

Portable Mole Full of Beer

(this product contains no alcohol)

Plus:

- Sporting Goods
- Cooking with Ochre Jelly
- Gamer Purity Test
- Wacky Feats
- Better Living Through Alchemy
- and more!

Yo Momma!

Your mother makes her first d20 appearance!

Drugs & Booze!

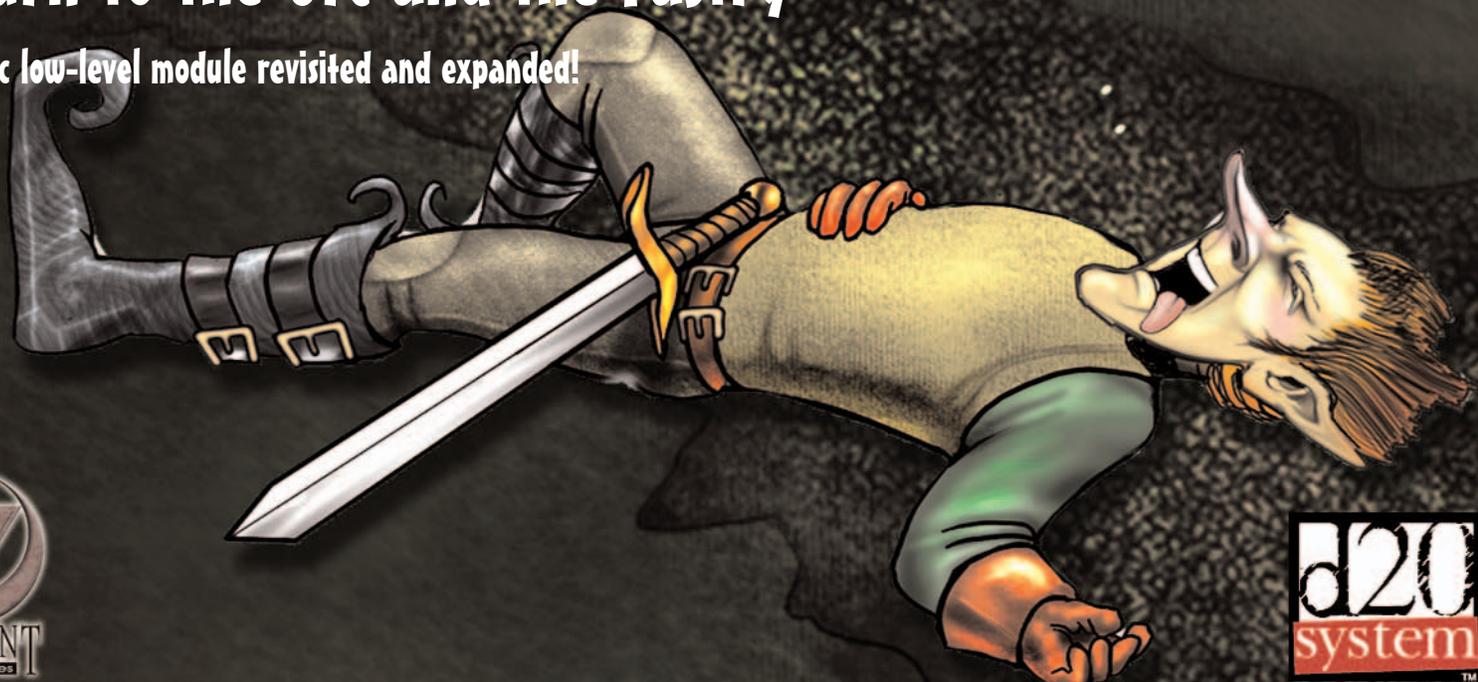
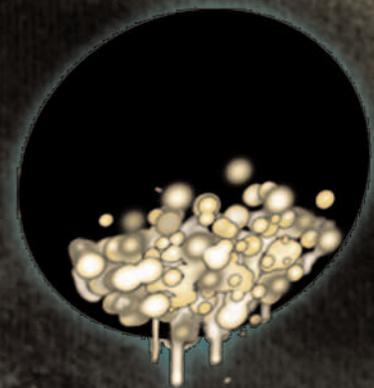
Prestige Classes to make you call for the DEA!

Rampaging Marshmallow Golems!

Fluffy white golem terrorizes diabetic peasants!

Return to the Orc and the Pastry

Classic low-level module revisited and expanded!





(THIS PRODUCT CONTAINS NO ALCOHOL)

a Portable Hole Full of Beer

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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 labeled 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.

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PORTABLE HOLE FULL OF BEER

Credits

(who is responsible for this disaster)

Design, Poor Penmanship & Editing Submissions

M Jason "HellHound" Parent

SlaveDriver & Additional Material

Denise "Dextra" Robinson

Cartography (or a reasonable likeness thereof)

M Jason "HellHound" Parent

Artly-type Goodness

Squidhead & Nica @ KitsuneDesign

Additional Material (most of the funny stuff)

Cameron "Fitz" Burns (Belch & Lil hardass Feats, Drunk & Munchkin Templates), Darren Pearce (the magic rings), Mike "Ralts" Downs (Armed and Stupid, I B Majick!, I'll be back!, If I Can't See You, Nasty Bastard, Not Quite Dead, Sweat Hog, What a cool looking dog! Feats), Neal Levin (Extreme Flatulence Feat), Shawn "Zanatose" Mudder (Donbian's Beer Goggles), "Zjelani" (Dead Template, all magic items except the rings) Genevieve and Chrystine Robinson (Sea Dog and Unigateal and Illustrations thereof)

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Are you interested in being dunked into the next Portable Hole Full of Beer (this product contains no alcohol)? We are now accepting material to be included in the April 2003 release of Portable Hole. While we already have module OP3 and some other material written, we know that we just aren't as funny as you are.

Really.

So, if you have something d20-related (or just gaming-related) that makes you break down into uncontrolled laughter, or that made your Game Master blast Mountain Dew out of his nose, drop us a line.

Special thanks go out to Genevieve and Chrystine, the gaming princesses, for reminding us to actually game sometimes instead of writing about gaming all the time, as well as for helping us put together the Kid's Book of Monsters (which we'll have out for GenCon this year), to our families for being so excited about the books, to Tony & Nica for illustrating this for free, to the members and staff at realmsofevil.net once again for support and a cool place to hang on-line, to Morrur & ENWorld, the best d20 news source and resource, to Monte Cook for pioneering the d20 PDF industry, carving out the niche we live in, to Doug @ Mystic Eye Games for snapping us up, and to the Wizards team who built the masterpiece that is 3rd edition.

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Fine and Fanny Feats

THE BOOK OF MOST EXCELLENT FEATS

Currently there must be nearly 1,200 feats published in various d20 products, so for a character to get them all (with one feat every three levels plus one feat at level 1) said character would need nearly 3,600 character levels. That's all fine and good, right? But what happens when your avatar character reaches level three thousand, six-hundred and three?!

Thus, we present you... More Feats!

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

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).

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.

Prerequisites: Cha 15+, humanoid

Benefit: Humanoids 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 of the same sex, you receive a -2 circumstance penalty on any Charisma based checks against them.

Table 1-1: New Feats

Feat	Type	Prerequisite
Anatomically Over-Endowed	General	Cha 15+, Humanoid
Armed and Stupid	Monster	Int 8-, Non-Civilized
Big-Ass Weapon Proficiency	General, Fighter	Str 19+, Weapon Proficiency
Eat Anything	General	Con 15+
Belch	General	Con 15+, Eat Anything
Extreme Flatulence	General	Con 15+, Eat Anything
God's Own Truth	Special	Cha 13+, Cleric level 1+
I B Majick!	Monster	Spellcaster level 1+
I'll Be Back!	General	Bluff Skill
If I Can't See You	Monster	Int and Wis total 8-
Lil Hardass	General, Fighter	Small or smaller size
Nasty Bastard!	General	-
Not Quite Dead	Monster	BAB 5+
Prat-Fall	General	Dex 13+, Bluff skill
Psycho	General	Toughness, Iron Will
Hose-Beast	Special	Lots!
Sweat-Hog	General	-
What a Cool Looking Dog!	Monster	Shapeshifting, Cha 13+

Special: This feat can only be taken at 1st level, or within 2 levels of having increased either your Strength or Charisma stats.

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 weapon.

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

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

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 + 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 + 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

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PORTABLE HOLE FULL OF BEER

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.

Eat Anything [General]

You can subsist on a diet of nearly anything organic.

Prerequisites: Con 15+

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 can gain the benefits of eating a normal meal.

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.

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, 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.

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

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

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 its hands over its eyes.

Lil Hardass [General] [Fighter]

You are well renowned as a psycho little bastard who 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 opponents eyes start to water during a sword fight, it puts you at an advantage."

-Sparhawk, Elenium Series by David Eddings

Benefit: This character stinks so badly that it's oppo-

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nents 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

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.

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 prat-fall 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-equivalent action to perform).

Normal: Run away little man!

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

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.

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Almost Serious?

While game balance in the D20 system was attempted to be maintained throughout this book, certain of these feats are more useable in a non-humorous game than others.

Obviously the [Monster] feats are probably the first to go (except for kobolds... kobolds should probabale get one or more of these feats as a racial bonus in even the most serious games), as well as most feats with long and ridiculous names...

Feats that we recommend be held over for regular play from this chapter include the following (the alternate names for these feats are also released as Open Game Content):

Big-Ass Weapon Proficiency

Rename to "Huge Weapon Proficiency", this can be used to make some pretty classic anime heroes.

Eat Anything

Useable as-is, although it should probably be restricted to keeping the character from starvation for one week per point of Constitution at best.

Hose Beast

Rename to "Rage Revenge", with the prerequisites this one will be quite rare and still powerful, but the Psycho prerequisite will make it uncommon with players.

Lil Hardass

A serious version of this feat cannot be taken multiple times.

Prat-Fall

As the Jester prestige class may be used as an acrobatic entertainer in a normal game, this feat should be kept also as it is a prerequisite for that class.

Psycho

Keep as-is, this is required for the Hose Beast feat.

Eric and the Dread Gazebo

A CLASSIC MISADVENTURE AS TOLD BY RICHARD ARONSON

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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!

