based magic. If the wielder holds the weapon out in front of him with two hands, anyone grasping the shaft of the trident between the wielder's hands is magically compelled to speak the truth. Furthermore, if he promises an action while thus gripping the trident, a *geas* is laid upon him to complete the action thus stated. This second power may only be used once per day.

Tritons are often bewildered by many intelligent

racers' tendency to lie and cheat; using this weapon is the best "tried and true" method they have found to determine such falsehoods and compel obedience.

Moderate enchantment (compulsion) [*mind-affecting*]; CL 11th; *Prerequisites* Craft Magic Arms and Armor, *geas*, *zone of truth*; *Price* 34,175 gp; *Cost* 17,245 gp + 1,354 xp.

Non-silly name: Trident of oathkeeping, trident of truth

Turn Pike

A pike is essentially a 20 ft. long infantry longspear. A turn pike functions as a +2 longspear with a 15-ft. reach. It is lawful good but can be used by those of any good alignment. When wielded by other than a cleric of any level or a paladin of 4th level or higher, the turn pike grants the good character the ability to turn undead as a 1st-level cleric. In order to turn undead with a turn pike, the character need only brandish the pike itself; no other holy symbol is necessary. Clerics and paladins already able to turn undead can do so at one effective level higher when wielding a turn pike: a 9th-level chaotic good cleric turns undead as a 10th-level cleric when brandishing a turn pike. In addition, if the wielder is lawful good (regardless of character class), she gains the effects of a protection from evil spell as long as she grasps the turn pike.

The powers of a turn pike do not work for those of non-good alignments. Neutral characters are not affected by a turn pike one way or the other, while evil beings attempting to wield a turn pike suffer 1d4 points of holy damage each round of continued contact.

Moderate abjuration [*good*]; CL 6th; *Prerequisites* Craft Magic Arms and Armor, *protection from evil*, creator must be able to turn undead; *Price* 12,555 gp; *Cost* 6,430 gp + 490 xp.

Non-silly name: Pike of turning

Wind Shield

The wind shield is a +1 large wooden shield with multiple shield spikes along the outer edges, making it a popular piercing weapon as well as a shield. In addition, three times a day the wielder can cause a powerful gust of wind (as the spell of the same

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name) to emanate from the shield's front. This can blow sand and dust into an opponent's eyes, cause him to lose his balance, or affect his flying speed (see the gust of wind spell for details). Finally, if the shield is turned so its front points downward, anyone standing on it is affected as by the feather fall spell.

Faint evocation [air]; CL 5th; Prerequisites Craft Magic Arms and Armor, *feather fall, gust of wind; Price* 9,147 gp; *Cost* 4,657 gp + 359 xp.

Non-silly names: Shield of the four winds, air shield

Yackety Axe

A yackety axe is a popular weapon to use against spellcasters. This +1 battleaxe often has an open mouth engraved or raised in bas-relief on either side of the axe head. When an opponent is struck by the yackety axe, she must make a Will save (DC 15) or immediately begin babbling for 1d6 rounds. ("Ouch, that really hurt! Say, that reminds me of the time my cousin tripped while running with a dagger. Of course, his mother had always warned him about running with sharp objects. She used to have this really big wart on the side of her nose, back when she was alive. She always reminded me of a witch, although in all honesty I've never actually seen a witch. My friend Barney says he saw a night hag once, though, which is kind of like a witch, but I don't believe him because he's always going on and on about how he once wrestled a troll to submission once while everyone else was sleeping, and I'm pretty sure we would have heard them fighting...") The babbling victim may engage in other activities so long as they do not involve speaking sensibly; while affected by a yackety axe, the victim cannot cast spells requiring verbal components, nor can she activate magic items requiring a spoken command word. Even calling for help or communicating to her friends and allies is outside her abilities; the only things coming out of her mouth is a steady stream of meaningless drivel.

Faint enchantment (compulsion) [mind-affecting]; CL 5th; Prerequisites Craft Magic Arms and Armor, *hideous laughter; Price* 14,310 gp; *Cost* 7,310 gp + 560 xp.

Non-silly name: Battleaxe of babbling

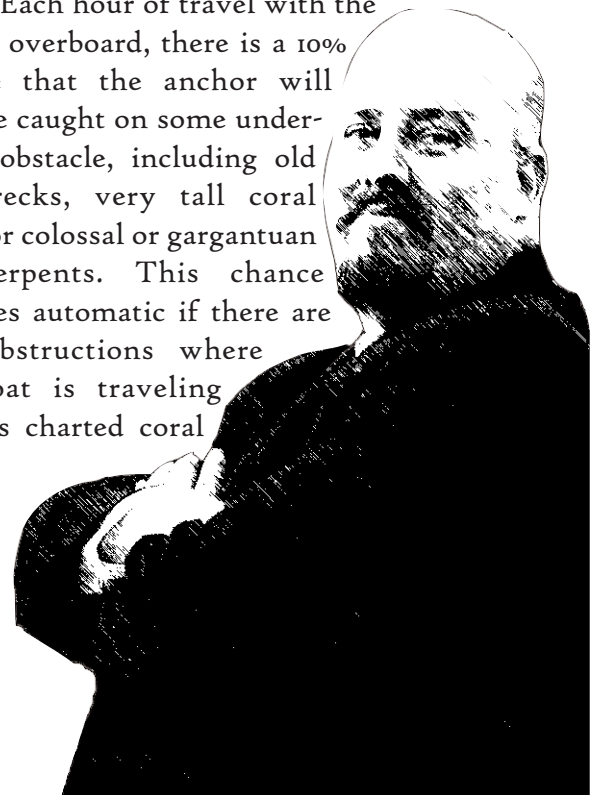
The Half-Mad Magic Shoppe

OR THE ADVENTURES OF THE FEEBLEMINDED ARCHMAGUS

The archmagus now known as Half-Mad was once a successful adventurer who was struck dumb by a *feeblemind*. The spell has long ago been negated, but some lingering effects have been observed by the council of wizards. Fortunately, as long as these side effects manifest purely in the goods of the Half-Mad Magic Shoppe, then the council has agreed to keep their wizardly noses out of it.

