

# SUPER MARIO d20



---

## +++CHAPTER ONE: CHARACTER CREATION+++

---

For the most part, creating a character in the Mushroom Kingdom is like creating a character anywhere else.

### STEP ONE: ABILITY SCORES

---

Ability scores are rolled just like normal d20 characters: Four six-sided dice added together, with the lowest roll dropped, rolled six times and given to the six ability scores: Strength (physical power and muscle), Dexterity (agility and accuracy), Constitution (endurance and health), Intelligence (logic and IQ), Wisdom (street-smarts and perception), and Charisma (leadership and force of personality).

### STEP TWO: RACES

---

In the Mushroom Kingdom, the usual races of Humans, Dwarves, Elves, Gnomes, and Halflings don't exist. In fact, even Humans, usually universal, are only covered in legends told by the most common race in the Mushroom Kingdom: the Mushroom People.

Other than the races available, choosing a race in the Mushroom Kingdom setting is similar to choosing a race anywhere else in D&D: select race and class at about the same time, paying attention to the common stereotypes and what happens when you violate them.

### *A NOTE ON LANGUAGES*

Without the usual races permeating the world at large, certainly the languages of those races aren't going to be present. Most people of the Mushroom Kingdom speak Kingdom Common, the official race of the Mushroom People. However, other races have their own languages: the "dog Latin" sound of Old Koop (the law-lingo of the Koopa Kingdom), the guttural snarls of Goombese (the language of the Goomba), and the sing-song tones of Yoshi.

### *RACES OF THE MUSHROOM KINGDOM*

Though the Mushroom Kingdom lacks in the fantasy stereotypes, it is verdant with other creatures, perhaps more exotic than your usual humanoid. These include the Mushroom People, Koopa, Goombas, Shy Guys, and Yoshi.

### **THE MUSHROOM PEOPLE**

The Mushroom People are the "humans" of the Mushroom Kingdom, the World of Pipedream. They are known for gentility and kindness, even to extreme lengths, and a tendency to panic and run away instead of stand their ground and fight. They

make friends by their generosity. Unfortunately, this strategy often fails when employed with the more brutal races of Pipedream.

**PERSONALITY:** The Mushroom People are not a brave, imperialistic people, in general, yet they have ties to the most powerful nation in the world. This is due to the exceptions. Mushroom People are generally curious, yet cowardly, and friendly, yet timid. However, the Royal Family is curious without cowardice and friendly without timidity. Whereas the populace is mostly gentle, the Royal Family (and a few other exceptions) are known as brave and headstrong, even to the point of nationalistic pride and aggression, though almost always tempered with kindness. Adventure-loving Mushroom People are, of course, of the latter type, the type often described as “almost human.”

**PHYSICAL DESCRIPTION:** Mushroom People usually stand at 3 to 3 1/2 feet tall, weighing about 40 to 50 pounds. Their skin is more often than not a pale peach color, but exceptions are known, in colors of black, red, silver, gold, blue, and many other shades. These exceptions aren't really regarded as oddities so much as flavor to the usually bland life of the Mushroom People. They don't have hair on their heads, instead sporting a large, hat-like mushroom umbrella that sprouts where hair would be on a “normal” human, which they can remove. This rubbery covering can be more orb-like or disc-like, with a background color (commonly white) and spots of nearly any hue atop them (things like green, red, blue, and other vibrant colors). They don't grow hair anywhere on their bodies, giving them a generally childlike look, when combined with their large, usually blue or green eyes. They can grow facial hair, but usually keep it trimmed as a sign of respect to the “human-like” Royal Family. Clothing tends to be a simple pair of trousers and a sturdy pair of boots, and the Mushroom People are often bare-chested, wearing button-up shirts on formal occasions. Females tend to wear simple dresses and wraps that are serviceable and simple. Clothing tends toward whites and browns of the plants used for them. Mushroom People live, on average, about 45-50 years, and are considered mature at about age 10-12.

The exception to this is, of course, the Royal Family, who is magically transformed upon coronation to resemble humans in all ways, with long, flowing hair on the females and thick, tangled moustaches and beards for the men.

**RELATIONS:** Much to their trouble, the Mushroom People are considered pushovers by many races. Specifically, the Koopa find their kindness and openness a prime thing to take advantage of, and the Goomba hate them for more...personal reasons. Certain tribes of Shy Guys get along with them, but only because they have no reason to oppose them. The Yoshi, however, are a great example of how the Mushroom People's openness and kindness can gift them with friends willing to take the situation into their own hands.

**ALIGNMENT:** The Mushroom People tend strongly toward a Neutral Good alignment. The more Lawful are usually members of the royal system, while the more Chaotic tend to be independent farmers and aesthetes. Mushroom People who conform to Neutrality do exist, though they are often the rebels against society, and tougher than usual. Evil Mushroom People tend to be bullies and brutes, but not much more than your usual schoolyard tough.

**MUSHROOM PEOPLE LANDS:** The Mushroom People live mostly in the Mushroom Kingdom, a land that encompasses the edge of a continent towards the North end of Pipedream, and a few outlying islands heated by the tropical sea they lay in and it's currents. The land consists mostly of plains, hills, and forests, with a few mountains and valleys thrown in for good measure, especially near the coast. Other Mushroom Kingdoms (called by different names) have sprung up in many areas of Pipedream, often producing drastically different cultures of Mushroom People from the norm, such as Mushroom People that ride ostriches and travel the Koopahari Desert as nomads, or the primitive Mushroom People that live near the Dinosaur Islands.

Mushroom People in other lands tend to be the exception to the rule of

gentleness and meekness, often being quite hard-edged, though always ready for joviality, and always ready to be friendly to those who have earned it.