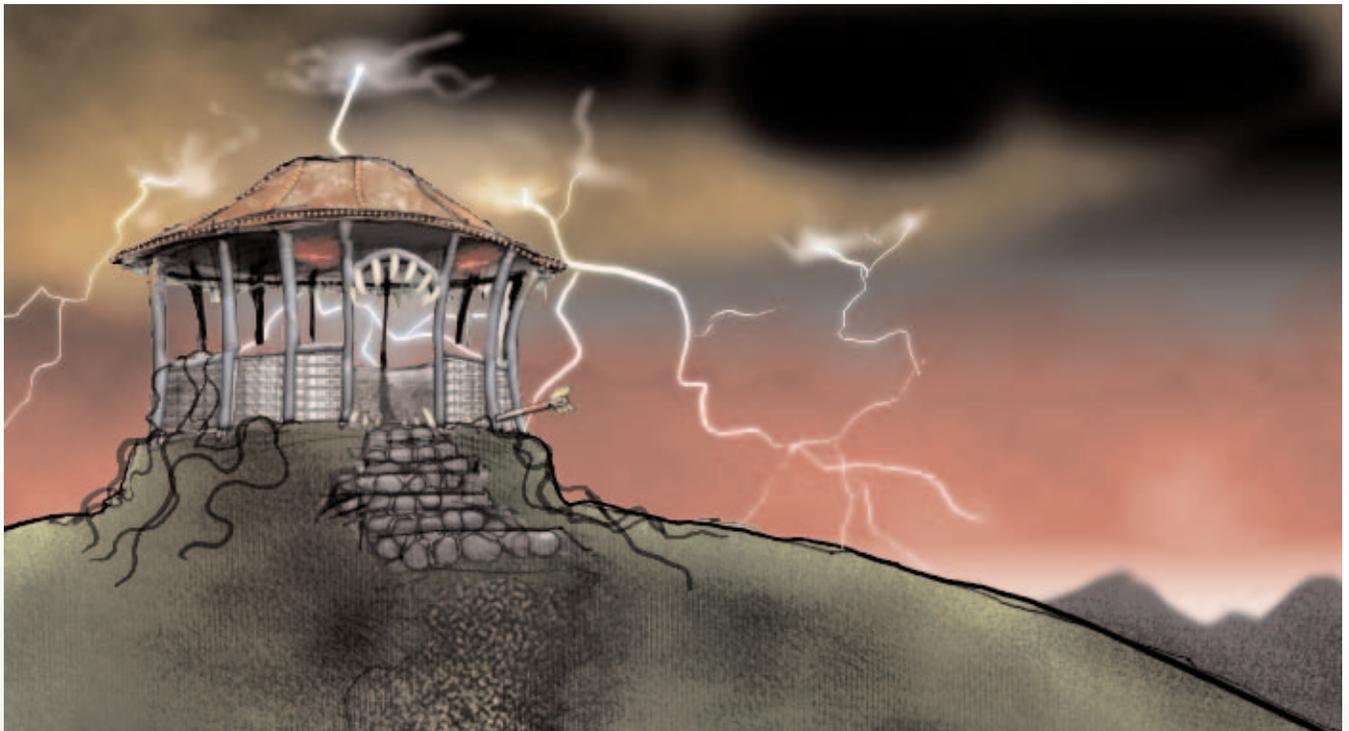
ED: It's a gazebo, Eric, a GAZEBO! If you really want to try to destroy it, you could try to chop it with an axe, I suppose, or you could try to burn it, but I don't know why anybody would even try. It's a @#\$%!! gazebo!

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 fire-using 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.



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"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 internet 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&G into a chapter of my as yet unpublished novel. "

Richard Aronson, Feb 15, 2000

www.dreadgazebo.com

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Dark Quest Games

CYBERSTYLE

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role playing
game



CITYGUIDE

places and
people for d20
fantasy cities

www.darkquest.com

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.

The abilities and statistics of the Dread Gazebo are released as Open Game Content.

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

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As proved with release after release, any book that includes prestige classes is a guaranteed seller. It seems that everyone needs a Prestige Class to aspire to. Wizards seek to become archmages, Rogues to be assassins and spies, Fighters to be dragon slayers and Clerics to be the divine avatars of their gods. But what fate is there for the pot-heads, the drunkards, the buffoons and jocks? Here we present prestige classes for all occasions...

Not all these classes are "bust-a-gut" funny, but they are definitely not suited to a "standard" fantasy product. Most are the side effects of over-night playtesting sessions for Prestige Classes in the Libram Equitis series.

The majority of the material in this chapter is released as Open Game Content. All the Prestige Class names and statistics (everything but the flavor and descriptive text) is Open Game Content. The sample NPCs StatBlocks are Open Game Content, but the remainder of the sample NPCs are not.

Beat Poet

"Dragon"
 "Drag... On"
 "Draggin' your antiquated morals and ethics 'round like a ball and chain of the ancient bourgeoisie"
 "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".

Table 3-1: The Beat Poet

Class	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	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

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)

Innuendo: 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), Innuendo (Wis), 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 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.

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 +6 (4), Concentration +4 (4), Diplomacy +6 (4), Innuendo +10 (8), 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 innuendo 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

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

PORTABLE HOLE FULL OF BEER

(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 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 rela-

tively 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 4, "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.



Table 3-2: The Bowler

Class 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'

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

Innuendo: 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.

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 consuming 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 outsider 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

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Table 3-3: The Drug Fiend

Class 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

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 Innuendo checks.

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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.

Field Chef

*"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+

Alchemy: 4 ranks

Profession (cook): 8 ranks

Wilderness Lore: 4 ranks

Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

Table 3-4: The Field Chef

Class 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	Magical BeastLoaf
5	+3	+4	+1	+1	Essence of Monster

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 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.

Grizzled Old Fart

"Well, I'll be. Ain't been given the evil eye by a medusa in what, 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 Fart is exactly that... grizzled and old. They refuse to grow old gracefully, instead becoming bitter and arrogant about it. They are packed full of old cliches about youngsters, whipper-snappers 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

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 one-half 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 cli-

Table 3-5: The Grizzled Old Fart

Class 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

mate) has hardened the Grizzled Old Fart, combined with the pickling he provides himself in the form of hame-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 old-timers *never* die! Once a Grizzled Old Fart reaches level 5, double the maximum age of each age category from Middle Age and up.

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 - exclusive skill) and Use Rope (Dex).

Skill Points at Each Level: 6 + 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.

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 Jester's Charisma modifier.

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 unfortu-

Table 3-6: The Jester

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 (Dex bonus to AC)	1+s	s	-	-
4	+3	+1	+4	+1	Deflect Arrows	2+s	0+s	-	-
5	+3	+1	+4	+1	Witty Defense +2	3+s	1+s	s	-
6	+4	+2	+5	+2	Uncanny Dodge (Can't be flanked)	3+s	2+s	0+s	-
7	+5	+2	+5	+2	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

nately 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 +1 at 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 the Jester has another class that grants the Uncanny Dodge ability, his Jester levels stack with levels of that class for this ability.

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 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 move-equivalent 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 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

PORTABLE HOLE FULL OF BEER

- 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

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 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 shot-puts. 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

The Jock

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

Table 3-7: The Jock

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

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 wearing 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) whim-

pering, 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), Innuendo (Wis), 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 Reefer Madman 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 damage taken such as when on horseback, when casting spells and so on. In addition, the Junk Zombie can continue to

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Table 3-8: The Junk Zombie

Class 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

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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 Wilderness Lore 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.

The Reefer Madman

"Hey man, like, don't bogart that bowl of pipe-weed!"

Hobbit pipeweed, while an excellent tool for relaxation and a potent anti-nauseant, is also said to cause other... stranger side effects. Those that smoke it recklessly or habitually are sometimes known 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 recreationally 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), Gather Information (Cha), Innuendo (Wis), Knowledge (local) (Int), Search (Int) and Use Magic Device (Cha - exclusive skill).

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 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 Pick Pockets, Open Locks, Move Silently and Hide checks. This bonus is doubled to a +4 bonus if the skill is being used directly

Table 3-9: The Reefer Madman

Class 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

to get more pipeweed.

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

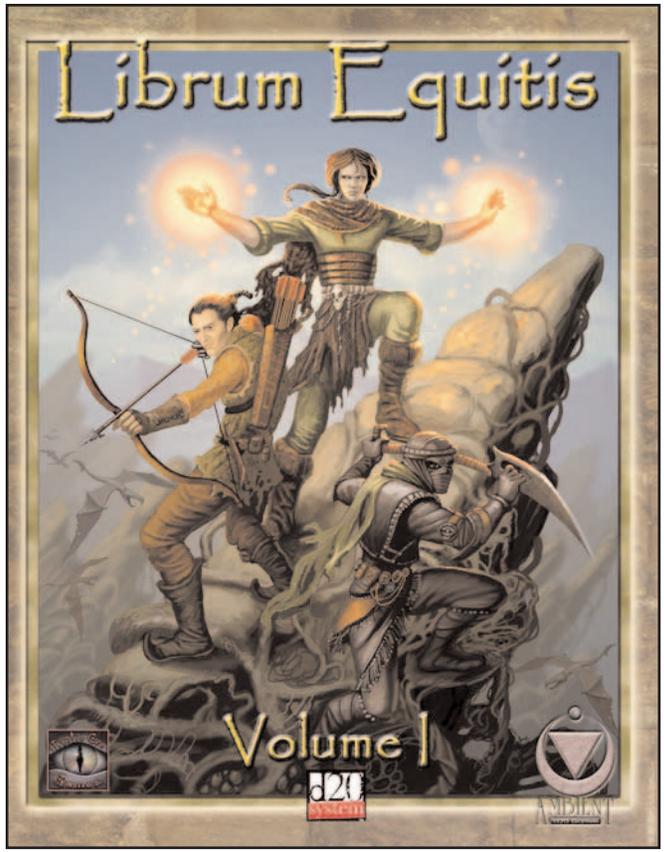
Fuzz Detector (Su): A life of crime leads to paranoia. With this ability, the level 4 Reefer Madman automatically detects the presence of police officers, watchmen and other officials with the legal power to prevent the Reefer Madman from acquiring more pipeweed if they come within 30 feet of the Reefer 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

Prestige Classes

Looking for finely-tuned Prestige Classes for your d20 fantasy game? Watch for *Librum Equitis* volume 1 being released May 2002, published by Mystic Eye Games. 23 Prestige Classes hand-crafted from the best d20 components and lovingly packaged for your enjoyment.

www.mysticeyegames.com



Almost Serious?

Once again, 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.

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 such as Dark Quest Games' *CyberStyle* line.

Field Chef

No apologies here. Either let it in with an ounce of 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 from Chapter 1, the Jester should be able to entertain and irritate any player group.

The Jock

It just can't be done. No matter how hard I try to justify these guys, they are just silly.

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.

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Ultimate Gamer Purity Test

A SCIENTIFIC AND PRECISE METHOD TO DETERMINE EXACTLY HOW MUCH OF A GAMING GEEK YOU REALLY ARE

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Here it is folks, the Ultimate Gamer's Purity Test, brought to you by the fine psychos from Dread Gazebo! This is not a survey; this is not a quiz; this is a bit of fun. Rate yourself. Rate your players. Do not reproduce without permission. There are about five hundred questions here. You score one point for every question you answer "Yes" to. Feel free to print copies of this for your friends and enemies.