Anchor of Speed

When used, this anchor triples the travel speed of the boat to which it is attached. In order to activate this effect, the anchor of speed must be attached firmly to the boat or watercraft by a chain, and then thrown overboard. Once the anchor of speed achieves a depth of 100 feet, the effect begins and remains in effect until the anchor rises above that depth. Each hour of travel with the anchor overboard, there is a 10% chance that the anchor will become caught on some underwater obstacle, including old shipwrecks, very tall coral reefs, or colossal or gargantuan sea serpents. This chance becomes automatic if there are any obstructions where the boat is traveling such as charted coral reefs.



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Boots of Tripping

These fine leather boots provide a +20 fast as heck bonus to the wearer's ground-based movement. Ever ten feet traveled, there is a 10% chance of the laces untying. Noticing that the laces have come untied requires a DC 10 spot check. Every ten feet traveled with the laces untied, the wearer must make a DC 15 Reflex save to avoid tripping and ending his turn prematurely as he smacks into the floor, suffering 1d6 non-lethal damage.

Decanter of Endless Dust

If the stopper is removed from this ordinary-looking flask, a small amount of water flows forth. However, if the flask is held up to the user's mouth, or the command word is spoken, a heavy flow of dust pours forth. There is only one setting for this flow of dust, a 'fountain' of dust producing a 5 foot stream of dust that pours out at a rate of 10 pounds per round.

Dentures of Tongues

These dentures require that the wearer have no teeth in order to be worn. While worn, these dentures can speak for the wielder in any language selected. However, they will speak what amounts to random gibberish in the language of choice, and do not provide the wearer with the ability to understand what is being said.

Easter Rabbit Pellets

Sold by the bagful, this magical food is both nourishing to a rabbit, and also transmutes the rabbit's droppings into pure, fine chocolate.

Gauntlets of Alchemy

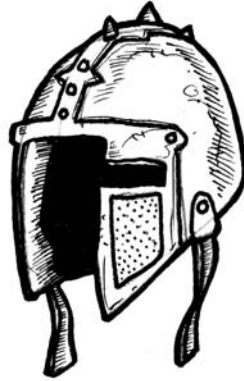
With but a touch, these gauntlets transform any gemstones of 20 gp or greater value into an equal weight and size piece of gold.

Goggles of Hindsight

The wearer of these goggles can see clearly behind himself, allowing him to make Search and Spot checks for things behind him as he would nor-

mally for things in front. However, the wearer also loses the ability to see in front of himself.

Helm of Coiffure



While being worn, this full helm provides the wearer with a perfect coiffure. However, it does nothing for your hair during the removal process...

Lute of Combat

While a perfectly usable lute, this musical instrument excels in hand-to-hand combat. While being wielded by a character with bard levels, the lute is treated as a +4 Great Club. Each blow landed by the Lute of Combat reduces any Perform checks made with the lute thereafter by -2 (cumulative for each attack made). Once this penalty is at -10 (after 5 attacks have landed), the lute smashes to pieces and is no longer useable as a weapon or instrument.



Sledge Hammer of Feather Falling

This massive, 40 pound, sledge hammer provides a feather fall effect on the wielder and the sledge whenever swung. While useful if held in hand while falling, this also makes the sledge nearly weightless and impossible to swing with much force in combat. The sledge hammer of feather falling is treated as a +2 war hammer, but only deals a base of 1d2 damage.

Pants of Animal Magnetism

These jaunty jodhpurs give the wearer a +2 bring on the babes bonus to Charisma. All male animals (creatures with the Animal type) that come within 60 feet of the wearer must make a Will save (DC 14 + the wearer's Charisma bonus) or assault the wearer in an amorous fashion. If these advances are deterred by the wearer, the animals will typically become violent unless the wearer is very skilled in handling irate beasts.

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Parental Advisory Label

This one-use magic item can be attached to any item. Once attached, it summons 4d4+4 infernal or celestial protestors who waste no time to immediately begin picketing and protesting the item or establishment to which the label has been attached.

Parka of Comfort

This thick, heavy winter coat seems normal in every way for heavy winter wear until the hood is pulled up and cinched tight. At that point, the parka magically keeps the wearer at a comfortable temperature even in the coldest conditions and in heat up to that of a desert. With the hood cinched up so tightly, the parka provides a -5 big honking parka penalty to Spot and Listen checks, and imparts a -5 Armor Check Penalty upon the wearer.

If wearing the Orange Parka cinched tight, for no good reason, should the wearer die, 2d6 rats immediately appear and consume the corpse.

TinderBox of Fireballs

This fine tinderbox is guaranteed to light any bonfire. When used, the tinderbox produces a 10d6 damage fireball (DC 14 Reflex save to reduce damage by half) centred on the wielder when used and is consumed in the explosion.

Quill of Miscommunication

This magical writing instrument never runs out of ink and provides a +10 smooth and styling bonus to the wielder's Craft (Calligraphy) and similar skill checks made while using it. However, while the writing is perfect and legible, nothing that the wielder wishes to communicate comes out properly, and anyone reading the written text will understand something nearly, but not quite, the opposite of what was intended in the writing process. To further the effect, the quill also produces a glamor that affects the wielder that shows exactly what the wielder wants to communicate as written instead of the actual end product. This glamor can be disbelieved with a DC 20 Will save (if the wielder suspects some trickery) and lasts for 20 days.