**RELIGION:** The Mushroom People, like most people in Pipedream, aren't very religious. They have myths and hero-stories, but the creation of the world and the place of the Mushroom People in it has never really crossed their minds. They are friendly because they want to be like their heroes and champions, not because everyone should be that way. The world wasn't created, it just always...was. This doesn't stop the Mushroom People from having priests, but they are only ritualistic, storytelling priests, not preachy, fire-and-brimstone priests.

The body of Mushroom People legend consists of stories about brave humans that have come to lead them, and, more commonly, stories of brave, rebel Mushroom People that travel the world in search of adventure...the latter often inspires many copycats.

**LANGUAGE:** The Mushroom People speak Kingdom Common, most normally, and even the "savage tribes" speak debased forms of it. Kingdom Common, because of its ease of learning, is the most common language in Pipedream, in one form or another.

**NAMES:** The Mushroom People tend toward simple, one- or two- syllable names, or names descriptive of jobs. The gender of the name makes little difference: a man is as likely to be called "Nix" as a female.

**BIRTH-GIVEN NAMES:** Nix, Shrum, Dale, Capi, Wend, Lil, Hoo, Chiru, Jibby.

**JOB- NAMES:** Digger, Lancer, Rider, Princess, Judge, Farmer.

**ADVENTURES:** Though most Mushroom People are downright terrified of danger in any form, they all have a bit of natural curiosity that can sometimes get the better of them. However, only the exceptional, "almost human" Mushroom People risk their necks regularly. Players are likely to be one of these creatures, and they are perhaps the most bold and brave of any adventuring party, almost a mirror image of their meek counterparts back home.

#### *Mushroom People Racial Traits:*

~ +2 Dexterity, -2 Constitution: Mushroom People are generally quick and agile, but catch one and it's as good as smashed.

~ Small-Sized: As small-sized creatures, Mushroom People gain a +1 size bonus to AC and attack rolls, and a +4 size bonus on Hide checks. However, they must use small weapons and their carrying limits are 3/4 those of Medium-sized characters.

~ Mushroom People base speed is 30 feet (quite fast for being short...)

~ +2 racial bonus on saves against poison: Mushroom People are partly organic as it is.

~ Cuteness: As generally nice and gentle creatures, Mushroom People make friends easily. They gain a +2 racial bonus on any skills using Charisma modifiers (Animal Empathy, Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Perform, and Use Magic Device).

~ Furry Friend: Mushroom People, regardless of class, can have a Familiar that is with them from first level on. They suffer the usual penalties and bonuses for having a Familiar, and may even choose from exotic, strange creatures (any Animal, Beast, or Magical Beast type creature). If they are Wizards or Sorcerers, they may gain two familiars: one racial and one class-based. In addition, the racial familiar granted by Furry Friend gives bonuses like a normal familiar.

~ Favored Class: A Mushroom Person's favored class is Expert (NPC class).

Those who do adventure often have common jobs in Mushroom People society and only adventure as an aside (though some may multiclass and make a career out of it.)

## **KOOPA**

Ah, the infamous Koopa. Scourge of the Mushroom People, bullies extraordinaire, and rather dim-witted slaves to their recently arisen Koopa King, Bowser. They are militaristic and brutal, willing and ready to kill for the glory of their King. Koopa are known to be wicked and cruel, and are also infamous for being rather dim-witted and quick to follow orders.

**PERSONALITY:** Koopa (sometimes referred to by their military term, Koopa Troopa) are generally mean, bitter, brutal, and obedient, willing to savagely kill anything that is requested of them, and slavishly devoted to their ruler, the Koopa King, who has appeared out of legend and amassed the Koopa Troopa army. They are mean in word and in action, enjoying the bullying of things smaller than them, though they prefer not to murder what they can cull with harsh words and spear-pokes.

**PHYSICAL DESCRIPTION:** Koopa stand about 4 to 4 1/2 feet tall, weighing about 60-90 pounds. They have skin colored a brownish-orange, and their heads are little more than large beaks with two froglike eyes sprouting from behind the upper jaw. Their feet are flat and clawed, and their hands are three-fingered and more human-like (though usually bunched into a fist). They are also often wearing one of a host of shells that grant them special powers.

**RELATIONS:** The Koopa rarely get along well with anyone, especially the Mushroom People, who they see as weak and pathetic, fit only to be bossed around by them and by the Koopa King. Plus, it gives them someone soft and mushy to take out their rage on. The Goomba ally with the Koopa, though they see the shelled creatures as rather stupid and pathetic, while Shy Guys will team with them if well paid. The Yoshi view the Koopa as little more than a delicious snack, and so the two rarely form a relationship beyond predator and prey.

**ALIGNMENT:** Koopa tend toward Lawful Neutral in alignment, willing to do whatever they are ordered to do. They are more likely Evil than Good, the Good ones usually rebelling or trying to change the system from inside, the evil ones taking more than an official pleasure in the slaughter. Neutral Koopa are nearly unheard of, and more likely are Koopa who have broken from the military mold as Chaotic, who are either employed as destructive forces or who rebel and flee to make their own way in the world.

**KOOPA LANDS:** While not the most numerous race in Pipedream, Koopa of one form or another can be found nearly anywhere there are resources to support them or where they are commanded to go, from deserts to mountains to fields of ice. They tend to erect castles to local lords there, and general filter out to the surrounding countryside, dominating anything in their way.

Koopa outside of their own lands tend to be rebels or explorers, more likely the former, looking for someone to take them in, and willing to sell their trade.

**RELIGION:** Like all Pipedream races, the Koopa don't so much have organized religion as a network of legends and myth surrounding Koopa figures of greatness. The single most popular myth of the Koopa was that one day a Koopa would be born with a spiked shell, capable of breathing fire. That Koopa, Bowser, was born, and ascended the ranks to become the King, leading the Koopa into battle as he sees fit.

**LANGUAGE:** Most Koopa speak Kingdom Common on an everyday basis, but they know the lawful language of the army, Old Koop, a language of grunts, growls and snarls that, when translated, sounds a bit like Latin.