Do you/have you ever:

ROLL THE BONES

- own dice other than d6
- own more than 20 dice
- own more than 100 dice
- own more than 50 dice of one type (ie D6, D8)
- own dice that are so used the corners are completely worn away
- own a d30
- own more than five d30's
- found a use for d30's other than determining the calendar date
- ever modified/loaded your dice
- ever used your loaded dice in gameplay
- trained your dice
- have a favorite die/dice that you won't let anyone else touch
- warm up your dice between rounds so they don't get cold
- get shivers when you hear 20d6 roll across the kitchen table
- you threaten people with a 3d6 attack then throw the dice at said people
- need a full, matching dice set and will buy a new set if you lose one
- pre-emptively sacrifice a die or dice to your sofa/heating duct
- usually carry dice in your pocket/purse
- remember when there were no d10's, only d20's
- remember when the d20's were numbered 0-9 twice
- still own one of these
- been injured by a die
- mistaken a d12 or a double d10 for a d20 while playing AD&D and had a THACO low enough that you still hit the 8HD monster
- you understood that
- understand what a control die is
- remember the dice probability curve tables
- swallowed a die
- lost an eye to a die
- losing your dice bag would be a serious financial blow
- spend more money on dice than food
- bring your dicebag even to diceless roleplaying events
- own a dragonbone
- used any of the random number generators suggested in Dragon Magazine
- used a computer random number generator during gameplay
- wrote a computer random number generator during gameplay
- discovered that spare dice make good beanbag filler
- know that that last question was a ringer- who has more dice than they can use?

37 Questions. (Current Total: ____ / 37)

THE DIRTY DEED

- played a CCG or read a Choose your Own Adventure book to stave gaming cravings
- played a live-action ('freeform') game out of costume
- played a live-action game in costume, with padded weapons for combat?
- been in more than two on-going campaigns at the same time?
- been in more than five on-going campaigns at the same time?
- been in a campaign that has been running more than two years?
- been in a campaign that has been running more than five years?
- been in a campaign that has been running more than ten years?
- been gaming for more than half your life
- been in a campaign which has been running more than twenty years, has

some of its original players and some of its original characters, and is still going?

- belong to more than one gaming group
- without their knowledge
- used a rulebook so much that its pages fell out (no points for 'Feng Shui', 'SLA Industries', 'Mercenaries, Spies and Private Eyes' or first-edition 'Vampire: the Masquerade')
- totalled a character sheet by spilling a drink or dropping fast food on it?
- Role-played past midnight?
- Role-played past dawn?
- Role-played solidly for more than 24 hours?
- Role-played solidly for more than 48 hours?
- Fallen asleep while role-playing?
- Got drunk while role-playing?
- Got stoned while role-playing?
- Got laid while role-playing?
- Been stopped by the police while in character?
- Been arrested while in character?
- Been arrested while in costume?
- said "we were just playing a role-playing game" as defense against criminal activities
- Missed your favorite TV programme because you were role-playing
- Missed an important deadline because you were role-playing
- run or played a game: at a restaurant
- while at work
- during class
- in church/temple etc
- outdoors
- in a moving vehicle
- on a boat
- on a plane
- on a train
- on a bus
- in an armored vehicle
- on a spaceship
- on a horse
- while incarcerated
- while committed
- take notes during gaming
- revise said notes into a journal
- post these journals
- played a complete session or module in under an hour
- record tapes or CDs of music specifically for a game session
- created player handouts
- brought props to a non-LARP game
- spent more than four hours making player handouts or props for a single game
- skip something you were supposed to do to game
- did the repercussions haunt you for months after
- was it worth it anyway
- game at least once a month
- game at least once a week
- game at least daily
- feel this is not enough
- feel depressed when a game is cancelled
- have a gaming group so psycho that they never cancel a game
- played a solo game
- played while others watched
- just watched a game
- played a non-live-action game with more than five players
- played a non-live-action game with more than ten players
- played a non-live-action game with more than twenty-five players
- customize a miniature
- and accidentally melt it
- lose a family member to lead poisoning from your miniatures
- ever receive a wound or injury during gaming (papercuts don't count)
- play a horror RPG by nothing but candlelight
- notice a continuity error in a game supplement/book
- identify a game author or artist by their style alone

73 Questions. (Current Total: ____ / 110)

BACK TO REALITY

- own the old D&D comic books
- seen the old AD&D tv series
- have the whole season on tape (email me!)
- know the major character classes from the series
- know all the character names
- buy the Willy Wonka Dungeons and Dragons candies
- still have the monster cards cut off the back of the box
- buy the AD&D cartoon show action figures
- buy all the AD&D cartoon show action figures
- still have all the AD&D cartoon show action figures
- have the 1992 monster cards
- watch Kindred the Embrace when it first came out
- weep when it was cancelled, even though it sucked
- get upset when I say that it sucked
- have the whole season on tape (email me!)
- carry AD&D insurance
- your first response to any frustrating situation is, "I bash it with my axe."
- start thinking in terms of 10X10 squares when someone is attempting to explain the floorplan of a building to you
- or 6'x6' hexes
- reflect on where you'd put the machine-gun nest upon walking into a friend's domicile
- frequently gripe that the Tech Level of Earth isn't advanced enough
- get excited when tech advances approach those of an RPG (look, power armor! We're almost at Tech Level 12!)
- heard, "My kid brother used to do that D&D stuff till he grew out of it.?"
- heard, "Isn't that the game that the kid in Michigan died playing in those steam tunnels?"
- watched the movie 'Mazes and Monsters'
- watched the movie 'Dungeons and Dragons'
- bought any D&D Movej paraphernalia
- read the book 'Mazes and Monsters'
- read the book 'Shared Fantasy'
- been told that you'll go to hell because you play RPGs
- doodle RPG illustrations
- doodle RPG logos
- doodle character sketches for all your characters
- said "Game Designer Name Here' is GOD"
- used game terms to explain your mood (I make a frenzy check)
- used game terms to explain your actions (I failed my morale roll)
- had a birthday party with an RPG theme
- played RPGs for your birthday
- had a birthday cake with an RPG theme
- dream of your game setting
- dream of your character or in character
- dream about gaming
- participated in an RPG drinking game
- made up an RPG drinking game? (submit it!)
- went to the library to research a game/character/setting
- wish you spoke another language so you could understand gaming materials and websites in foreign tongues
- have any gaming tattoos
- live by a personal moral code based on gaming (lawful neutral, path of honorable accord, miscreant, etc)
- look at real-world events and explain them or relate them to gaming terms/events
- read a book just because it appeared in the suggested readings part of an RPG
- watch a movie just because it appeared in the suggested readings part of an RPG
- listen to music just because it appeared in the suggested readings part of an RPG
- hunted down every last book, movie and song/CD listed in an RPG suggested reading
- read the introductory copyright notices, credits, introduction and special thanks portions of your gaming books
- been mentionned in one of the above
- listen to the lyrics of a song and think "Wow, what a great idea for a plot/character"
- watch TV and think "Wow, what a great idea for a plot/character"
- watch a movie and think "Wow, what a great idea for a plot/character"
- read a book and think "Wow, what a great idea for a plot/character"
- wonder "if I were a level 10 thief, how would I break into this building?"
- wonder what gaming "scene" music you're listening to would be appropriate for
- play "Spot the PC" in TV shows and movies
- made a deck of many things
- read gaming fiction
- wrote gaming fiction

- published gaming fiction
- read gaming comics
- wrote gaming comics
- published gaming comics
- decorate your room in an RPG theme
- accessorize your room with RPG-related items (posters, dragon statues, etc)
- written, phoned or emailed an RPG company or author with questions
- written, phoned or emailed an RPG company or author with submissions
- written, phoned or emailed an RPG company or author with request for employment
- got a response
- got a non-form letter/email response
- compiled a time-line for an RPG that includes the events from all the supplements
- compiled other reference material (lexicon, kuel powerz) for an RPG that includes the content from all the supplements
- applied CarWars kill stickers to your personal or family car
- had real-life events mirror prior RPG events
- considered moving to a bigger place so you'd have more room for your gaming stuff and bigger gaming table
- check for gaming stores in an area before moving
- decided against moving somewhere because there was no convenient gaming store
- decided against moving because you'd have to change gaming groups
- always leave the house with enough gear to play an RPG
- always leave the house with enough gear to run an RPG
- quote the D&D part of ET
- know the lyrics to the Dayglo Abortion's song The Beast
- list at least 3 other gaming references in movies or music.

89 Questions. (Current Total: ____ / 199)

GAINFUL EMPLOYMENT

- worked for a RPG store
- owned or managed an RPG store
- worked at an RPG Convention
- owned or operated an RPG Convention
- written your own RPG system
- edited a fanzine or APA
- been paid for writing RPG stuff
- been paid for drawing RPG stuff
- written an RPG book and had it published
- run an RPG company
- run an RPG company that didn't go bankrupt
- get a job primarily to support your gaming expenses
- get a job at an RPG company or gaming store for the discount

13 Questions. (Current Total: ____ / 212)

SOCIAL HABITS OF THE GAMER

- have more entertaining "No-shit,-there-I-was-in-a-game" stories than you do anecdotes about your family
- hang out with people you actively dislike because they give good role-play
- gotten into a screaming match over something that happened in a game (You are so dead! I am not dead!)
- ever tried to explain gaming to a school counselor, parent, or other PW/OC (Person With/Out Clue)
- succeeded
- discovered, after gaming with your significant other, that you like their character better than you do them
- your friend(s) who does not game feels very left out of all of your conversations
- you knew a female gamer once
- you were a female gamer once
- been on first-name terms with the person who owns your local RPG store
- had a relative think you're into amateur dramatics because you couldn't explain role-playing to them properly
- dissed a game you've never read or played
- got into an argument about a game you don't know anything about
- and won
- had a girl/boy-friend who was a gamer
- met a girl/boy-friend at a gaming session
- met a person you married at a gaming session
- lost a girl/boy-friend because you role-played too much
- lost your job because you role-played too much
- been suspended from school or dropped out because you role-played too much
- spoken to a 'name' games designer or artist
- shaken hands with or kissed a 'name' games designer or artist
- had sex with a 'name' games designer or artist? (Note to games designers

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and artists: this has to be someone else, not yourself)

- introduced your friends to gaming to spend more time with them
- introduced your SO to gaming to spend more time with them
- introduced your parents to gaming to spend more time with them
- introduced your kids to gaming to spend more time with them
- done any of the above 4 with a simple "gateway drug" game to get them hooked before moving them onto the heavier stuff
- you've lost friends because of introducing them to gaming
- irritate your friends when watching movies by translating abilities to game terms, giving guns statistics, etc
- impress your friends when watching movies by translating abilities to game terms, giving guns statistics, etc
- told all your non-gaming friends about your characters or groups' exploits
- and re-enacted the actual scenes
- and created props/puppets to help with the re-enactment
- lost friends because of it
- gained gamers because of it (applause!)
- lied about having to game when you weren't gaming to get out of another engagement
- lied about having another engagement in order to game
- belonged to an RPG association or club
- at school or work
- founded an RPG association or club
- missed a date because you were role-playing
- missed a guaranteed 100% dead-cert opportunity for sex because you were role-playing
- insult players of rival game systems (Cyberpunk vs. Shadowrun)
- even though you secretly play both systems
- feel contempt/pity for CCG players
- feel contempt/pity for tabletop players
- feel contempt/pity for electronic RPG players
- had your SO or parents ever complain about how much time you spend gaming
- get nervous or suspicious when children and/or animals go near your gaming materials
- consider joining a 12-step group to help with your gaming habit
- but don't, because then you'd have to stop playing

52 Questions. (Current Total: ____ / 264)

CARE AND FEEDING OF YOUR GAMER

- consume your body weight in junk food in one gaming session
- consider Altoids, Salt-&-Vinegar chips, and blue Teeni Hugs a balanced diet. (or even an acceptable combination.)
- done a major grocery shopping to stock up for a big game
- refer to someone's halitosis as a breath weapon
- spot/smell a gamer at 20 paces
- had to open windows or burn incense to air out a room of that post-game funk
- never notice said funk

7 Questions. (Current Total: ____ / 271)

WAS THAT IN CHARACTER?