Short Sword of Hara-Kiri

This masterwork shortsword provides a +6 competence bonus on attempts at seppuku.

Winged Helmet, Minor

This helmet flies when the command word is spoken, and will fly at a speed of 60 ft. as directed by the wearer. The wearer must hang on tightly, or the helmet will fly away, as it imparts no additional flying ability upon the wearer. The helm has a carrying capacity of 300 pounds. Strap it on and hang on tight!

Wings of Water Breathing

Worn as a cloak, these massive bird's wings look much like wings of flying. They weigh 40 pounds bone dry and are awkward to wear at the best of times, and quickly absorb water when submerged. Any movement undertaken while underwater is at one-quarter speed while wearing these wings, and the wings provide a -5 Armor Check Penalty. However, the wielder benefits from a water breathing effect at all times.

A human father has three little half-elven girls, and one of them comes up to him one day and asks, "Daddy, why am I named Rose?" to which the father replies, "Honey, when you were a baby, a rose petal fell on your forehead, so we named you Rose."

The second daughter comes up to him afterward and asks, "Daddy, why am I named Lily?" to which he replies, "Sweetie, when you were a baby, a lily petal fell on your forehead, so we named you Lily."

The third daughter comes up to him and says, "Gajfnkasjtgongodg" and the father replies, "Shut up, HillGiantRock!"

- Andrew Troman

Leo's Tiny Chariot

LOOK WHAT THE CAT DRAGGED IN!



Once a person of any size (up to Huge) climbs into the chariot, a small cat appears hitched to the tongue of the chariot. Each existing chariot has a different cat attached to it, and it is by these cats that the chariots are distinguished. Currently the whereabouts of the Sylvester chariot (a black cat with white boots, tip of tail, nose and belly), the Siamese chariot (in the court of a powerful daimyo) and the Ginger chariot (currently the war-chariot of a troll tribal leader and his elite bodyguards and shaman) are known, with rumours of a pure black cat-led chariot surfacing among marauding bands of goblins in the broken lands.

The archmagus Leo was a master of the planes and the means to travel between them. In his many researches, he was one of the first to rediscover the arts of crafting and maintaining portable access to smaller extradimensional spaces. Although his work on the Rope Trick and Leo's Secret Chest spells are well known, few have been so brave as to inspect the linings of their bags of holding to find his monogram stitched within in threads of quintessence (liquid time spun into solid threads).

Although now best known for the legacy of spells that still bear his name (Leo's Secret Chest, Leo's Secure Shelter, Leo's Tiny Hut & Leo's Trap), one of his greatest accomplishments (according to his journals at least) was the crafting of a set of his own "Tiny Chariots". Each of these minor artifacts appears to be a miniature chariot made entirely of burnished steel and brass with gold and silver trim and accents. The entire device appears to be nearly large enough to fit a single small creature within, but the hitching apparatus appears to be too small for any typical animal to be hitched to.

Once the chariot driver is in position, there is enough room for one more creature (of up to large size) to push in behind him, and from there into the extradimensional space within the chariot. In all, there is 30 square feet of room within the chariot for additional personel beyond the driver, plus one additional person standing in the chariot behind the driver. Each side of the chariot has two small openings ('crossbow ports') suitable to be used for crossbowmen to fire out of the vehicle. Getting in or out of Leo's Tiny Chariot is a full round action, except for the driver and passenger who may climb in or out as part of normal movement. Only one person may climb in or out each round unless the driver has already dismounted, in which case one additional person may climb out each round.

The driver may direct the cat to haul the chariot with a speed of 50 feet as he would any normal mount. The cat is treated as a 10 HD construct with 100 hit points and an AC of 25. The chariot itself has 200 hit points, a hardness of 10, an AC of 10 and elemental resistances against all elemental attack forms of 20 each.

Magics of Love & Romance

Chainmail Bikini of Beguiling

Although this item is attributed to the wizard Leopold he has always denied fashioning them. There are two versions of these, one for females and one for males, both of which are composed of a fine links of chain mail. These items barely cover enough for decent society, but that is part of their "charm".

They have a +3 deflection bonus to AC, but contrary to normal chain mail do not confer any armor bonus. In addition they give a +10 circumstance bonus to all Charisma skills and the wearer can cast *charm person* once per day.

Caster Level: 9; Prerequisites: Craft Magical Arms and Armor, Craft Wondrous Item, Charm Person, Emotion, Mage Armor; Market Price: 26,000 gp; Weight: 1.5 lb

Comb of Coifing

This ivory comb is carved with several portraits, all showing different hair styles. This item can magically alter the hairstyle of the user. Length, color, condition and style can all be chosen by the user. When used this gives a +2 circumstance bonus to Disguise checks.

Caster Level: 2; Prerequisites: Craft Wondrous Item, Change Self; Market Price: 1,500 gp; Weight: 0.5 lb

Decanter of Sweet Bathing

These narrow necked blue glass bottles have silver wire wrapped around them. When tilted or upturned this decanter will pour forth a sweet smelling warm liquid. Up to three times a day the liquid can be poured over an individual and that individual will be magically cleaned and have a refreshing scent.

Caster Level: 2; Prerequisites: Craft Wondrous Item, Create Water, Purify Food and Drink; Market Price: 500 gp; Weight: 0.5 lb

Dress of Attention

This fashionable night dress is the most wanted item in many high society meetings. When a woman wearing it enters in a room, all people in the room must make a Will save (DC 15) or they will remain looking at the woman (as if they were Stunned) for 1d4 rounds, men feeling desire, women feeling a deep jealousy.