**NAMES:** The massive ranks of Koopa have names that derive from older languages or Koopa legend. "Bowser" is the name of a great Koopa Knight of olde. "Veeji" is the name of a Koopa Paratroopa known to have outsmarted a gang of Bullet Bills. "Lester" is the name of a Koopa ocean explorer. Most koopa names have two syllables, and often contain alliteration or rhyme with a descriptive word following it. e.g.: Veeji Valkirie, Lester Jester, etc...

**MALE NAMES:** Terrance, Al, Greno, Maktu, Driedel, Nelson, Krek, Carl, Nobo, Reno.

**FEMALE NAMES:** Karla, Boka, Naoi, Mamala, Gelri, Fenlipa, Vera, Vomexi

**NICKNAMES:** Bullet, Air, Blood, Ninju, Stab, Bite, Death

**ADVENTURES:** Koopa life is almost a never-ending adventure in war. Day in and day out, campaigns are waged and life and death are hanging in the balance. Outside of the army, however, a Koopa's resources are limited. Being mistrusted and looked down upon by every other creature in the world doesn't make adaptation easy, though they may find recourse in the Mushroom Kingdom, with the forgiving Mushroom People...maybe.

*Koopa Racial Traits:*

~ +2 Constitution, -2 Wisdom: Koopa are generally sturdy and strong, though they aren't very perceptive.

~ Medium-Sized: As Medium-Sized characters, Koopa gain no benefits or penalties from size.

~ Koopa base speed is 30 ft.

~ Low-Light Vision: The darkened caves and castles of many Koopa breed a race that can see better than usual in the dark: up to twice as far as a Mushroom Person in conditions of poor lighting, still with the ability to distinguish color and detail.

~ Shell Armor: Koopa are the only race capable of fully realizing the potential of Shell Armor.

~ Unlikely Wielding: Koopa can wield weapons of unusually large sizes. If the weapon they are wielding is of Small or smaller size, it is a Light weapon. If it is Medium, or Large, it is a One-Handed weapon. If it is Huge, then it is two-handed. Koopa cannot wield weapons larger than Huge.

~ Favored Class: Fighter. Koopa are well trained in combat tactics, and so benefit from natural predisposition to the trade.

## **GOOMBA**

The Goomba are the wicked mushroom people. What most drow are to elves, so Goomba are to the Mushroom People. They lurk in the dark corners of the Mushroom Kingdom, springing out from their hiding places to bite unsuspecting children and eating them. They are the Mushroom Bogeysmen, and are all too real.

**PERSONALITY:** Goomba are generally bitter, sullen creatures, prone to snide remarks and bitter sarcasm. They are more prone to brutality and cruelty, however needlessly, more often, however. They are willing to endure much in order to destroy their racial enemies, the Mushroom People, and are almost always focused on the goal of killing, maiming, or incapacitating them...and it's frightening how often they succeed.

**PHYSICAL DESCRIPTION:** Goomba stand about 2 1/2-3 feet tall, weighing about 50-70 lbs. They are shaped much like mushrooms, with feet extending from the base and a face upon the umbrella, complete with a sullen, toothy maw. They are hairless and often nude, the only items of style upon them being their solid, heavy boots, made for long, forced marches. They may vary in color from brown to red, and in shape from definitely conical to more round and orb-shaped.

**RELATIONS:** Goomba don't really get along well with anyone. They have an almost unnatural hatred of the Mushroom People, and occasionally work with the Koopa army to destroy them (as more dedicated and more vicious fighters for the harder areas to penetrate). The Shy Guys view them as needlessly destructive, and the Yoshi use them as appetizers.

**ALIGNMENT:** Goomba tend toward a Neutral Evil alignment, looking out for their own interests before helping out anyone else, their own interests usually involving the death of the whole of the Mushroom People. A few rouges tend toward Neutral, or even Good (the Law/Chaos axis is usually supported), though most still have a hard

spot in their hearts for the people of the Mushroom Kingdom.

**GOOMBA LANDS:** Goomba are drawn to more secretive and shadowy places, though usually just because they can sneak-attack from there more easily. They develop few kingdoms of their own, living on the edges of other kingdoms and tribal lands, ready to attack those that are unguarded and vulnerable. The most coherence they usually have is that of a group of thugs, and little more.

Goomba in other lands tend to be either looking for trouble, or seeking to escape it. There is a high number of rouge Goomba in Pipedream, those who don't support the machinations of the rest of the race.

**RELIGION:** Though the Goomba don't have an organized faith, theirs comes the closest of all Pipedream religions. Their body of myth, perpetuated by their fire-and-brimstone clerics, proclaims them as the chosen of several "Dark Heroes" that lurk beneath the earth. The "Heroes" had long ago found the Mushroom People, and took from them the best and brightest to form the Goomba. Only, the Mushroom People rebelled against their obviously superior Goomba leaders, and for that action, which drove all Goomba into the shadows, the Goomba must repay the debt and kill them.

**LANGUAGE:** Goomba speak no language of their own, using a guttural form of Kingdom Common, occasionally with words of Old Koop mixed in within areas of heavy Troopa occupation.

**NAMES:** Goomba names follow the typical pattern for Mushroom People names, including the same titles and everything (with more common names like Assassin and Bleeder).

**ADVENTURES:** Goomba are perhaps the most likely to be in a party and still be evil -- provided the party contains no Mushroom People. They are perfectly likely to be amiable to plans, but the presence of a Mushroom Person to an Evil Goomba must equal bloodshed -- the rest they feel superior to. Neutral and Good Goomba are more likely to tolerate the presence of a Mushroom Person, and, for the life of them, Mushroom People don't know what about them grates on the Goomba so much.

#### *Goomba Racial Traits:*

~ +2 Dexterity, -2 Strength: Goomba are quick and agile, but often don't have the sheer power behind them that other races do.