- you have the same character in multiple game systems
- you could paper your bathroom in character sheets
- you could paper your bathroom in different versions of just ONE character
- keep old characters around just in case someone might run that system again. (Never mind that its TS:SI)
- knew what I meant when I said TS:SI
- alternate between referring to your characters in the first and the third person
- talk about your characters as if they are real people
- and none of your friends gets confused
- have friends or acquaintances who regularly refer to you as "Og." (Or something similar.)
- ceased responding to your birth name
- tend to play characters as different from you in race, religion, sex, sexual orientation, and what have you as possible, just to confuse your friends
- cried when your character died
- attempted suicide when your character died
- succeeded
- argued so much with a GM that they brought your dead character back to life
- argued so much with a GM that they killed your character out of spite
- actually thought that you could do something because one of your characters had done it in a game
- accidentally killed the guy who was going to give them the information they needed
- really, really needed to roll one particular number on percentile dice, and hit

that number exactly

- Met a god
- Become a god
- Met Cthulhu
- Beaten Cthulhu
- signed an email with your character's name
- found yourself putting your character's title on a resume, business card, or letterhead (ie Warlord of the East Domain, Prince of Chicago, etc)
- keep your old character sheets from when your character was level 1, a neonate, etc
- keep said sheet(s) in high esteem like your diploma, wedding band, baby pictures etc
- call your SO by their character's name/nickname
- dressed up as a character in a non-live-action game
- named your pet/pets after a gaming character
- considered legally changing your name to your characters' name/nickname
- named your child/children after a gaming character
- actually done any of the above three
- your SO/parents understand
- and your friends knew it was coming

35 Questions. (Current Total: ____ / 306)

CYBERSPACE

- have a random NPC generator, written in BASIC, designed to run on the Trash-80 or the Commodore 64
- have a random NPC generator or other gaming utility written on a more "modern" platform
- run a BBS which featured role-playing
- created a worldwide web site which featured role-playing
- surfed the net to research a game or character
- printed out a 'Net supplement for an RPG
- read/participate in gaming-related newsgroups
- more than five
- read/participate in gaming-related mailing lists
- more than five
- feel that people subscribed to the digest version are wimps or cheaters
- own a mailing list
- post to RPG message boards
- have one on your website
- post often on any of the above
- post daily on any of the above
- ever gotten into a flame-war over a minor rules dispute on any of the above
- have more than five gaming websites
- update your website(s) more than once/year
- once/month
- once/week
- have a gaming-specific domain
- have a gaming-specific email address
- ever gotten into a flame-war about gaming
- have a site or sites in an RPG webring
- own an RPG webring
- have a gaming screensaver
- have a game desktop theme
- bought a computer game based on an RPG
- played/run a free RPG you downloaded off the net
- written a free RPG and uploaded it
- receive more gaming-related email than anything else
- contributed to a gaming FAQ
- had your 'Net material published on a commercial CD-Rom
- had your 'Net material published in print

35 Questions. (Current Total: ____ / 341)

THE PROs AND CONs

- have been known to drive to far away places where you paid enormous amounts of money for the privilege of sleeping on floors, eating crap, buying little pewter statues of Gandalf, and meeting dozens of psychopathic members of the alternate (or similar) sex who will follow you around for months, merely for the pleasure of playing with gamers you don't know
- and then signed up en masse with all of your friends to play in games with game masters who you've known since high school
- worked on a booth at a games convention
- worked at a convention (security, panel member, etc)
- travelled more than 100 miles to attend a games convention
- travelled more than 500 miles to attend a games convention
- travelled more than 1000 miles to attend a games convention
- Attended a games convention in another country

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- Gone to another country just to attend a games convention
- is your dream vacation GenCon
- scheduled your vacation time around conventions
- scheduled your wedding/honeymoon around conventions
- been married at a convention
- dressed in character at a convention
- saved old tickets/name tags from conventions

15 Questions. (Current Total: ____ / 356)

SPENDING HABITS OF THE GAMER

- you are unable to walk past the latest gaming supplement without leafing through it, even though you don't play the game it's for.
- neglect to buy the new edition of your favorite game because you already have three
- you will not buy comic books with the Dragon Strike (tm) logo on the back
- own your own weight in gaming books
- the owners of local hobby stores take your checks without ID because they know where you live
- have more gaming books than the local hobby store
- actually bought TSR's "Dungeoneer's Survival Guide" when it first came out
- own more than 5 RPG rulebooks
- own more than 20 RPG rulebooks
- have no idea how many RPG rulebooks you own, but it's still not enough
- What's the actual printing date on the oldest RPG book or boxed set you own? (4 points total)
 - 1990 or before
 - 1984 or before
 - 1980 or before
 - 1976 or before
- Did you buy it the year it was published
- Is it signed by the designer
- own the first-edition Deities & Demigods (photocopy the relevant sections and send them to me!)
- Are you now or have you ever been a member of the RPGA
- drop by the gaming store the day of a supplement's release
- even though you'd already reserved a copy
- bought a pin/hat/t-shirt that described your alignment/class/clan
- wore a pin/hat/t-shirt that described your alignment/class/clan
- to a non-gaming public function
- spent more than \$250 at a gaming store at once
- over \$500
- bought the core rulebook to an RPG and at least 2 supplements at the same time without having played it before
- bid on a gaming item on an online auction (ie. ebay)
- paid an exorbitant price for out-of-print gaming materials from an online auction
- paid an exorbitant price for out-of-print gaming materials at a convention
- and it was worth it
- bought a game for its collector value
- bought a game to to complete your collection
- when you don't play that game any more
- are you known at the local used book-store as the "RPG guy/chick"
- been asked system-related questions at a gaming store or mistaken for an employee

35 Questions. (Current Total: ____ / 391)

PURITY TESTS

- plan on posting your result of this test
- lie to improve your score
- resent that taking this test is wasting valuable gaming time
- stop taking the test, game, and then come back
- cheat on this test by rushing off to your stack of gaming materials, surfing the 'Net or asking a friend for an answer
- done something on this list purely to increase your score
- used this test as a "To-Do" list
- written your own purity test
- contributed an idea to this list
- done so strictly for the points
- had your suggestion included on the list

11 Questions. (Current Total: ____ / 402)

MISC & TRIVIA

When somebody mentions Crunchy Frog do you think of:

- A great role-playing game company producing cheap and hilarious games
 - Monty Python
 - deep-fried frog-legs
- name a game or product published by the following companies:
- Alderac Entertainment Group
 - Ambient Inc
 - Atlas Games
 - Black Dragon Press
 - BTRC
 - Chaosium
 - Cheapass Games
 - Columbia Games
 - Crunchy Frog
 - Decipher
 - Dream Pod 9
 - Eden Studios
 - FASA
 - Fantasy Games Unlimited
 - Flying Buffalo
 - Games Designers Workshop
 - Games Workshop
 - Gold RushGames
 - Green Ronin
 - Hero Games
 - Holistic Design
 - Iron Crown Enterprises
 - Kenzer and Company
 - Last Unicorn Games
 - Mayfair Games
 - Multisim
 - Mystic Eye Games
 - PaceSetter
 - Pagan Publishing
 - Palladium Books
 - Pinnacle
 - Precendence
 - Ragnarok Press
 - Ronin Publishing
 - R Talsorian Games
 - Sky Realms
 - Steve Jackson Games
 - Stone Ring Games
 - Task Force Games
 - TSR
 - Victory Games Inc
 - WestEnd Games
 - White Wolf
 - Wizards of the Coast (but not one of the TSR games)
 - Manticore Productions
- Know what the following stand for:
- THACO
 - MWWG
 - FASA
 - HTK
 - TSR
 - GURPS
 - FUDGE
 - EPT
 - RSE
 - know who the EGG is
 - know why EGG hates the Blumes
 - spent a significant fraction of your life modifying game rules that you didn't like
 - and, as soon as the system worked to your satisfaction, discarded it
 - when someone says "The blue books," you don't automatically picture the kind that they give you during a college final exam
 - worship idols of Gary Gygax in your basement
 - burn Gary Gygax in effigy in your back yard
 - have more than one photocopied bootleg of a gaming text
 - have a PhD in manipulating point systems to the best effect, even though you failed high school geometry
 - do AD&D money conversions in your head
 - you could wallpaper you bedroom in Dragon Mirths (tm)
 - consider the demise of "What's New With Phil & Dixie" a blow to great literature
 - consider the resurrection of "What's New With Phil & Dixie" the redeeming feature of Magic: The Gathering
 - consider the 20th century a state of mind
 - played a Dwarven character who did not have "axe" or "beard" ANYWHERE in his or her name

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- played Talisman more than once
- finished a game of Talisman more than once
- quote extensively from the Wandering Damage Tables
- your AC is so low that even you can't hit yourself
- designed your own character sheets
- you can be more than three NPCs at the same time without generating more than reasonable confusion in your players
- sometimes forget what century this is
- know a lot of gaming jokes that used to be funny once
- have a copy of "Dark Dungeons" kicking around somewhere because a: you thought it was funny b: your parents got concerned that you were living in a fantasy realm
- you're sort of disappointed that you haven't reached the level where they start teaching you the real spells (as described in the above "Dark Dungeons" pamphlet) yet: You're sure you must be a high enough level
- you still laugh when someone says "Hey, Dave, I think the barbarian in the corner wants another beer."
- the phrase "Collect Call of Cthulhu" brings back fond memories
- you can quote the whole "Trolls! Mutants! Trolls! Mutants!" strip from "what's New With Phil & Dixie."
- been known to have in-depth conversations about the relative merits of Champions, V&V, Marvel, and DC heroes ignoring the fact that all superhero systems are intrinsically sucky
- you like one of the above systems enough that you yelled when I called them all, "sucky."
- know how to pronounce loun stone
- want to vote for Dunklezahn for president
- prefer to vote for Cthulu
- ever used the random pizza tables to order pizza with
- know where you'd find the starship 'Beowolf'
- know where you'd find the starship 'Warden'
- know what 'The Owl and Weasel' was
- tried to discover the strengths and weaknesses of a hemophilic werewolf
- know the Gazebo story
- had the Gazebo story happen to someone in your group

98 Questions. (Current Total: ____ / 500)

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PURITY SCORE RANKING AND DESCRIPTION