If worn by a man, the effects are the same, except that men feel confused and women feel either awed or jealous.

Caster Level: 3; Prerequisites: Craft Wondrous Item, Hypnotism, Hypnotic Pattern; Market Price: 2,500 gp; Weight: 1 lb

Earrings of Flirtation

An alluring smile and eyes are engraved on these small golden disks. When worn the user becomes adept at making flirtatious gestures and conversation, gaining a +10 circumstance bonus to Diplomacy checks with members of the opposite sex (or members of the same sex if the target is of that persuasion). This item uses the Necklace slot.

Caster Level: 5; Prerequisites: Craft Wondrous Item, Suggestion; Market Price: 4,500 gp; Weight: -

Leopold's Betting Tokens

A very enjoyable toy for risqué parties or a romantic game for a couple to play with. The set includes 16 magical tokens. These tokens appear as plain silver disks about an inch in diameter, and can be attuned to a specific article of clothing, after which an image of that piece of clothing appears on the token. After attuning the tokens they are used in betting during game play. The one who wins the pot can then activate each token in turn which magically removed the piece of clothing it represents from the loser and deposits it in front of the winner.

Caster Level: 2; Prerequisites: Craft Wondrous Item, Prestidigitation; Market Price: 1,500 gp; Weight: 2 lb

Bride of Portable Hole

Leopold's Cloth of Dining

When not in use this gold brocade cloth can be folded up into a 6" square 4" tall. To use it all one has to do is unfold it on any flat surface, revealing a romantic meal for two including candles, dessert, wine, etc. The cloth can be used up to 3 times a day.

Caster Level: 5; Prerequisites: Craft Wondrous Item, Create Food and Water; Market Price: 2,500; Weight: 1 lb

Leopold's Cricket Figurine

This small jade figurine is carved into the shape of a cricket. When the command word is given the cricket will start to play a soft romantic melody until commanded to stop. There are known to be several variations of this figurine, each playing a different song.

Caster Level: 2; Prerequisites: Craft Wondrous Item, Prestidigitation; Market Price: 1,000 gp; Weight: 0.5 lb

Leopold's Dust of Bubbling

This dust comes in small paper packets, and are a one use item. When added to a body of liquid (usually water), this sparkling dust causes that liquid to bubble. Anyone resting in the bubbling liquid will be treated to a relaxing massage.

Caster Level: 2; Prerequisites: Craft Wondrous Item; Prestidigitation; Market Price: 10 gp; Weight: -

Leopold's King Size Bed

Leopold is said to have worked with the wizard Marek on this item. It appears to be a small silver bed, no more than an inch long. When activated however it grows to become a full sized (7' x 5') with all normal beddings. The bed can be shrunk again by speaking the activation word.

Caster Level: 5; Prerequisites: Craft Wondrous Item, Shrink Item; Market Price: 1,000 gp; Weight: 0.5 lb

Leopold's Spiced Wine

This sweet but bitter wine has a peculiar afterbite. Anyone drinking it must make a Will save (DC20) or feel an irresistible urge to kiss the person they are with. If the save fails by 5 or more they will fall in love with that person until the next dawn.

Caster Level: 5; Prerequisites: Craft Wondrous Items, Brew Potion, Suggestion; Market Price: 50 gp/bottle; Weight: 2 lb/bottle

Leopold's Wand of Stripping

When activated the user of this wand can choose one item of clothing to come off the target. The item chosen gets a save based on the target's Will save, normal clothing (DC 25), magical clothing or armor (DC 20), magical armor (DC 15), and if it fails, it disappears and re-appears at the feet of its former wearer. The Wand of Stripping is useless against cursed items.

Caster Level: 9; Prerequisites: Craft Wand, Craft Wondrous Item, Teleport; Market Price: 2,500 gp; Weight: 0.5 lb

Mantle of Irresistible Beauty

When worn this mantle bestows a +2 bonus to the wearers Charisma score against members of the opposite sex. As a side effect any member of the same sex viewing the wearer must make a Will save (DC 15) or will begin to do jealous commentaries about the wearer and his/her lack of style, provocative manners and general bad taste.

Caster Level: 3; Prerequisites: Craft Wondrous Item, Charm Person; Market Price: 2,000 gp; Weight 4 lb

Necklace of Sameness

These necklaces were created as a cruel joke by an old and bitter wizard. Anyone of the same sex as the wearer of this necklace must make a Will save (DC18) or be forced to attempt to flirt with or seduce the wearer, like if he or she was under the effect of a *Suggestion* spell until the wearer disappears from sight.

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Caster Level: 5; *Prerequisites:* Craft Wondrous Items, *Bestow Curse*, *Suggestion*; *Market Price:* 1,000 gp; *Weight:* -

The Ribbon Whirlwind

This +3 padded armour bikini is composed of seven enchanted ribbons that whirl around their wearer's body, constantly moving across her form at a distance of up to six inches. Though their movements always make it seem like the ribbons will reveal normally taboo areas, the enchantment of the garment ensures that, regardless of who is looking or how many people are present, the wearer will never show off any skin that she doesn't want to, aside from her arms, legs, and face. When the wearer is viewed by large crowds, the swimsuit will cling tightly to her body, covering her entire torso, but usually the ribbons float loosely.

There is absolutely no means, magical or otherwise, to overcome this concealing effect. No effort to change your viewing angle, scry, or use clairvoyance can defeat the ribbons. Even antimagic does not affect the costume. Though its other abilities are suppressed in an antimagic field, any attempt to cancel or dispel the magic of the swimsuit simply causes it to cling to the wearer's body like a one-piece.