~ Small: Goomba gain a +1 size bonus to AC and attack rolls, and a +4 Size bonus on Hide checks. They can only carry 3/4ths as much as Medium-sized creatures, however.

~ Goomba Base Speed is 20 ft.

~ No Arms: Goomba have no arms, and so cannot wield weapons or shields as normal, or armor. Instead, they may eat, and then emulate, various item qualities (see the item descriptions in Equipment to find out what)

~ Emulation: Goomba may emulate an item that they eat through their dark magic. See item descriptions for emulation effects.

~ Racial Enemy: Mushroom People. Goomba gain a +1 bonus to hit and damage against Mushroom People. The bonus is a Racial bonus.

~ Natural Weapon: Bite. Goomba may make a normal attack roll in a round to bite a foe for 1d4 damage.

~ Favored Class: Rouge. Goomba favor the Rouge class because they enjoy lurking in shadows and ambushing victims. If they deviate, they usually swing towards Rangers with a natural enemy of Mushroom People.

## **SHY GUYS**

Shy Guys are the mysterious add-ons to the Koopa army. While not of obvious Koopa or Mushroom stock, these mysterious creatures reputedly came from the long-forgotten race, a battle spearheaded by the Frog King Wart, lost in the mists of time. They since have spread out throughout Pipedream, settling in tribal areas where they

developed the magic of their masks in depth, focusing more inward since their defeat. A few have joined the ranks of the Koopa army, hoping to ply their fighting trade, but many have been content to live simple lives of hunting and gathering among the wilds of Pipedream.

**PERSONALITY:** Shy Guys are generally sullen, reticent people, not prone to speaking. When they do talk, it is with short, simple sentences, using no more words than is required. They are quiet and reserved, but with a certain measure of power behind them.

**PHYSICAL DESCRIPTION:** Shy Guys stand about four feet tall, and weigh between 70 and 100 pounds, on average. They are shaped a bit like barrels turned on the side, with one side being their masked face and the other being their spiked back. They are covered with shell of varying shades, usually reds and purples, and have small, stubby, fin-like arms extending from behind the face that function as hands. From below, they have feet that spring from the "barrel."

**RELATIONS:** Shy Guys aren't very friendly with most races. Though they are occasionally hired by the Koopa, the turtle-people still distrust them immensely, as they always have their own goals. The Mushroom People have been beset upon by Shy Guys often enough to have a healthy fear of them. And, though Yoshi don't eat them regularly, they ally with the Mushroom People to smite them when they attack. About the best relations are with the Goomba, which is a tentative neutrality of "you don't hurt us, we won't hurt you."

**ALIGNMENT:** Shy Guys tend to True Neutrality in alignment, without cruelty or compassion, without true freedom or true lawfulness in their tribes. Exceptions are fairly common, and usually don't have need of rebellion, though they sometimes desert anyway.

**SHY GUY LANDS:** Shy Guys live in tribal organizations in forests and plains that are more-or-less barren of Mushroom People or Koopa. They tend to be fiercely protective of their lands, not caring who claims them as long as no one tries to force them to do anything. That's when the Shy Guys start throwing spears for target practice.

**RELIGION:** Shy Guys are, like most Pipedream people, more involved with hero-tales than normal creation and dogma myths. The Shy Guys revere a Hero named Wart, and have an unusually fatalistic overtone about it -- Wart has been destroyed, and the Shy Guys seem to think all great things are destined for the same failure.

**LANGUAGE:** Shy Guys speak a form of Old Koop, combined with Goombese. They may learn Kingdom Common to associate with the more populous races, but often speak it hesitantly. Overall, they prefer action to talk.

**NAMES:** Shy Guys take one-word names from the world around them, and tend to think of themselves as representatives of whatever they call themselves. Examples of names include Leaf, Spearhead, Stone, Fireball, etc.

**ADVENTURES:** Shy Guys tend to go adventuring more commonly than most other races, due to their unusual amount of free-spiritedness in the land of Mushroom vs. Turtle. They prescribe to neither side, and thus are capable of integrating themselves with any side without being too roguish, merely entrepreneurial.

#### *Shy Guy Racial Traits:*

~ +2 Charisma, -2 Dexterity: Shy Guys tend to be quite enigmatic, but their blocky bodies do limit their maneuverability.

~ Medium-Sized: as Medium-Sized creatures, Shy Guys get no bonuses or penalties from Strength.

~ Shy Guy base speed is 20 ft.

~ Darkvision: Shy Guys can see in the dark up to 60 ft. Darkvision can be used without light, but is only black and white.

~ Masks: Shy Guys never reveal their true faces to those outside of their tribes. Because their body shape precludes normal armor, they wear enchanted masks, and are the only race capable of using the special properties of them.

~ Preferred Class: Bard. Shy Guy bards are more mime-like, however, using spells through motions instead of words.

## **YOSHI**

Yoshi are perhaps the saving grace of the Mushroom People. They are originally from the Dinosaur Islands, though they have been brought to the Mushroom Kingdom proper and have spread throughout the world recently. They tend to be stronger in self-defense than their gentle friends, and are capable of teaming with them to help defend their lands from invading Koopa, sullen Goomba, and potentially destructive Shy Guys.

**PERSONALITY:** Yoshi are cheerful and friendly, prone to singing and basking in the sunlight, often with many of their own type. They are usually happy and carefree, but may be provoked by cruelty and violence to take matters into their own hands -- or their own powerful legs and tongues.

**PHYSICAL DESCRIPTION:** Yoshi stand about 8-10 feet tall at the head, which is rather large with a bulbous, sensitive nose and a large, toothless mouth. Their long neck extends to a body much like that of a raptor-like dinosaur, with large, powerful hind legs and short yet versatile front arms, and long, blunted tails. They weigh about 140-200 pounds, with skin of many varying shades and eyes usually of paler, more subdued colors than their bodies (though their underbellies are almost universally white). They tend to wear saddles upon their backs, even if not carrying someone upon them, for simple decoration and storing, and often have footwear as well.