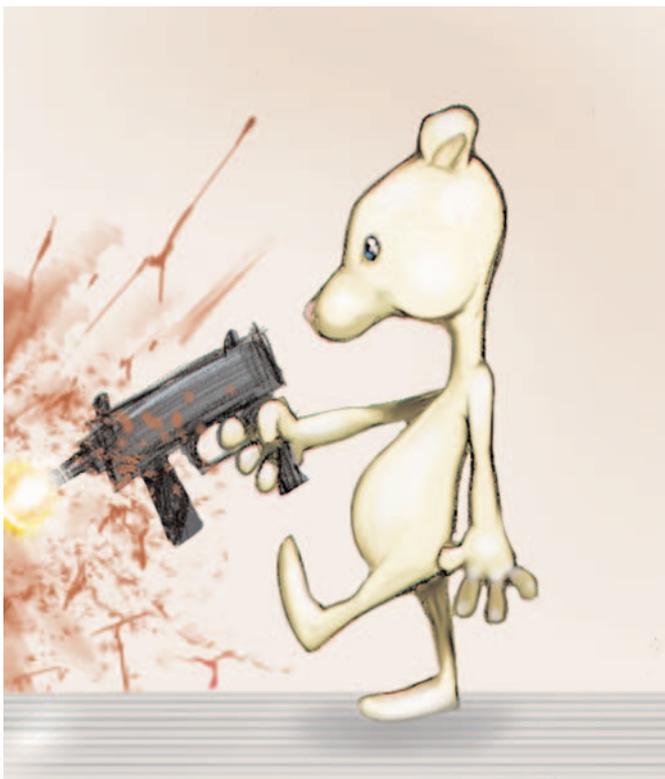
- 0% to 10%** (0 to 50 pts) **Level Zero** - you have no experience points and probably no gaming group. D20 Fanatics may claim you belong to an NPC class as level zero characters are obsolete.
- 11% to 25%** (51 to 125 pts) **Acolyte** - now you've reached level 8 - it's time to learn some real magick. (If you only score this high, you probably don't get this joke either)
- 26% to 55%** (126 to 275 pts) **Veteran** - you've played more than your share of games and systems.
- 56% to 70%** (276 to 350 pts) **Games Master** - Lord of the Game, you know your way around systems and books, and have retained much of what RPGlore you have learned over the years
- 71% to 80%** (351 to 400 pts) **Munchkin** - Give me a portable hole full of beer and a major land war!
- 81% to 90%** (401 to 450 pts) **Game Designer** - You seek friends by being a master gamer. Without gamers, you would have no friends.
- 91% to 100%** (451 to 500 pts) **Gary Gygax** - We've worshipped you and burned you in effigy. You also cheated on this test.

Now, if you are really lost, you can divide your total score (out of 500) by 5 to determine your "gamer purity percentage". This tells us exactly how much gamer geek is within you (any remaining percentages are divided between social skills, education, upbringing and other redeeming values).

Through extensive scientific research (and a sequence of pulling random numbers out of our butts), we have divided purity scores into distinctive rankings that describe those gamers typical of those who have scores falling within a certain range, as per the table below.

For the record, the authors of this test have scores in the low 70's (for Denise Robinson) and Mid 80's (for M Jason Parent). This test was NOT compiled from a list of gaming-related events and things we have done or know, but is slowly becoming such. Some of the material in this test was adapted from various ubiquitous "you may be a gamer if..." lists appearing on various websites, with the remainder being added by the authors based on the format of the classic "Purity Test" of sexual ethics and behaviour. Some questions were added based on comments from persons visiting the test on our website.

You can go through a version of this test (aided by Javascripting so you don't even have to keep score manually) at our website. You can also send us additional questions you'd like to see added to the test via email (editrix@dreadgazebo.com).



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Yee Mighty Sporting Goodes Shop

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 non-proficient 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, the medium bowling rock, 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).

Each class of bowling rock can only be wielded by a bowler of one size increment larger than the rock in question.

Table 5-1: Obscure Weapons - Sporting Goods

Weapon	Size	Damage	Critical	Range	Weight	Type	Reach	Cost
Baseball Bat	medium	1d6	x2	5 ft	4 lb	bludgeoning	5 ft	5 gp
Bowling Rock (medium)	medium	3d6	x2	60 ft	500 lbs	bludgeoning	-	
Bowling Rock (large)	large	5d6	x2	60 ft	2500 lbs	bludgeoning	-	
Bowling Rock (huge)	huge	7d6	x2	60 ft	20000 lbs	bludgeoning	-	
Cricket Bat	medium	1d6	x2	-	5 lb	bludgeoning	5 ft	10 gp
Darts, bar	diminutive	1	x3	15 ft	1/10 lb	piercing	-	5 sp
Discus	small	1d3	x3	10 ft	5 lb	bludgeoning	5 ft	5 gp
Hockey Stick	large	1d8	x3	-	4 lb	bludgeoning	5 ft	4 gp
Shotput	medium	1d8	x3	10 ft	15 lb	bludgeoning	-	5 gp

A medium bowling rock is nearly 2 feet across and weighs around 500 pounds.

A large bowling rock weighs in averaging at 2,500 pounds and is just over 3 feet in diameter.

Huge bowling rocks (so far only rumored at since there are no known intelligent humanoids of Gargantuan size in the Big League) would weigh 10 tons and would be slightly larger than six feet across.

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.

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.

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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.

sporting and non-heavy armors (heavy armor and all sporting armor includes a protective cup of one form or another).

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 in all culinary weapons.

Obscure Armor: 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.

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

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 subdual damage.

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 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

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 subdual 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 subdual damage.

Protective Cup

A protective cup protects the groin of the wearer. This provides a +1 bonus to AC when combined with non-

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

Table 5-2: Obscure Armor - Sporting Goods

Armor	Cost	Armor Bonus	Max Dex Bonus	Check Penalty	Spell Failure	Speed (30 ft)	Speed (20 ft)	Weight
Football Pads		+4	+5	-3	15%	30 ft	20 ft	
Hockey Pads		+3	+6	-2	10%	30 ft	20 ft	
Hockey Goalie Pads		+7	+1	-7	45%	20 ft	15 ft	
Protective Cup		+1	+8	-1	5%	30 ft	20 ft	1 lb

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Table 5-3: Obscure Weapons - Culinary Armament

Weapon	Size	Damage	Critical	Range	Weight	Type	Reach	Cost
Cleaver, Big	Small	1d6	x3	-	3 lbs	Slashing	5 ft	5 gp
Cleaver, Small	Tiny	1d4	x3	-	2 lbs	Slashing	5 ft	3 gp
Kebab Skewer	Tiny	1d2	x2	-	1/4 lb	Piercing	5 ft	2 sp
Knife, Kitchen	Tiny	1d3	19-20 / x2	10 ft	1/2 lb	Piercing	5 ft	1 gp
Meat Tenderizer	Small	1d3	x3	5 ft	3 lb	Bludgeoning	5 ft	3 gp
Pot, Small	Small	1d4	x2	10 ft	3 lbs	Bludgeoning	5 ft	1 gp
Pot, Medium	Medium	1d6	x2	5 ft	4 lbs	Bludgeoning	5 ft	2 gp
Pot, Large	Large	1d8	x2	-	8 lbs	Bludgeoning	5 ft	4 gp
Skillet, Small	Small	1d6	x2	10 ft	4 lbs	Bludgeoning	5 ft	1 gp
Skillet, Medium	Medium	1d8	x2	5 ft	6 lbs	Bludgeoning	5 ft	3 gp
Skillet, Large	Large	1d10	x2	-	12 lbs	Bludgeoning	5 ft	6 gp

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.

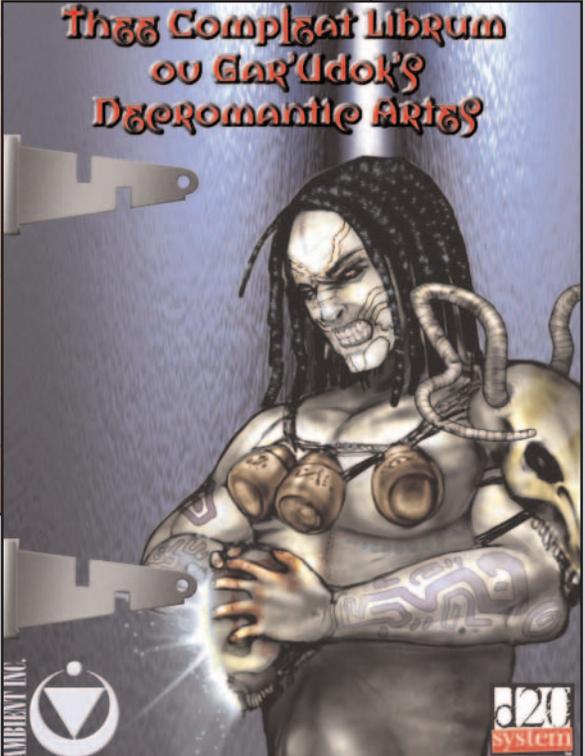
Cost: 800 gp

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

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Ambient Inc.

d20 Games

Ambient Inc. is riding the wave of electronic d20 games publishing. With their premier release of Librum Equitis volume 1 (a book of 22 Prestige Classes) at the beginning of 2002, Ambient quickly climbed to having the best-selling electronic product at RPGnow, a position held for five weeks until the release of Monte Cook's Book of Eldritch Might II.

Ambient Inc.'s second release, The Compleat Librum ov Gar'Udok's Necromantic Artes, (full of spells, magic items, monsters, clerical domains and prestige classes related to an ancient necromancer) is also receiving rave reviews from both reviewers and consumers.

All Ambient Inc. d20 books can be purchased for electronic delivery at RPGnow. Also watch for these two titles and more to be appearing in print this year, published by Mystic Eye Games.