In addition to this minor magical effect, the wearer gains the ability to fly at a speed of 60 (good). Also, she can make an attack similar to the Whirlwind Attack feat. As a full attack action, the ribbons lash out at all targets within 5 feet of the wearer, making an attack roll with the wearer's base attack bonus, modified by Dexterity. Each strike deals 1d6 damage, and overcomes damage reduction as a +1 weapon.

Unfortunately, this garment lacks any pockets or pouches, so wearers often also carry a Staff of Accessories.

Caster Level: 10th; *Prerequisites:* Craft Arms & Armour, *fly*, *nondetection*; *Market Price:* 69,000 gp.



Bride of Portable Hole

Magical Vestments of the Loins

A PLETHORA OF MAGICAL DEVICES DESIGNED FOR THE CROTCH



Codpiece of False Masculinity

In some societies, women are forbidden to take roles traditionally filled by males such as being in the warrior class, owning businesses, etc. In these societies there are always women who rebel and will not accept the roles assigned to them. One of them, Anylia the Witch spent several years researching a magic item that would help other women to survive in the world of men. The result of her works is known as the Codpieces of False Masculinity.

When worn by a female this codpiece casts an illusion making her appear to be a man of her own race, as if she was under the effect of an alter self spell.

Caster Level: 3; *Prerequisites:* Craft Wondrous Item, *alter self*; *Market Price:* 6,000 gp

Codpiece of Storing

"It was most embarrassing when Romi reached down to open and then reach inside his codpiece to retrieve a coin to pay the tavern bill. I never saw an

inkeeper turn down money before. After leaving the inn I asked Romi why he didn't get a coin purse to which he replied 'What? and pay for all the services I get?'"

This item is designed to appear as if it were a cracked egg. The cracks actually outline a lid which when opened reveals a small extra dimensional space that can store up to 20 pounds of materials. Though it may be seen as a strange place to store items a number of these codpieces are known to exist.

Caster Level: 9; *Prerequisites:* Craft Wondrous Item, *Leo's secret chest*; *Market Price:* 2,000 gp

Codpiece of Unwelcome Conversation

This codpiece looks similar to the Codpiece of Conversation, a codpiece with an engraved closed mouth. When in combat situations, the mouth opens and taunts the wearer's opponents, trying to distract them, the opponents must make a Will save (DC 15) or suffer a -2 attack penalty. However this item also talks when it should remain quiet, specifically when wearer attempts a Bluff or Diplomacy skill check. The mouth will talk on any range of subjects, usually ones that will ultimately embarrass the wearer, giving a -4 penalty to the check.

Caster Level: 3; *Prerequisites:* Craft Wondrous Item, *magic mouth*, *animate object*; *Market Price:* 4,000 gp

Codpiece of Winking

Engraved on this codpiece is a closed eye, when in combat the eye tends to open and wink and occasionally bat its eye at the wearer's opponent. This winking action is so distracting that the opponent must make a Will save or suffer a -2 attack penalty. This magic item also comes in another variation

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called the Codpiece of Conversation, but this piece has a mouth engraved on it and will engage the opponent in idle chatter. The effects of this talk is the same as that of the Codpiece of Winking.

Winking - *Caster Level: 3; Prerequisites* : Craft Wondrous Item, *animate object, hypnotic pattern*; *Market Price: 8,000 gp*

Conversation - *Caster Level: 3; Prerequisites*: Craft Wondrous Item, *magic mouth, animate object*; *Market Price: 8,000 gp*

Grav's Codpiece of the Eunuch

Grav created this item when his slave master employer asked him to come up with a way to improve the harem guards of his customers, as well as help keep the harem safe from said guards. Grav built a number of small codpieces collectively known as Codpieces of the Eunuch. When this object is applied over a male subject and the command word spoken the subject gains a +2 inherent bonus to strength and constitution, with the additional effect of being castrated. After use, the codpiece crumbles to dust. The effects of this item can only be reversed by use of a wish or miracle spell.

Caster Level: 8; Prerequisites: Craft Wondrous Item, *polymorph other, bull's strength, endurance*; *Market Price: 8,000 gp*

Leopold's Marvelous Codpiece of Endurance

This unusual codpiece is made of hardened leather of some unknown beast. Upon it has been inscribed various scenes that imply erotic encounters without showing too much. The wizard Leopold originally made this item to help him keep up with his busy romantic schedule. Up to four times per day the wearer can activate the magical properties of the codpiece which physically refreshes the wearer as if they had just gotten a good night's sleep. This does not allow an arcane caster to memorize new spells as it only affects the physical body.

Caster Level: 4; Prerequisites: Craft Wondrous Item, *endurance*; *Market Price: 2,000 gp*

Codpiece of Ridicule

This finely wrought gem encrusted codpiece has a special curse on it. Anyone viewing the wearer must make a Will save (DC 15) or laugh hysterically at the wearer as if under the influence of Tania's Irresistible Laughter.

Caster Level: 7; Prerequisites: Craft Wondrous Item, *tash's irresistible laughter, bestow curse*

Codpiece of Courage

Appearing as a overemphasized codpiece, usually painted with a smiley-face, this piece of armor provides a +1 morale bonus to attacks and armor class. It makes the wearer immune to all fear based magics and feelings of worthlessness.

The wearer must also succeed in a Willpower check (DC: 15) to disengage from combat, or to avoid combat, no matter how bad the odds.

Caster Level: 7; Prerequisites: Craft Wondrous Item, *bless, remove fear*; *Market Price: 5,000 gp*

Loincloth of Virility

This appears as a ragged loincloth made from some brown animal skin, and belted about the waist by a large leather belt with a crudely engraved brass buckle.