**RELATIONS:** Yoshi are most welcome among the Mushroom People, one of the few races that they will not eat, and, in fact, have befriended them to a certain extent, taking up guardianship of these docile, friendly creatures and living among them. This has earned them the immediate enmity of the Goomba and the Koopa, who, as staples of the Yoshi diet, already had a reason to hate them. The Shy Guys are a bit more receptive, but only to a certain extent, as they may still find themselves sitting in a Yoshi's stomach before long.

**ALIGNMENT:** Yoshi are most commonly Neutral Good in alignment, leaning more towards Chaos than to Good. Neutral Yoshi do occur, though they are not very common, and Evil Yoshi can truly be frightening eating machines, so it is very lucky that they are only whispered in the darkest tales of the Yoshi.

**YOSHI LANDS:** Yoshi live nearly anywhere, able to adapt their diet to an assortment of inedible things. However, Yoshi originally hail from the Dinosaur Islands, a tropical realm in the Southern Sea, where they live in relative security as the top members of the food chain there.

Yoshi in other lands tend to be explorers and adventurers, wanting to sample the buffet that life has to offer.

**RELIGION:** Yoshi, like other Pipedream races, have more hero-stories than actual organized churches. Yoshi heroes tend to be eating machines that accomplish rather whimsical things that teach life-lessons, such as the Yoshi that tried to eat the Boo and wound up with indigestion for the rest of his life.

**LANGUAGE:** Yoshi language is a strange thing, made up of nonsense syllables and harmonic hymns sung with no real point or purpose. In the actual tongue, it matters not so much what is said as how it is said (or sung) and the posture of the body. The myth of the Yoshi language consisting of only the word "Yoshi" may very well be justified.

**NAMES:** Yoshi have no use for names, as they are easily identifiable by other Yoshi by the pitch of their name-whistle. Yoshi often take up the habit of being named something like pet-names in other cultures, giving names such as Rover, Spike, Mittens, etc.

**ADVENTURES:** Yoshi lean strongly to an exploratory life, mimicking the whimsical epics of their heroes and traveling the world. They are especially likely to join



Mushroom People who they feel need a bit of guidance and guardianship in a harsh and delicious world.

#### *Yoshi Racial Traits:*

- ~ +2 Constitution, -2 Intelligence: Yoshi are simple people, but often quite powerful and resilient -- especially their stomachs.
- ~ Large: As large creatures, Yoshi have a -1 penalty to AC and attack rolls, and a -4 penalty to hide checks. Though they can use larger weapons, and can carry twice as much as a medium-sized creature. They are considered Tall.
- ~ Yoshi base speed is 40 feet.
- ~ Natural Weapon: Kick. Yoshi have powerful hind legs, and can make a kick attack in place of a normal attack, causing 1d6 damage on a successful hit.
- ~ Natural Weapon: Tongue. Yoshi can use their tongues to catch an enemy. A foe hit by their tongue is automatically grappled and drawn into their mouth, where they take 1d6 constriction damage per round, and are paralyzed. If they are killed within the mouth, they are swallowed. They may also be spit out into other foes for 1d6 damage plus a modifier based on size (+2 if Large, +4 if Huge, +6 if Gargantuan, etc.). Shells, Masks, and Emulating Goombas have special effects if spit (see the Equipment chapter).
- ~ Invincible Feet: Yoshi can tread on any surface without sustaining damage, as long as they keep moving every round at least 20 feet. This does not allow them to tread on liquid surfaces.
- ~ Egg Grenades: Yoshi of all genders are capable of producing eggs. Though these are not the standard, reproductive objects, but compressed air in a shell that, when broken, explodes with powerful force. They are listed in the Equipment section as anyone can use them, though only Yoshi can produce them.
- ~ Easily Spooked: Yoshi are easily scared, and, if surprised, must make a Will save or become scared and flee.
- ~ Favored Class: Ranger. Yoshi are at home in the wilderness...it's a bug buffet for them.

## **STEP THREE: CLASSES**

---

The next step in creating a character is choosing a class. The normal classes in the PHB exist in Pipedream, but are greatly altered by the particular environment of this strange land.

### **BARBARIAN**

Barbarians in Pipedream are not savage or illiterate, not from "wild" tribes. They are merely a fighting style, as masterable for the ordered as for the chaotic. Barbarians in Pipedream tend to wipe out swaths of foes, and are helpful in decimating hordes or enemies, or one or two especially tough cookies.

#### **CHANGES:**

Barbarians can be of any alignment. They do not start with Illiteracy. They do not know how to use Medium armors at first, however.

*Mushroom-People Barbarians:* Usually of the wilder tribes, or of particularly adventurous people from the Kingdom.

*Koopa Barbarians:* Shock troops trained by Bowser to carve out large swaths of resistance...Kamikaze troops, basically.

*Goomba Barbarians:* Goomba how have gone berserk with their racial rage, often ineffectual and more often sitting ducks than

*Shy Guy Barbarians:* Those who strike from the wilds, often silent in their bloodthirst, emotionless and dispassionate as they maim.

*Yoshi Barbarians:* Creatures of savage appetite, who perhaps have taken their role as protectors and defenders more seriously than usual.

## **BARD**

Bards in Pipedream sing songs of heroes and adventures. They are poets and artists, capable of enthralling even enemies with their music.

### **CHANGES:**

Bards can be of any alignment.

*Mushroom People Bards:* Mushroom People tend to have bards that entertain the community rather than adventure in the world, though a few do carry a flute or something with them on the way.

*Koopa Bards:* This truly rare combination almost requires a rouge Koopa, as normal Koopa have little use for music except while on the march, and those are so slavish that they rarely have time for adventures.

*Goomba Bards:* Goomba don't often become bards, but, if they do, they aren't bad at it, using musical magic to persuade people to help them and specializing in singing spells rather than on swinging around sticks.