www.dreadgazebo.com/dnd

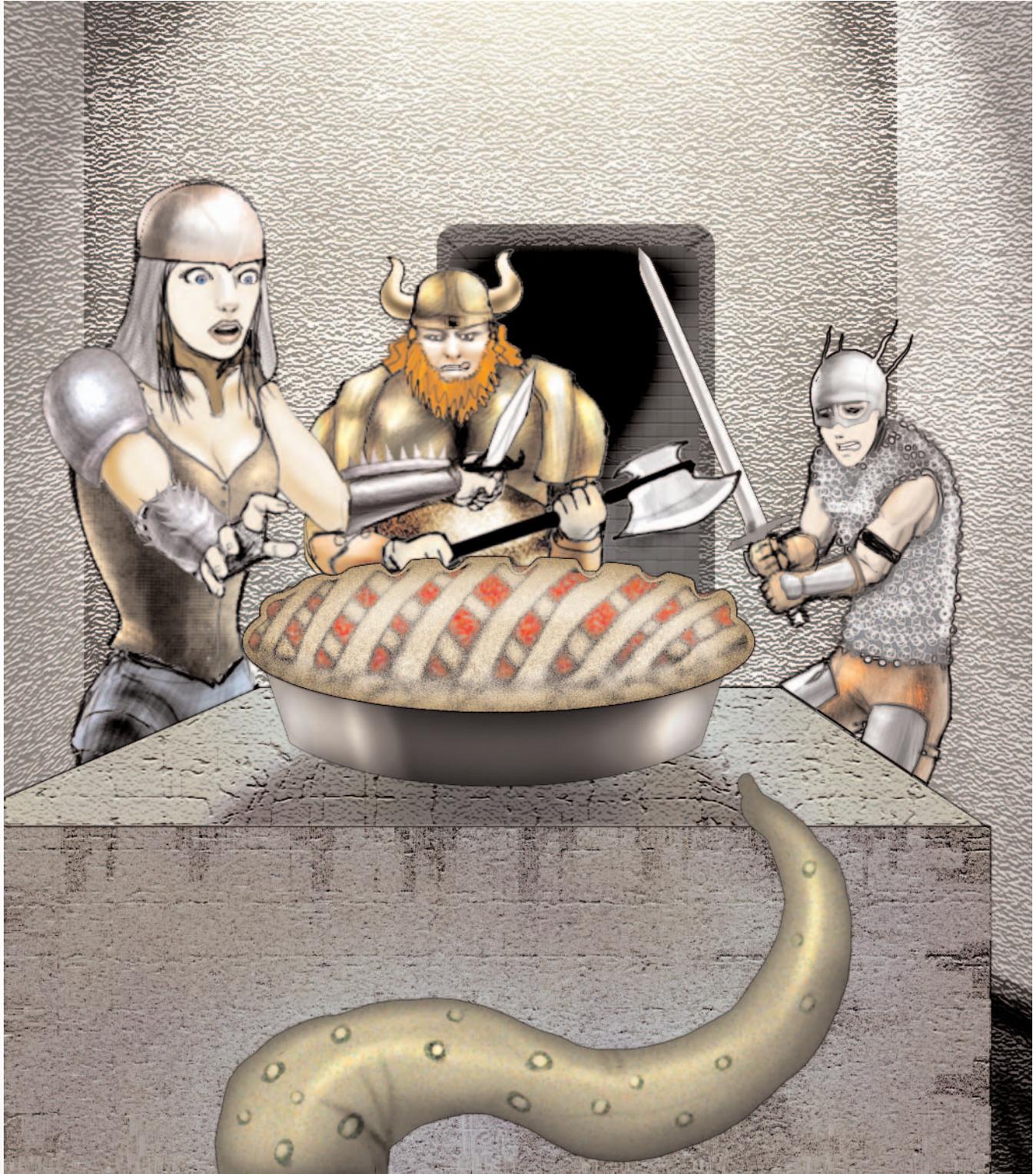
PORTABLE HOLE FULL OF BEER

Return to the **O**rc and the **D**astry

DREADGAZEBO MODULE OP2

A SEQUEL FOR 3 TO 6 CHARACTERS OF LEVEL 1

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A tribute to Monte Cook

Introduction

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 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...

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 same information can be made known with a Bardic Knowledge check (DC 16), in which case you should revise the introduction section into iambic pentameter in order to best simulate the songs and tales the bard has heard about the Orc and the Pastry.

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 Intuit Direction 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

PORTABLE HOLE FULL OF BEER

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 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 Intuit Direction 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. An Intuit Direction check (DC 13) and cross-referencing 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.

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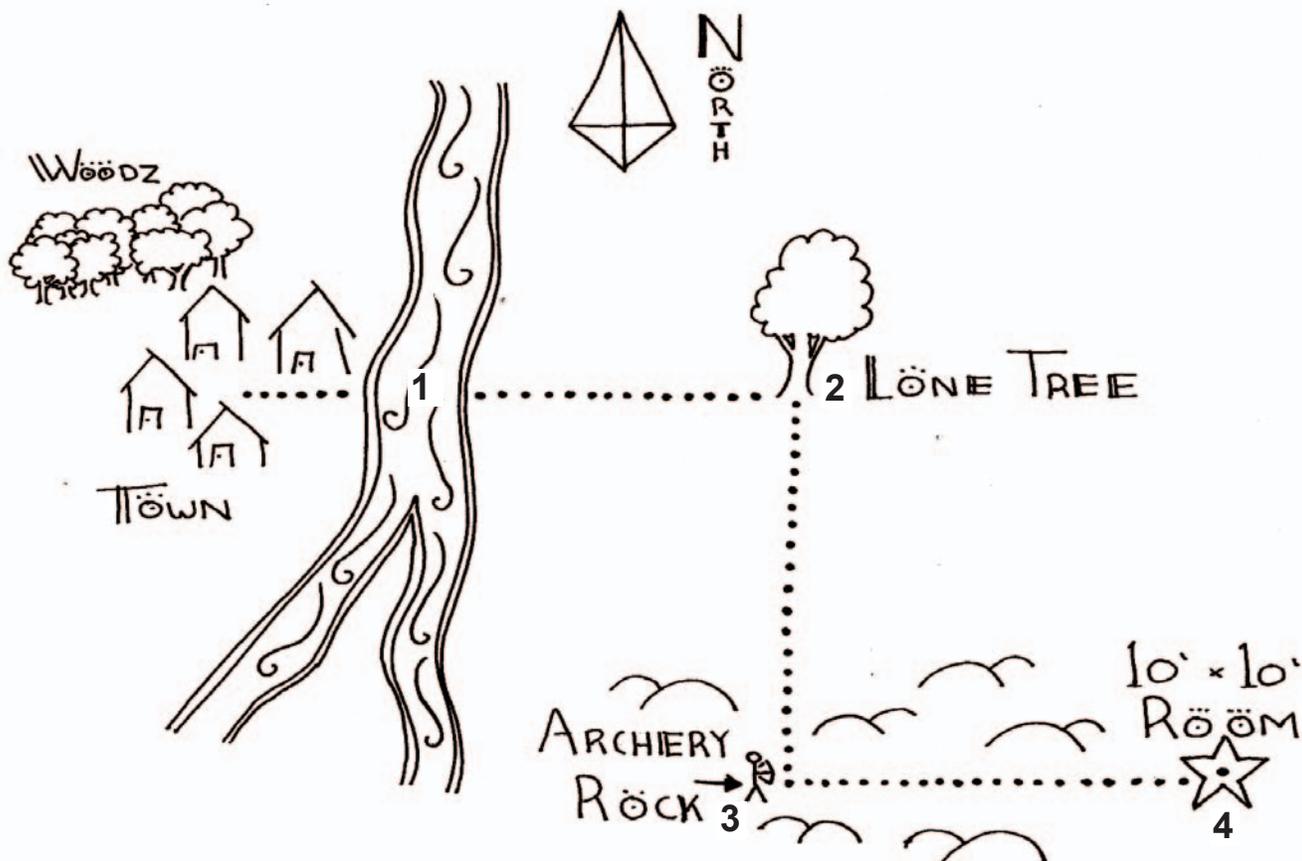
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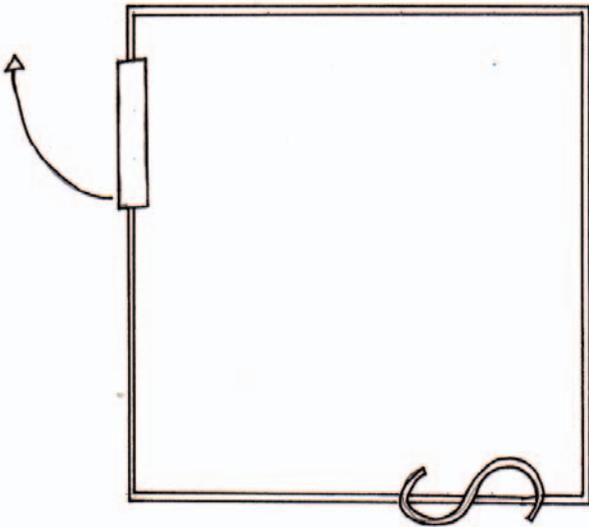
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4. A Ten-by-Ten Room

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 (Wilderness Lore 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.

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)

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.

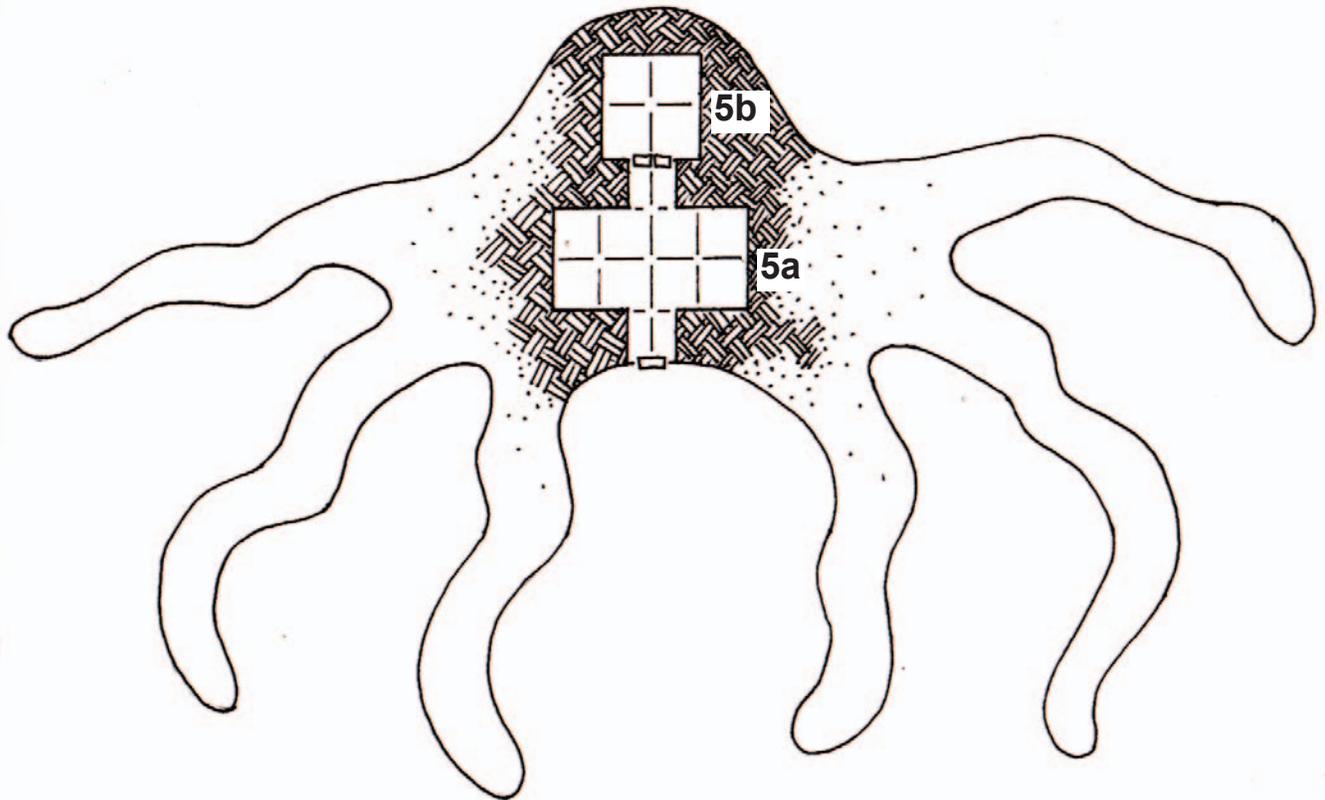
(c) Increase Cheng and Eng (in room 5a) to be a pair of summoned Pit Fiend Baatezu in the service of the Squid God.

