

"GNOMES GONE WILD"



**By Six of the Gnomes
at Gnome Stew**

We're so sorry

Welcome to "Gnomes Gone Wild," the first (and hopefully last) adventure produced by Gnome Stew, created for Worldwide Adventure Writing Month 2008 - and our entry into the Worst Adventures Ever Written Hall of Fame.

Actually, the full title in all its glory is:

"Gnomes Gone Wild
Or
Gnome Goulash
Or
Six Course Smorgasgnome
Or
A Group of Twisted Little Gnomes, All Different...
Or
Six Bowls of Gnome Stew
Or
By Orcus, We're So, So Sorry!"

We're not mocking WoAdWriMo's mission or its goals by writing such an awful, Frankenstein's monster of a technically playable adventure - we're just smartasses. It's what we do.

What We Did

We ruined gaming. Next!

How You Can Do It, Too

To play "Gnomes Gone Wild," you'll need a copy of each of the following RPGs:

Fudge
The World of Synnibarr
Dungeons & Dragons 3.5e
d20 Modern
Babewatch

The LARP rules for the second encounter are thoughtfully included here, so all you need is those five systems. Feel free to use a seventh system - one not represented here, your choice - to actually *run* the adventure.

A Shining Example for Game Designers Everywhere

I rolled a d20 six times to pick the order our six encounters came in. Here they are, courtesy of the cruel gods of fate:

Gnaughty Gnomish Gnurses in “Is That a Warhammer In Your Pocket, or are You Just Happy to See Me?”

By Patrick Benson

Frozen Hell

By Walt Ciechanowski

TALKING RACCOON GUARDIANS OF THE PLATYPUS BIOENGINEERING FACTORY

By Martin Ralya

When Munchkins Attack!

By Kurt "Telas" Schneider

Wild, Wild, West

By Troy E. Taylor

The Sands of Gnome Island

By Matthew J. Neagely

The Gnomes Who Will Go Wild

We've included five pregenerated characters, each statted out using a different game. You don't need a pregen for the LARP portion of "Gnomes Gone Wild, which is why there are only five. They're in the next bit.

Introducing the best hung gnome in the business...

Dirk Dagger – A.K.A. “Dirty Dirk”

Character Background: Dirk is a gnome. A gnome with a special gift. Dirk knows what the ladies want and he can give it to them. All night long, baby. All night long... That's it. That is all you need to know. Fuck plot hooks.

Description: Dirk is average height and weight for a gnome. His dark raven hair is slicked back with his favorite hair gel, and his hairy chest is proudly displayed by his half buttoned shirt. Nestled between his tanned pectorals is a big gold medallion on a chain with the words “I'm your daddy!” stamped into it.

Stats:

Strength – FAIR

Speed – FAIR

Vigor – SUPERB

Intelligence – MEDIOCRE

Willpower – GREAT

Empathy – GOOD

Hit Points – Dirk starts at SUPERB and loses one rank, and only one rank, with every successful attack made against him. In fact, all of the PCs use this damage system in this part of the game. Sue me.

Skills:

Thrusting Weapons – SUPERB

Spurting Weapons – GREAT

Grunting – GREAT

Athletics – GOOD

Seduction – GOOD

Hair Care – GOOD

Acting – TERRIBLE

Special Abilities: Dirk is always armed (I'm not saying how). If he uses his special ability to attack with three turns in a row he must not take any action on the fourth turn (I'm not saying why). Anyone he successfully attacks three turns in a row is very, very sore and is a +1 to hit for the rest of the encounter.

Gear: Dirk has all the gear he'll ever need as nature has seen fit to provide him with.

Whoever plays Dirk must only be referred to as “The Dirkster” for the entire game.

General Muttonchops



(As seen on page 52 of *The World of Synnibarr*.)

Incredibly Important Stats:

Class: Gnome

Gender: Male

Handedness: Left

Height: 33 inches

Weight: 60 pounds

Physical Appearance: Below average

Age: 61

Starting Money: \$20,000

Aura: Red

Basic Characteristics:

Constitution: 15

Strength: 11

Agility: 10

Dexterity: 17

Intelligence: 16

Wisdom: 17

Ego: 33

Life Points: 300
Advantage: +1
Attacks per Turn: One
Shot Bonus: +3
Dodge: 29%
Beam-Attack Dodge: 22%
Block: 29%
Fate Rolls: 10%
Metabolic Shock: 40%
Surprises: AA, 99%; A, 93%; B, 88%; C, 85%

Skills:
Detect Spell Traps: 43%
Moving Silently: 43%
Singing: 43%
Tracking: 43%

Special Powers:

You have enhanced senses and you're short. Sorry, Gnomes kind of suck. Don't you wish you'd gotten a cool class like Bio Syntha Cyborg or Mage Tiger? You got robbed.