*Shy Guy Bards:* This isn't that rare of a combination, but Shy Guy bards tend to be more mime-style actors than singers and poets. They are even more reticent than the rest of their race.

*Yoshi Bards:* Yoshi are fairly common as bards, already having a natural disposition to singing and dancing. They often take up their own voice as an instrument.

## **CLERIC**

Due to the scarcity of organized religion in Pipedream, the Cleric is rare. However, communities usually have one or two that specialize in the telling of tales of adventurers and legends of heroes that all hope one day will come true. And, though rare, it is possible to have, say, a Goomba cleric that preaches the legends of the Shy Guys and more commonly follows the Shy Guy stereotype.

### **CHANGES:**

Clerics do not choose a deity, and may choose two of any of the domains. Clerics don't turn Undead, they turn Evil (as in Outsiders) or Good (as in Outsiders). They also have the option of choosing whether to use *cure* or *inflict* spells. So you could have someone turning Evil who uses *Inflict* spells.

*Mushroom People Clerics:* Mushroom People tell legends of the mysterious and brave "Humans," and the tales of the courageous and curious Mushroom People that follow their brave, strong example. They tend to the domains of Protection, Good, and Trickery.

*Koopa Clerics:* Servants of Bowser, yes-men to his majesty, Koopa Clerics enjoy a bit of prestige as they preach about his many good and redeemable qualities (or get burned for not). They tend toward the domains of Law, Strength, and War.

*Goomba Clerics:* Perhaps with more actual power than any other cleric, Goomba Clerics focus on the dark lords that chose them above the Mushroom People, singing their praises and leading their number on campaigns of genocide. They tend toward the domains of Evil, Destruction, and Trickery.

*Shy Guy Clerics:* Though rare, Shy Guy Clerics tend toward the druidical side of life, focusing on the tales of Wart and reminding the Shy Guys how everything big is destined to be destroyed. They tend toward the domains of Plant, Animal, and Travel.

*Yoshi Clerics:* The preachers of the Yoshi Heroes, these clerics enjoy a sort of elder status among Yoshi clans, telling whimsical yet moral stories and keeping the wisdom alive in a carefree race. They tend toward the domains of Protection, Good, and Animal.

## **DRUID**

Druids in Pipedream are known as strange people that live as hermits among the

stones and Piranha Plants, somehow seeking balance in this world of twisted plumbing.

*Mushroom People Druids:* True rebels, often finding shelter alone in the wilderness, and usually being a bit grumpy about it.

*Koopa Druids:* Again, a rarity, Koopa who revere nature rather than Bowser, likely living as hermits as well, preferably far apart from the Koopa Kingdom, and more than likely resisting them when they come.

*Goomba Druids:* Perhaps not as rare as others, these Druids are seen as balancing forces, making sure that what they do won't disrupt the natural order, just destroy the Mushroom People.

*Shy Guy Druids:* More common than Shy Guy clerics, these animal-friends tend to make good use of their friends as mounts, and help guard the tribe against possible infractions.

*Yoshi Druids:* Perhaps a bit more angry and less friendly than most Yoshi, Yoshi Druids have limited their carefree nature to take care of something even larger than a race -- the whole world.

## **FIGHTER**

Fighters are quite common among most any race in Pipedream, save for the timid and gentle Mushroom People. War is, unfortunately, an everyday reality with the Koopa Kingdom trying to dominate everything.

*Mushroom People Fighters:* Soldiers and military are about the only area that one can find Mushroom People Fighters, as usually they are too gentle to take up training with weapons.

*Koopa Fighters:* Most any Koopa you meet will be trained to some extent in the methods of combat that are home to most Fighters.

*Goomba Fighters:* Because of their lack of arms, Goomba usually find it difficult to take up the role of Fighter. However, those more eager to emulate the battle may do just that, to better wage war against the Mushroom People.

*Shy Guy Fighters:* Shy Guys take up the domain of a Fighter when they enter a city and sell their trade for coins. It certainly helps to have battle training.

*Yoshi Fighters:* Those who take a more active interest in defense of the Mushroom People may equip themselves as fighters, frightening as the concept may be of a sword-swinging Yoshi.

## **MONK**

Monks in Pipedream are, like Barbarians, merely a fighting style -- though Monks are known as being rather powerful fighters who need no weapons to augment their power.

### **CHANGES:**

Monks are not limited by alignment. Their base skill points is only  $(2 + \text{IntMod}) \times 4$ , with 2 each level, not 4.

*Mushroom People Monks:* Mushroom People who train in faraway lands to combat attempts at insurrection may train as powerful Monks.

*Koopa Monks:* A rarity in this material culture, Koopa Monks nonetheless pop up, and are usually ranked higher than most other Koopa due to their ability to whip them into shape.

*Goomba Monks:* Goomba may train as monks in order to augment their natural dexterity. A Goomba Monk can be nearly impossible to lay a finger on.

*Shy Guy Monks:* Shy Guys are perhaps the most likely to take up the trade of a Monk, allowing them to do amazing things without having to awkwardly wield a weapon or chant spell powers.

*Yoshi Monks:* Yoshi rarely take up the role of a Monk, usually due to their carefree nature. However, one who does specializes usually in a no-nonsense style of

consumption.

## **PALADIN**

Paladins in Pipedream are a definite rarity, due to the lack of upright, yet militant races. However, tales are told of the rare Koopa who took up this roguish path, or the Mushroom Person that decided law was worth fighting for.

*Mushroom People Paladins:* Though Mushroom People rarely fight for their standards, the rare Paladin is certainly something out of legend that some may strive to be like.

*Koopa Paladins:* One of the rarest combinations, Koopa Paladins must be extreme rebels from their society in order to take up a Paladin's cause, and often wind up persecuted in their home, and welcome in strange lands.

*Goomba Paladins:* Again, a highly unlikely combination, Goomba Paladins must be rebels from the usual culture of Goomba, and tend to be the only Goombas who accept and readily befriend Mushroom People.