When worn by a male, this loincloth provides a +4 enhancement bonus to Strength, and a +4 luck bonus to armor class and saves. It also bestows a +4 morale bonus to any Charisma based checks toward females. The Loincloth of Virility also provides the wearer with light fortification.

On the other hand, the wearer becomes disdainful of any armor, barely conceding the usefulness of shields, and finds themselves spending all of their money on women and drink, discovering they have the ability to partake of both women and alcohol in heroic proportions, and will do so until broke.

Beaver Hunt

FIGHTING THE DREADED MAPLE SYRUP CONSPIRACY, ONE PELT AT A TIME

Due to the continuing (illegal-ahem) US stop on importing Canadian softwood lumber and climbing temperatures due to global warming, Canada built up a surplus of forests, so much so that the trees threatened to choke out the cities. In an ecologically-friendly manoeuvre, the Canucks engage in a program of unfettered beaver breeding. But now, the beavers are out of control, having bred up to truly unusual size and intelligence, building complex lodges and holding secret meetings in them. Like maple syrup trickling down over a stack of pancakes, this is the latest threat from Canada, and must be stopped, else the next thing you know, the US will have the Queen on their money, gun control, unionized Wal-Marts and national health care. It's up to an international elite strike force of Beaver Hunters to destroy the animals before they take over the country and look South.

Beaver Hunters use all sorts of ways and wiles to kill off these Rodents of Unusual Size- SARS, mutated mad cow disease, excessive politeness, maple syrup, poutine, etc.

For this game you need a deck of Hunting Cards and you may want a collection of tokens to represent beavers. We recommend that you dig up some good old magazines from the 70's & 80's that showed full-bush beavers, and cut out the images of beavers for your score card. If you can't dig up enough pictures of beavers, then Canadian nickels will suffice, as most have images of beavers on the back.

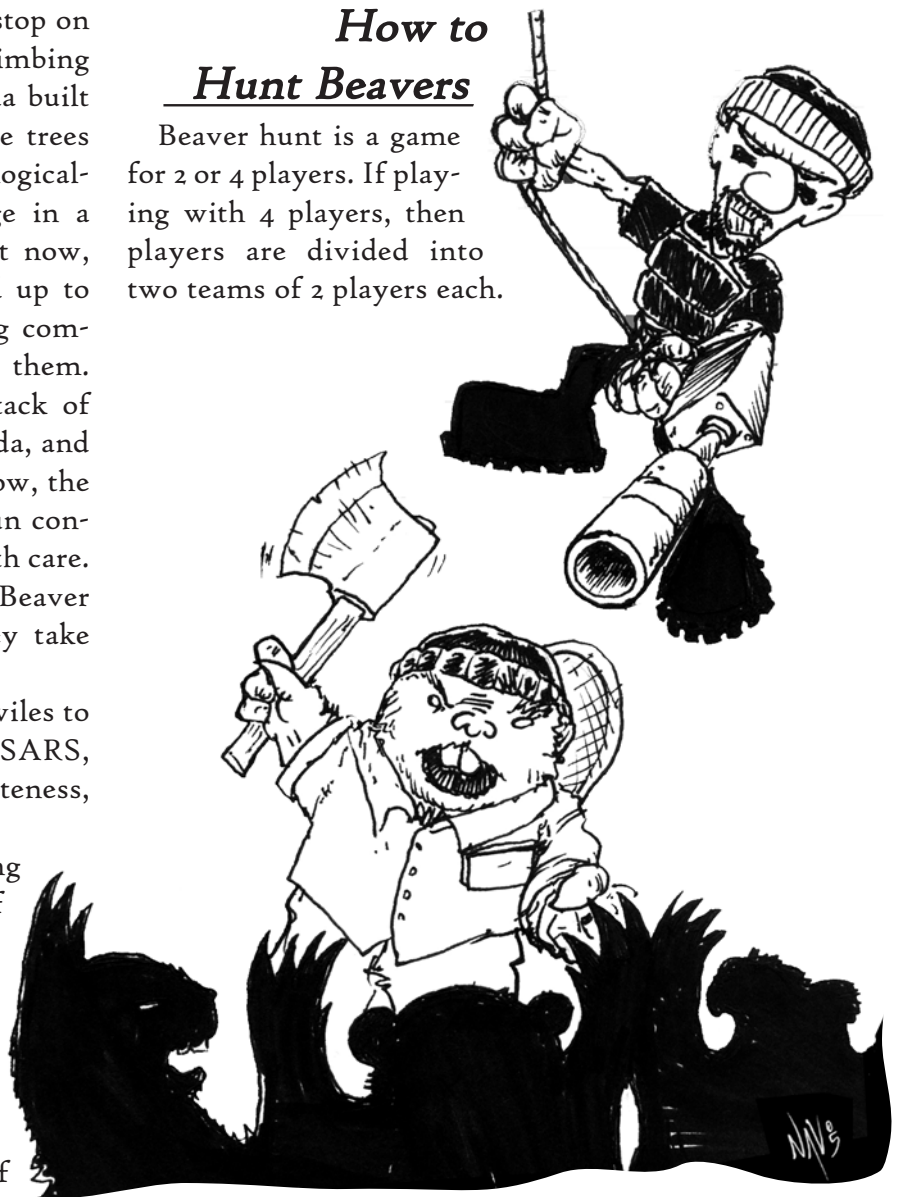
What about Eric's Grandma?

Politics? In an E.N.Product?

Yep. Warning: There be politics within these pages. Specifically, politics that may make you angry if you support current American policies, or have a fear of maple syrup and frenchfries smovered in cheese curds and gravy. But so long as you keep your tongue in your cheek, as we have whilst writing this, everything will be just fine, and Eric's Grandmother will be happy.