Character Background:

You knew you were in trouble when you flipped to the Gnome entry and the description started with this: "*Gnomes are born wherever Gnomes are born, usually in winter.*" We can extrapolate that as a winter baby, your parents screwed in the spring. You have the Singing skill and your appearance is below average. So you're a short, ugly singer who was born wherever Gnomes are born, and your parents screwed in the spring. That's your background. Enjoy!

Note:

As you can see from the illustrations of gnomes throughout *The World of Synnibarr*, they all share two traits in common: unfortunate hairstyles, and the supernatural ability to only be seen in profile. Please remember this when other characters look at General Muttonchops – they can only view him in profile.

Gnome.fast hero 3:

Small gnome; HD 3d8+9; hp 26; Mas 15, Init +3; Spd 30 ft; Def19, touch 18, flat 16 (leather jacket); Atk +2 melee knife (1d4/19-20/10 ft range), Atk +2 melee sword cane (1d6/18-20); Atk +6 ranged thrown knife (1d4/19-20/10 ft. range); FS 5x5; Reach 5; AL any; SV Fort +4, Ref +5, Will +0; AP 17; Rep 1; Str 8, Dex16, Con 16, Int 13, Wis 9, Cha 13.

Occupation: adventurer (climb, disable device).

Skills: Climb +3, Diplomacy +2, Disable Device +4, Gather Information +3, Hide +9, Jump +1, Knowledge earth and life sciences +3, Knowledge physical sciences +3, Listen +3, Move Silently +7, Spot +1.

Feats: archaic weapons proficiency, alertness, combat reflexes, simple weapons proficiency, stealthy, weapon finesse, magical heritage.

Description: Ht 3-4, Wt 42, Eyes hazel, Hair blond, Skin tan.

Gnome traits: +1 atk vs. bugbears, goblins, kobolds; +4 dodge vs. giants; +1 saves vs. illusions; speak with animals; lowlight vision; magical heritage. Spell like abilities: 1/day, light, mage hand, prestigitation.

Gnomela Andergnome:

Attributes

Body: 5

Brains: 2

Sex Appeal: 8

Skills

Getting Attention (Sex Appeal: 8)

Looking Good (Sex Appeal: 8)

Persuasion (Sex Appeal: 8 +1 Sexy Voice Bonus)

Seduction (Sex Appeal: 8 +1 Sexy Voice Bonus)

Running Fast (Body: 5)

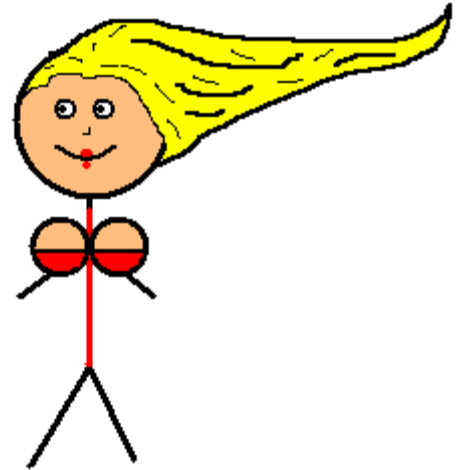
Swimming (Body: 5 +1 Bouncy Breasts Bonus)

Rollerblading (Body: 5)

Waterskiing (Body: 5)

Boat Handling (6)

Spotting (Brains: 2) (I hope no one gets a cramp on her watch. I doubt she'd notice)



For the above skills, roll vs. the target number (equal or lower = success) on a D10. For all other skills, roll vs. the appropriate Attribute (or default 6 if none is appropriate) on a D20. See the Babewatch rules for more details.

Traits

Bouncy Breasts (+1 Swimming due to buoyancy)

Sexy Voice (Seduction & Persuasion +1)

Background and Role Playing Tips

Gnomela Andergnome is a gnomish lifeguard. She's sexy and pouty and desperate to show the world that she's not just some dopey bimbo with a body that drives gnome fetishists wild. Unfortunately for her, a quick gander at her stats quickly confirms that in fact she *is* some dopey bimbo with a body that drives gnome fetishists wild. *Fortunately* for her, she's just the other side of dopey enough to not have a clue that that's the case. Play Gnomela as if you're always trying to impress everyone with how smart you are. You're a gamer, so that should come naturally. However, remember that Gnomela is none too bright, so make sure that you don't actually succeed. Use lots of big words pronounced incorrectly and in the wrong context, suggest convoluted plans that would never work outside of a cartoon featuring a group of teenagers and a talking mascot, and make sure that when everyone else role plays their characters making fun of yours and talking to her like she's a four-year old that it either goes completely over your head, you think it's directed elsewhere, you have no clue what's going on, or you get very hurt by it and pout. Remember to heave your chest and otherwise act cute when you pout. It's totally in character.