*Shy Guy Paladins:* Shy Guys are more likely than one may think to take up the role of a Paladin, and they tend not to be as preachy and uptight about it, willing to accept other alignments, though they may be wrong. Shy Guy Paladins are very internalized heroes.

*Yoshi Paladins:* Yoshi may take up the role of a Paladin in a crusade for their cause, but most are too carefree to worry about law and purity too much.

## **RANGER**

Rangers are a bit more common than some other classes in Pipedream, due to the proliferation of wilderness and the necessity of people to explore and live in it.

*Mushroom People Rangers:* Mushroom People may take up the cause of the ranger to help explore the wilderness around the Mushroom Kingdom. Many Mushroom People Rangers wind up traveling the world instead of settling down.

*Koopa Rangers:* Likely to be found in the wilder areas of Pipedream, Koopa rangers are explorers and conquistadors for the Koopa Kingdom, carving out uninhabited territory for the glory of Bowser.

*Goomba Rangers:* Goomba tend to make rather skilled rangers, though the two-weapon fighting goes to waste on someone without arms to fight with. They live in the shadowy regions, and are skilled at tracking their favorite prey -- Mushroom People.

*Shy Guy Rangers:* Shy Guys make decent Rangers, being at home in the wilderness as it is. They tend to be very skilled at tracking and killing, and capable of striking with ranged weapons rather well.

*Yoshi Rangers:* A common choice for Yoshi, Yoshi Rangers tend to be more exploratory and friendly than most hardcore naturalists, happy to just be reveling in nature. They often choose "favored meals" instead of "favored enemies," as they consider everyone a potential friend.

## **ROGUE**

Rouges are a common staple of many cultures, either as thieving spies or as helpful information-traders.

*Mushroom People Rogues:* Mushroom People tend to eke away from Roguishness, as they tend to be very open, friendly, and secure. However, a few whose natural curiosity leads them to adventure take up the role.

*Koopa Rogues:* Koopa Rogues are the infiltrators and spies of the Koopa Army, those who are a bit more wily than others and with a bit more stealth.

*Goomba Rogues:* Goomba prefer the Rogue class to all others, being naturally sneaky and conniving.

*Shy Guy Rogues:* Shy Guys make decent rouges, even if their dexterity leaves

a bit to be desired, because of their naturally silent, unemotional nature. They are most at home as wilderness spies, though, not as urban lords.

*Yoshi Rogues:* Yoshi can perform amazing feats with their tongues: such as picking the pocket of an unsuspecting person. Yoshi aren't commonly rogues, but they lend themselves well to the trade, being both wilderness-savvy and amazingly resourceful.

## **SORCERER**

Sorcerers find a comfortable place in Pipedream, ready to strike with magic on a whim. Though they don't work powerful magic, Sorcerers nonetheless are more common than their more studious counterparts.

*Mushroom People Sorcerers:* The Mushroom People usually have a few Sorcerers in their armies, which certainly helps to eliminate large swaths of Koopa forces.

*Koopa Sorcerers:* Koopas are more rarely sorcerers than Mushroom People, mostly due to their lack of general wit and charisma. They do pop up occasionally, and Bowser usually favors them for high rank.

*Goomba Sorcerers:* Goombas occasionally find use for the magical powers of Sorcery, though they usually use it to enhance their secretive abilities. They embrace sorcerers as being specially chosen by their dark icons.

*Shy Guy Sorcerers:* Shy Guys may become quite talented in the field of sorcery, helping them to overcome their natural limitations and aspire to greater heights.

*Yoshi Sorcerers:* Yoshi can sometimes become sorcerers, and they show a fairly decent aptitude for it, though they usually tend to frivolous and fun spells instead of highly damaging magic.

## **WIZARD**

Wizards in Pipedream are learned city-dwellers, and so not very common among the more savage or simple races, and are commonly found only in big cities.

*Mushroom People Wizards:* Perhaps the most likely people to take up the role of the wizard, Mushroom People can sate their curiosity with this pseudo-science while limiting the danger level.

*Koopa Wizards:* Koopa usually don't make very skilled wizards, though several elite groups exist that shepherd the knowledge of the Koopa Kingdom. Usually, these remain securely out of the front lines.

*Goomba Wizards:* Though very rare, Goomba who crave more learning than usual crop up in some more advanced Goomba tribes. They tend to focus spells against their hated enemy, and tend to be reclusive.

*Shy Guy Wizards:* Shy Guys wizards are perhaps the most rare, their society looking down upon those who aspire to such greatness. They do appear, but most Shy Guys regard this as a folly of the earlier age.

*Yoshi Wizards:* Yoshi rarely have the dedication to take up the role of a Wizard, and those who do seem to be the very archetype of a senile magic-user.

## **ARCANE ARCHER (PrC)**

Arcane Archers in Pipedream take the form of people simply trained in the fighting style. This usually includes Koopa, Shy Guy, and Mushroom People, with Yoshis coming in as a special kind of arcane archer

### **CHANGES:**

Arcane Archers need not be elven, but they must be either Koopa, Shy Guy, Yoshi or Mushroom People.

*Mushroom People Arcane Archers:* These adventurous types are rare, but not unheard of in some of the more "primitive" tribes throughout Pipedream.

*Koopa Arcane Archers:* Koopa take up the role to help them in their campaigns against the rest of the world, often having Arcane Archers lurk behind the front lines, launching arrows into the fray.

*Goomba Arcane Archers:* Not allowed, due to their inability to wield a bow.

*Shy Guy Arcane Archers:* Shy Guy practice this trade admirably, often employing their Bullet Masks to imbue instead of bows and arrows.

*Yoshi Arcane Archers:* Though they don't wield bows and arrows, Yoshi arcane archers use the shells and eggs of their species to imbue with magic.