How to Hunt Beavers

Beaver hunt is a game for 2 or 4 players. If playing with 4 players, then players are divided into two teams of 2 players each.



1. Sit opposite your team mate, with a player from the other team on each side of you.
2. Select the dealer. We recommend choosing the player who can offer the most heart-rending rendition of Anne Murray's "Snowbird" to be the leader, although the person who asks the most politely also deserves consideration.
3. The dealer shuffles the Hunt Deck, and deals 6 cards, face down, to each player. The remaining cards are placed face-down on the table as the Hunt Deck.
4. Each player picks up his or her cards and

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looks at them, while making sure that no other players are sneaking a peak into their hands...

5. Play begins with the player to the dealer's left.

On each turn, each player plays or discards a card from his or her hand, and then draws a card.

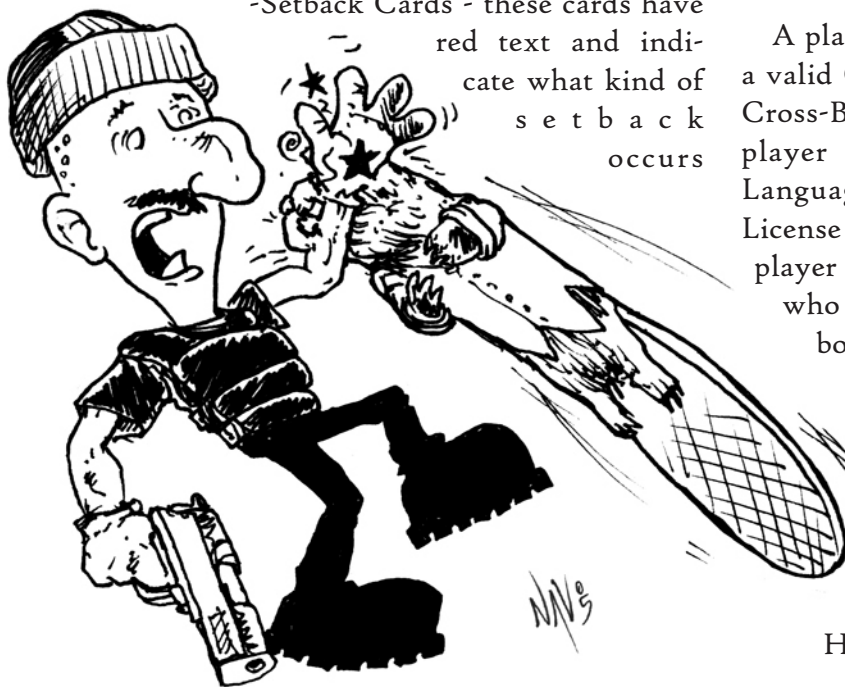
The Hunting Deck

There are 110 cards in the hunting deck. The most important of these are weaponry cards used to kill beavers in the hunting grounds. The first player to successfully hunt exactly 30 beavers wins the hand. These cards indicate how many beavers each card allows you to capture / kill / neutralize. For example, Excessive Politeness kills one beaver, and adds it to your score pad. The Hunting Deck also contains several mishaps, corrective measures, and trump cards, which are detailed below.

There are 7 types of cards in the Hunt Deck:

-Hunt Cards - each hunt card indicates how many Beavers you successfully kill / capture / disable with the card. Hunt cards include various Canadian (Excessive Politeness, Maple Syrup, Gay Marriage) and Un-Canadian (Automatic Weapons, Orbital Weapons) activities that will successfully eliminate the surplus beaver populace.

-Setback Cards - these cards have red text and indicate what kind of setback occurs



to the victim hunter. The setbacks are "Canadian Beer", "Language Issues", "Canadian Winter" and "Hunting Permit Expired!". Note that "Border Closed" is not a setback, although it certainly is an inconvenience.

-Corrective Measures - these cards have green text and indicate how you correct a setback in order to resume hunting. Each setback has a specific corrective measure card to remove it. "American Beer" cancels "Canadian Beer", "French Phrase Book" cancels "Language Issues", "One Day of Summer" cancels "Canadian Winter".

-Cross-Border Hunting Permit - these cards have green text, and cancel a "Hunting Permit Expired" card, as well as being required in order to hunt, see below.

-Border Closed - these cards have red text and restrict what methods you can use to hunt beavers. As long as you have the border closed to you, you can only play Hunt Cards that affect 1, 2 or 3 beavers, and are unable to play those that affect 4 or 8 beavers.

-Strip Search - these cards have green text, and cancel a "Border Closed" card played against you.

-Trump Cards - these cards have blue text, and not only cancel setbacks and closed borders, but render you invincible to such cards for the rest of the hand.

A player can only hunt beavers if that player has a valid Cross-Border Hunting Permit displayed. A Cross-Border Hunting Permit expires whenever a player suffers a setback (Canadian Winter, Language Issues, Canadian Beer or Hunting License Expires). The only exception to this is a player with the U.N. Resolution 984 trump card, who is always considered to have a valid cross-border hunting permit.

Setback cards can only be played against a player who has a valid Cross-Border Hunting Permit displayed. Thus, a player cannot have multiple setbacks played against him at once (as a setback cancels the Hunting Permit).