(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.

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** (see sidebar).

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 Wilderness Lore 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 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 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.

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.

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 Mind Flayers 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 Worshippers: Mind flayers, 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

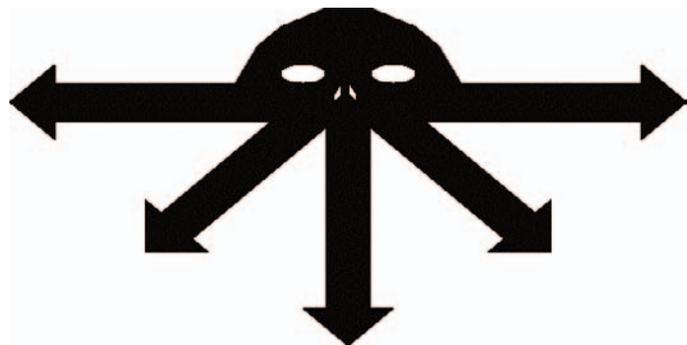
- 1. Grease.** make 10 ft square or one object slippery
- 2. Summon Monster II.** fiendish squid only
- 3. Stinking Cloud.** nauseating vapors, 1rnd/lvl
- 4. Ev's Black Tentacles.** 1d4+1/lvl tentacles in 15 ft.
- 5. Big's Interposing Hand.** in tentacle form
- 6. Control Water.** raises, lowers or parts 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

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.



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.

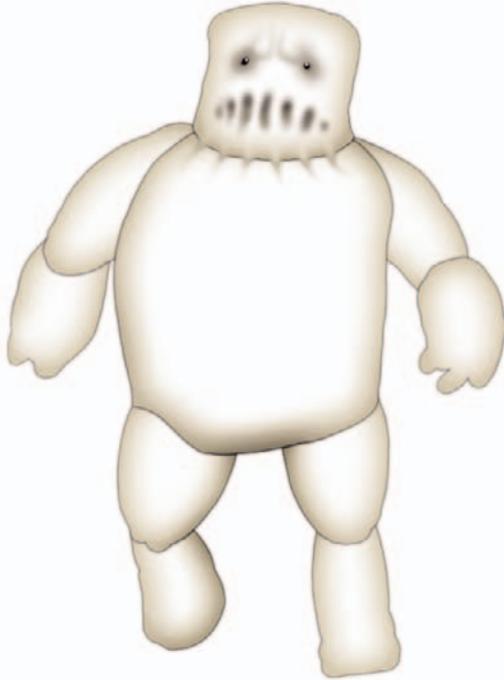
Caster Level: 4th, **Prerequisites:** Craft Wondrous Item, **grease**, **Market Price:** 8,000gp, **Weight:** 1/2 lb

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Monsters: Squisby and Otherwise

A COMPENDIUM OF STRANGE CREATURES, MALEVOLENT AND BEYOND

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Marshmallow Golem

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 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 it's 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

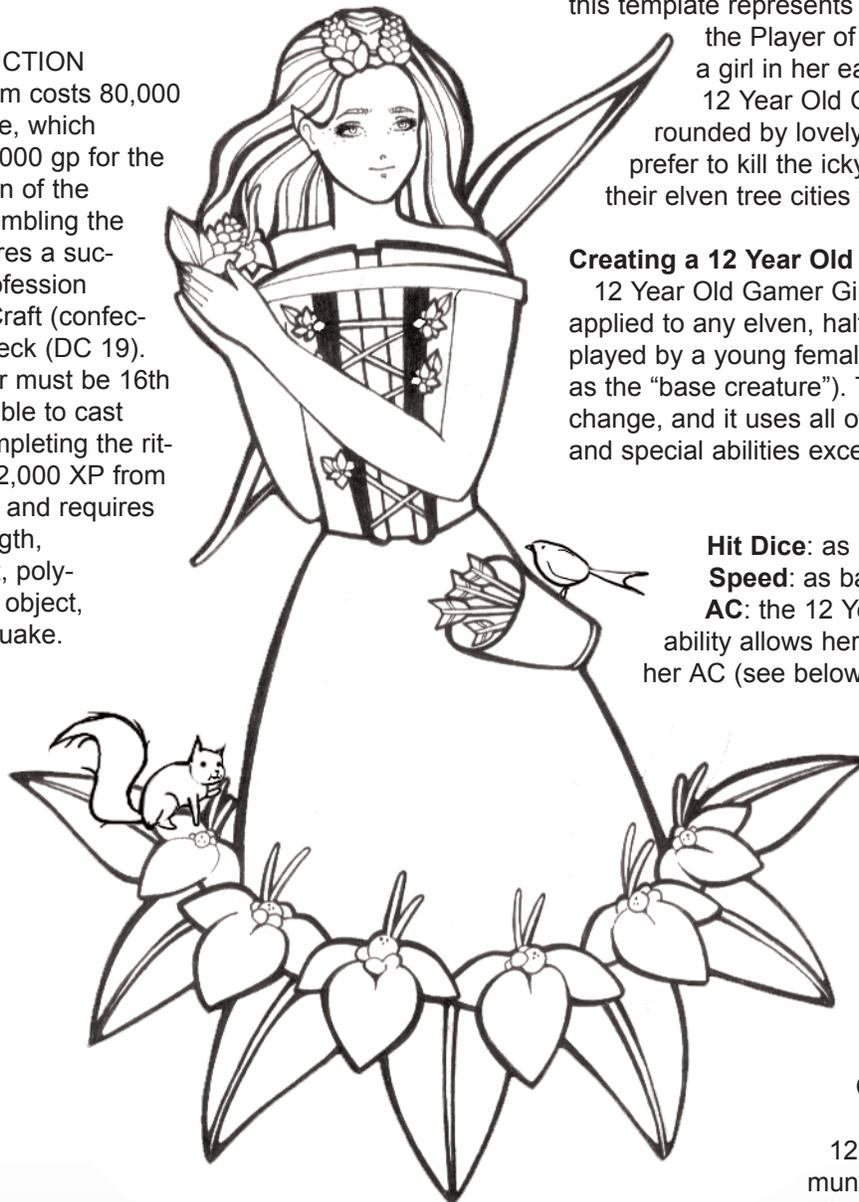
no other effects. Fire-based effects breaks any slow effect on the golem and may deal damage if the damage exceeds the golem's fire resistance, but have no further effects. An electricity effect deals one half normal damage and increases the golem's berzerk chance by 2%.

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 it's 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.



emplates

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*

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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 (blue-jay, 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).

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 Giggly (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 form. 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 medium-sized 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

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 prevent players with many tales to share.

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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).

Yo Momma!

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 Size	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 + ½ 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, immobi-

lizing 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 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 for-giveness. 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, a Mommy 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

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PORTABLE HOLE FULL OF BEER

image spells, or duplication by the likes of doppelgangers.

Momma's Boy (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".

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

(THIS PRODUCT CONTAINS NO ALCOHOL)

incoming attack, by warrant of his ultimate coolness, and 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.

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!



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Almost Serious?

Nope. Can't even PRETEND you can use any of this in your normal games.

Better Living Through Alchemy

STRANGE AND STUPID USES OF THE ALCHEMY SKILL

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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 odors. 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

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 source-book planned for a 2003 release.

Drug notation includes the following categories: The **type** of the drug indicates how it is consumed and what the Fortitude DC is to avoid it's **primary effects** and

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!

after effects. Successfully saving against the drug's 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. 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.

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. These rules are here to add verisimilitude to some campaigns and because you can't have a "Reefer Madman" without reefer!

Here comes the mandatory "War On Drugs" blurb:

Drugs are bad. They mess you up. They destroy our society and promote domestic violence and pay for terrorism. Don't do drugs. Only losers use drugs. Etc. 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 our upcoming "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 Gypsie camps and so on).

"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

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Grand Toys of Sorcerous Origin

MAGIC ITEMS FROM ALL WALKS OF LIFE.

Magic Items! You can't game long without them (well, unless you are running a modern or hard-core sci-fi RPG I guess). The following magic items were lovingly handcrafted from the finest d20 components for your entertainment. All the magic items in this chapter are released as Open Game Content.

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 fucking piece of magical shit 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:* 1,000 gp

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 sword blades, well-polished plate mail or dragon scales, windows, mirrors, 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

Leggins of Elvenkind

Leggins of Elvenkind are typically tight, brightly colored leggins 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, *otto's irresistible dance*; *Market Price:* 4,000gp; *Weight:* 5lb.

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 posses them.

Caster Level: ?; *Prerequisites:* creator must be halfling; *Market Price:* never for sale; *Weight:* 0lb.

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.

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.

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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*, *tasha's hideous laughter*; **Market Price:** 4000gp; **Weight:** 1lb.

Dwarven Beardruffic Twist-n-Twirl™

Ever wonder how dwarves get such nice braids in their beard? Well, wonder no more, my friend! It's the Beardruffic 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 Beardruffic 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 Beardruffic 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.

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.

Toothbrush of Flying

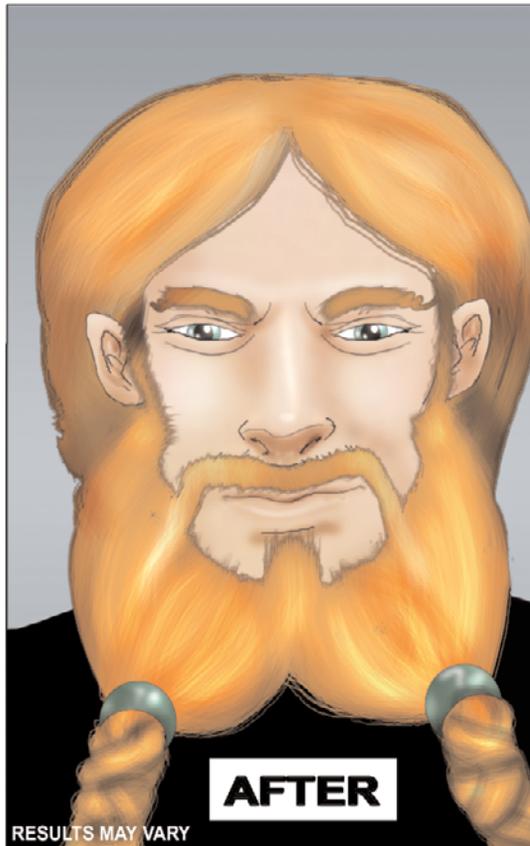
Toothbrushes of Flying are identical to Brooms of Flying but are sized for fine and diminutive creatures. They can only carry up to 20 pounds.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *fly*, *permanency*; **Market Price:** 15,100gp; **Weight:** 1lb.

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.



RESULTS MAY VARY

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Magic Weapon

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.

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, Leomund's Secret Chest; Market Price: 10,000gp; Weight: 60lb.

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.

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 it once lost.