## **ASSASSIN (PrC)**

Assassins in Pipedream are a rarity, as few races have the dedication or seriousness necessary to become someone who kills for profit. Assassins in Pipedream therefore loose a lot of their evil association, but still remain deadly adversaries for anyone coming across one of these "Studiers of Fatal Arts."

### **CHANGES:**

Assassins in Pipedream need not be evil, and need not make a killing in order to join.

*Mushroom People Assassins:* The rare of the rare, Mushroom People rarely have the seriousness or fatalistic attitude necessary to become an assassin. Rare, indeed, is this combination.

*Koopa Assassins:* Koopa are a bit more likely to take up the trade of professional killer, and are usually sent ahead of the main army to incapacitate major foes before the big burst breaks through, limiting the opposition's effectiveness.

*Goomba Assassins:* Probably the most common, Goomba Assassins often struggle to eliminate high-ranking Mushroom People, in order to throw the nations in to chaos where they can easily infiltrate.

*Shy Guy Assassins:* Though rare, these are not unheard of, and their natural stealth and silence makes them the perfect killer. Often, these are outcast from the tribe, but sometimes a tribe may have need of their killing abilities.

*Yoshi Assassins:* Again, very rare, Yoshi rarely have the seriousness or the desire to take up killing. When they do, they are usually ousted from the tribe as a potential danger.

## **BLACKGUARD (PrC)**

Blackguards are rare on Pipedream, rarer even than their good counterparts, the Paladins. Mostly, this pertains to the lack of Outsiders on Pipedream, and the lack of serious interest in good and evil as objective truths. Nonetheless, they do pop up every once in a while, and are usually put down quite rapidly.

*Mushroom People Blackguards:* When these arise, usually do to Mushroom People gone rouge, and usually Mushroom People who take an avid interest in magic, they are usually quickly eradicated by the town guard. Any that survive are often killed by Goomba just because they're not as protected.

*Koopa Blackguards:* Koopa gone rouge, but who still retain the taint of evil, may turn from their Koopa King to fiendish powers. This is rare, and has almost as many enemies as the Mushroom People Blackguards, due to the fact that their own race has turned against them.

*Goomba Blackguards:* Perhaps the most common, Goomba who become Blackguards are considered the Chosen of their dark heroes, and are truly a menace to Mushroom People, being the "Bowser" of the Goomba race.

*Shy Guy Blackguards:* Again, a forced rogue, the Shy Guy pursue and destroy any Blackguard of their own race as being pretentious and dangerous.

*Yoshi Blackguards:* Rare, but not as rare as one might hope, these creatures are the antithesis of all that is Yoshi. These tend to be the sneakiest and best able to defend themselves.

## **DWARVEN DEFENDER (PrC)**

Dwarves not existing in Pipedream, you may think that this class would be extremely rare. But, with a change in role and terminology, the “Dwarven” defender can easily be applied to the two races that have any interest in defending: The Mushroom People and the Yoshi.

### **CHANGES:**

Renamed the “Protector,” you must be a Mushroom Person or a Yoshi in order to take this Prestige Class.

*Mushroom People Protectors:* Usually, these become the front-lines in any battle with the Koopa Army. These few, proud, and stalwart soldiers block the invading army while Sorcerers and Wizards destroy them from afar, and Fighters smash ‘em up close.

*Yoshi Protectors:* Usually, Yoshi take this job to help in the Mushroom People’s battles, allowing them to play a pivotal role in the defense of the Mushroom Kingdom.

## **LOREMASTER (PrC)**

Loremasters crop up among several species, most commonly in the Mushroom People and the Koopa, the other races not having much to do with knowledge.

*Mushroom People Loremasters:* The definition of a learned mage, Mushroom People who become advisors or teachers often become Loremasters.

*Koopa Loremasters:* While rarer than Mushroom People, these crop up as learned librarians and tutors to the usually slow Koopa race, secured comfortably behind closed doors.

*Goomba Loremasters:* Very rare, but not unheard of, these creatures often seek their origins and the true nature of their Dark Heroes.

*Shy Guy Loremasters:* Highly rare, due to their usual primitive nature and dejected view on attaining power, Shy Guys rarely become Loremasters, and those who do are often outcasts.

*Yoshi Loremasters:* Because of the short attention span of many Yoshis, this class is rather unappealing to them, though those who take up the job are well-received as stores of intellect.

## **SHADOWDANCER (PrC)**

Shadowdancers are not that uncommon in Pipedream, finding many places of assistance within the realm between light and darkness.

*Mushroom People Shadowdancers:* An exception for this usually cowardly race, those who take this job often are adventurous in the extreme.

*Koopa Shadowdancers:* When sneaks, spies, and secrecy is needed, a Koopa will take this job to infiltrate enemy lines.

*Goomba Shadowdancers:* Common stealthy spies for the Goomba race, often enjoying striking from the shadows at a potential victim, usually a Mushroom Person.

*Shy Guy Shadowdancers:* Fairly rare, due to their lack of dexterity, but valued as great hunters, able to confuse, bewilder, and suddenly kill their prey.

*Yoshi Shadowdancers:* Perhaps fairly common, Yoshi may take this job to have some fun filtering in and out of reality, and enjoy annoying and bewildering opponents.

## **NPC CLASSES**

Commoners are, indeed, the most populous people. Adepts still fill the roles of witch-doctors and priests, especially in Shy Guy tribes and Goomba cabals. Experts learn their trade well in Mushroom People life, and Warriors fill out the armies of most races. Aristocrats don’t appear in Yoshi society, but are almost revered in Mushroom

People lore.

The NPC's of Pipedream fit well into these stereotypes, with those with a class being rare, at best. One quirk is that the Mushroom People's favored class is an NPC class: The Expert. This reflects their generally unadventurous nature. NPC classes for any race don't count against XP penalties for multiclassing (in effect, all are favored for every race), so Mushroom People who take a career in adventuring often begin as Experts, and, if they continue, class into something else.