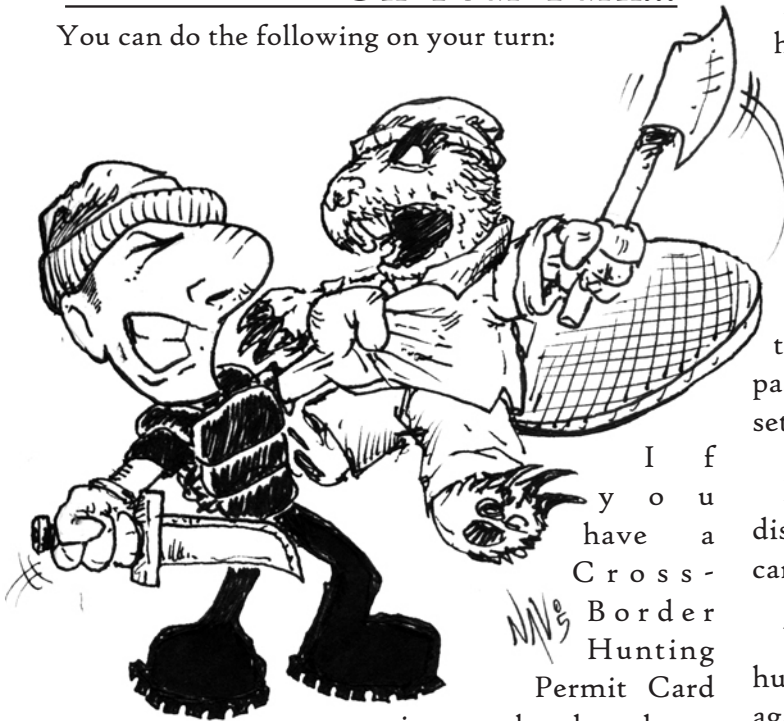
Bride of Portable Hole

When someone plays a setback or Closed Border against a player, that player may immediately play the appropriate Trump card from his or her hand to cancel the effect of the setback. This also shifts the turn sequence directly to that player, and they must immediately draw a card to replace the Trump card played, and then take a regular turn. In addition to the 4 points that a Trump card is worth when played, playing the trump card in this manner to counter a setback or closed border also earns the player 5 additional points. This is called a Turnabout. On your turn, if you have a setback against you, you can play the card that cancels the setback, or the trump card that cancels the setback, play a setback against another player who has a valid cross-border hunting license, close the border for any player, or play a strip search to reopen the border for yourself if you have the border closed to you.

Anytime a player plays a Trump card, they are entitled to immediately take another full turn.

On Your Turn...

You can do the following on your turn:



If you are not currently suffering a setback, you may play it. Draw a card and play passes to the left.

If you have a Cross-Border Hunting Permit Card in play, you may play a Hunt Card. If you have a Border Closed in play against you, you may only play Hunt Cards that target 1 to 3 beavers. Draw a card and play passes to the left.

If you have a Trump card in your hand, you may play it. Draw a card, and then take another turn.

If you have a Border Closed card in your hand, you may play it against any player who does not have Border Closed card in play, and who doesn't have U.N. Resolution 984 in play. Draw a card and play passes to the left.

If you have a Corrective Measure card in your hand that cancels a setback card that has been played against you, you may play it to cancel the setback. Note that you still need U.N. Resolution 984 in play or you must play a Cross Border Hunting Permit on a future turn before you can play any Hunt Cards. Draw a card and play passes to the left.

If you have a Strip Search card in your hand and have a Border Closed card in play against you, you may play it to cancel the closed border. Draw a card and play passes to the left.

If you have a setback card in your hand, you may play it against any player who has a valid cross-border hunting license card in play and who does not have the appropriate Trump card to counter it already in play. Draw a card and play passes to the left (unless the victim can counter the setback with the appropriate Trump card).

If you cannot make any of these plays, you must discard a card face up to the discard pile. Draw a card and play passes to the left.

When playing with teams, each team has a single hunting mission, and instead of playing cards for or against a single beaver hunter, the cards are played for or against each team of beaver hunters.

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Special Notes:

A. When beginning a hand, usually it's better to play a Cross-Border Hunting Permit to get your hunting started rather than playing a Setback Card against your opponents.

B. Ordinarily, you must have a Cross-Border Hunting Permit in play to play Hunt Cards. The exception is when the U.N. Resolution 984 card is in play on your side. This card allows you to play Hunt Cards even if you don't have a Cross-Border Hunting Permit Card.

C. If you can't use a card, don't hold it in your hand. Instead, discard it. For example; a Canadian Winter Card has no value if your opponent has played the Global Warming.

D. Try to remember which cards have been played. For example: an American Beer Card has no value when all the corresponding Canadian Beer Cards have been played.

E. You can play a Border Closed Card on your opponent even when there is a Setback Card played against them, and vice versa.

F. Don't forget to take an extra turn each time you play a Safety Card.

G. Each Turnabout earns you 5 points in addition to the 5 points you automatically collect for that same card played as a Trump Card. Therefore, whenever possible, play a Trump Card as a Turnabout. However, don't hold out for a Turnabout too long. You'll get no credit for a Trump Card that's still in your hand at the end of the hand.



Ending the Game

There are two ways to end a hand:

1) when one team or player bags a total of exactly 30 beavers; or

2) when there are no more cards in the Hunt pile. In this second case, players must try to play out the remaining cards in their hands.

A game usually will consist of several hands. So total all points for each team at the end of every hand. The team that first scores 200 points, wins. If both teams exceed 200 points on the same hand, the team with the higher total points wins the game.

Scoring

Total the score at the end of each hand. Each team scores as many points as the total number of beavers it has bagged.

Bonus for each Trump Card played	+ 5
All four Trump Cards played by the same team	+ 5
Each Turnabout	+ 5
Bonus points for bagging 30 beavers:	+15
No Weapons of Mass Destruction (Bonus points for bagging 30 beavers without playing any 8 beaver cards)	+10
HedgeHog Bonus (Bonus points for bagging 30 beavers before opponents have played any Hunt Cards)	+20

Bride of Portable Hole

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