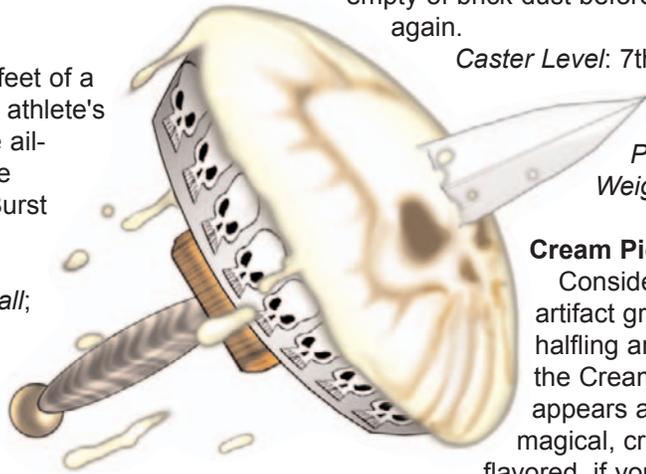
Caster Level: 1st; Prerequisites: empty container; Market Price: 0gp (though in some bazaars, they will try to sell you nothing at a substantially higher price).

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...

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.



Cream Pie of Death

Considered to be a minor artifact granted to the halfling arch-mage Mekerri, 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 it's 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.

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FUNKY MAGICS FOR STRANGE SPELLCASTERS

While many characters are forced to rely on slapstick and prat-falls to get a few laughs 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.

All the spells in this chapter are released as Open Game Content.

Befuddle

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Wiz/Sor 3

Components: V, S, M

Casting Time: One 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.

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

Donbian's Beer Goggles

Enchantment [Mind-Affecting]

Level: Brd 1, Wiz/Sor 1

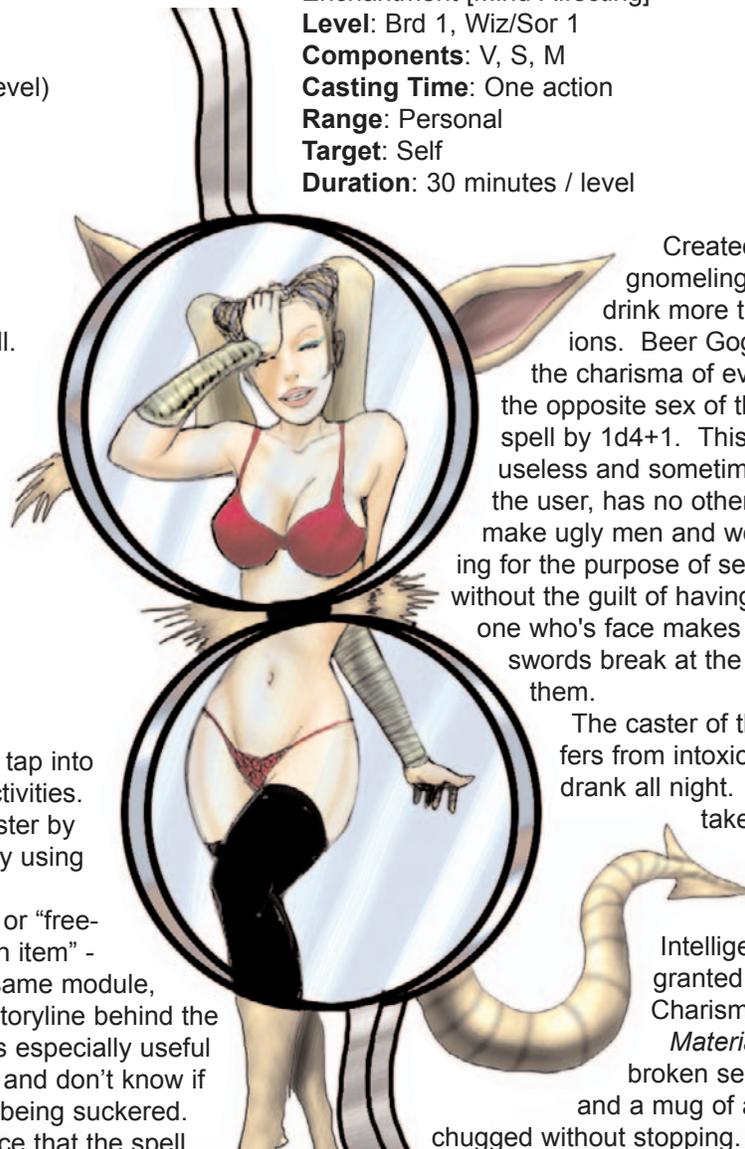
Components: V, S, M

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 drank 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.

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PORTABLE HOLE FULL OF BEER

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)

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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, 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.

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

(THIS PRODUCT CONTAINS NO ALCOHOL)

An Excerpt From the

Kid s Coloring Book o d20 Critters

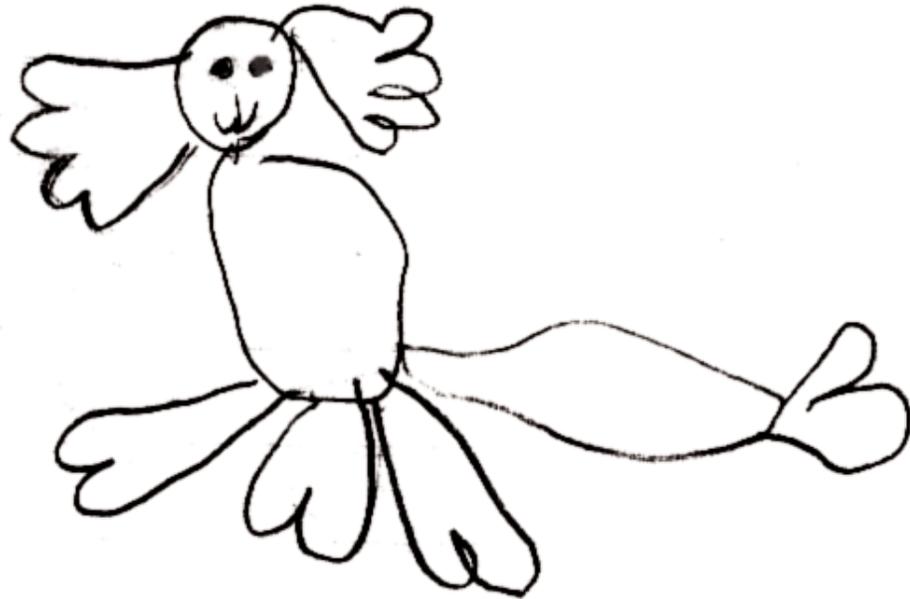
(Aquatic Edition)

by Chrystine and Genevieve Robinson

Chrystine and Genevieve Robinson are the mad geniuses behind the PokeD20 website, but they have decided to use their powers for good instead of evil - creating a coloring book of new d20 creatures, drawn from their own imaginations

Genevieve Robinson is now 10 years old, and has been known to game her age in hours in a single session (usually as a nature-loving elf or half-elf of course). Her sister Chrystine is 6 and prefers to play wizards of the smaller races such as gnomes and halflings.

The text in this chapter is all released as Open Game Content.



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SeaDog

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

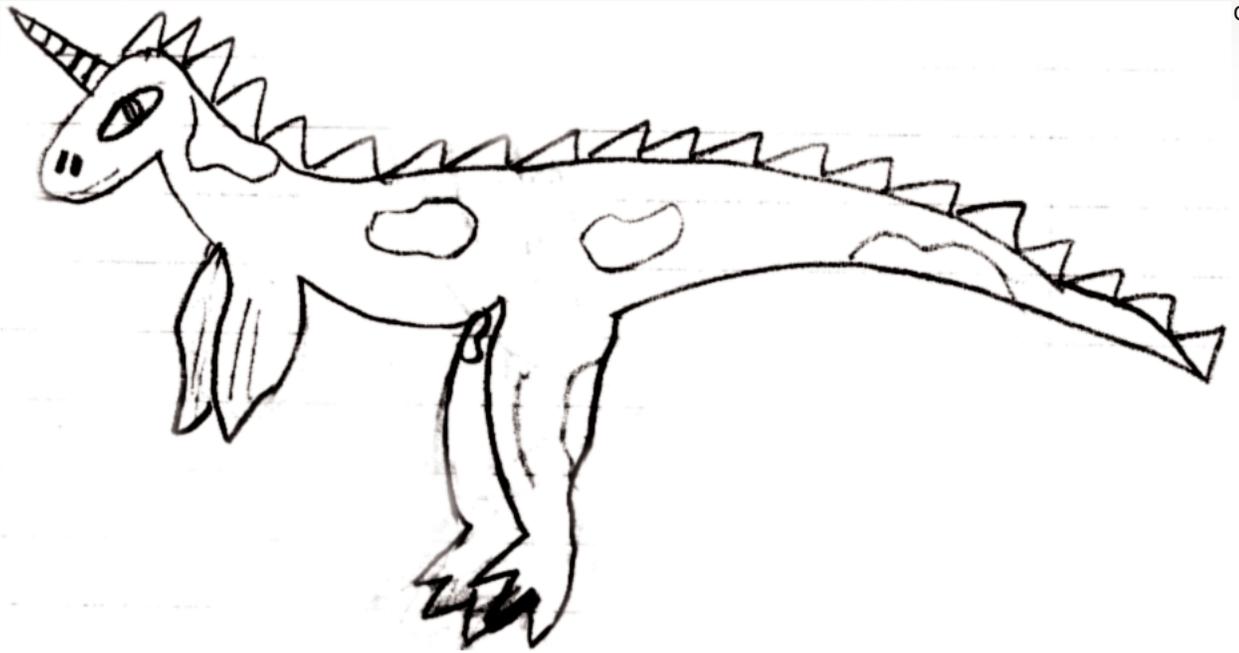
Sea Dogs tend to avoid combat unless someone they see as a friend or another Sea Dog is in trouble. They usually escape from trouble using their magical ability to create bright flashes of light in the water nearby. When in combat they lash out with their four flippers and their small bite.

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.



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Unigateal

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 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

even other unigateals, preferring to travel the oceans alone, watching for evil creatures.

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.

Watch for the **Kids Coloring Book 'o' d20 Critters** which will be appearing at GenCon 2002 this year! Over 20 new and original creatures created and illustrated by Genevieve and Chrystine Robinson, the youngest d20 game designers around! Each copy of the book will include 3 crayons and a free game!

(THIS PRODUCT CONTAINS NO ALCOHOL)

Son of a Portable Hole?

Once final publishing stages are reached on a project like this, there seems to be an inevitable flood of new material begging to be added to it. Instead of tearing apart the layout and driving myself nuts, I've started filing all the material for "Son of a Portable Hole", our April 1st release for 2003. Here are some sneak peaks:

The Great Old Gaming Ones

A close look at the gaming myths - beings that man was never meant to know. Full stats on the gods of gaming, including Glaring Gygax, Dave Carnageson, FillonDiksi, and Kevin Slimebieda, and their servitor races such as Montus Cooke and Spawn Kay Reynolds. Creatures that bend your sanity to

encounter, the very creatures that formed our world from the primordial ooze of wargames!

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DreadGazebo Module OP-3 is ready to roll, with the return of the Squid God and his priests, and a mad chase to the source of all these wonderful pies!

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