Redshirt the "Lucky"

CHARACTER NAME

Bard **Gnome(Rock)** **Male** **Neutral Good** **Garl Glittergold**
 CLASS RACE GENDER ALIGNMENT DEITY
18 **Small** **Humanoid (gnome)** **57** **3'8"** **48 lbs** **Golden** **Brown**
 LEVEL SIZE TYPE AGE HEIGHT WEIGHT EYES HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	12	+1		
DEX DEXTERITY	18	+4		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	12	+1		
WIS WISDOM	12	+1		
CHA CHARISMA	16	+3		

TOTAL	WOUNDS	NONLETHAL DAMAGE	SPEED
HP HIT POINTS: 110			30 ft/x4
AC ARMOR CLASS: 29	$10 + 7 + 3 + 4 + 1 + 2 + 2 + 0$ TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECT MOD MISC MOD		-2 ARMOR CHECK PENALTY
TOUCH ARMOR CLASS: 17	FLAT-FOOTED ARMOR CLASS: 25		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. & MAGIC	TEMP. MODIFIER
FORTITUDE (CONSTITUTION)	+11	+6	+2	+3	
REFLEX (DEXTERITY)	+18	+11	+4	+3	
WILL (WISDOM)	+15	+11	+1	+3	

BASE ATTACK BONUS	+13/+8/+3
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SPELL RESISTANCE	0
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GRAPPLE MODIFIER	+10	+13	+1	-4	+0
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ARCANE SPELL FAILURE*	25%
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	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
MELEE ATTACK BONUS	+15/+10/+5	13	+1	+1	+0	
RANGED ATTACK BONUS	+18/+13/+8	13	+4	+1	+0	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2 Rapier	+20/+15/+10	1d4+3	15-20/x2
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES	0 ft 1 lb P Small Keen, Spell Storing		

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2 Light Crossbow	+20/+15/+10	1d6+2+1d6	19-20/x2
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES	80 ft 2 lb P Small Shocking Burst (+1d10)		

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			

AMMUNITION

SKILLS

MAX RANKS 21 / 10.5

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input type="checkbox"/>	Appraise ¹	INT	+2	= 1	+	+ 1
<input type="checkbox"/>	Balance ¹	DEX*	+3	= 4	+	+ -1
<input type="checkbox"/>	Bluff ¹	CHA	+25	= 3	+	+ 21 + 1
<input type="checkbox"/>	Climb ¹	STR*	+0	= 1	+	+ -1
<input type="checkbox"/>	Concentration ¹	CON	+3	= 2	+	+ 1
<input type="checkbox"/>	Craft skills... ¹	INT	+2	= 1	+	+ 1
<input type="checkbox"/>	Diplomacy ¹	CHA	+27	= 3	+	+ 21 + 3
<input type="checkbox"/>	Disguise ¹	CHA	+4	= 3	+	+ 1
<input type="checkbox"/>	Escape Artist ¹	DEX*	+3	= 4	+	+ -1
<input checked="" type="checkbox"/>	Forgery ¹	INT	+2	= 1	+	+ 1
<input type="checkbox"/>	Gather Information ¹	CHA	+25	= 3	+	+ 21 + 1
<input checked="" type="checkbox"/>	Heal ¹	WIS	+2	= 1	+	+ 1
<input checked="" type="checkbox"/>	Hide ¹	DEX*	+28	= 4	+	+ 21 + 3
<input checked="" type="checkbox"/>	Intimidate ¹	CHA	+6	= 3	+	+ 3
<input type="checkbox"/>	Jump ¹	STR*	+5	= 1	+	+ 4
<input type="checkbox"/>	Knowledge (the planes)	INT	+23	= 1	+	+ 21 + 1
<input type="checkbox"/>	Listen ¹	WIS	+4	= 1	+	+ 3
<input type="checkbox"/>	Move Silently ¹	DEX*	+3	= 4	+	+ -1
<input type="checkbox"/>	Perform skills ... ¹	CHA	+4	= 3	+	+ 1
<input type="checkbox"/>	Perform (Oratory)	CHA	+25	= 3	+	+ 21 + 1
<input checked="" type="checkbox"/>	Ride ¹	DEX	+5	= 4	+	+ 1
<input checked="" type="checkbox"/>	Search ¹	INT	+2	= 1	+	+ 1
<input checked="" type="checkbox"/>	Sense Motive ¹	WIS	+2	= 1	+	+ 1
<input type="checkbox"/>	Sleight of Hand	DEX*	+26	= 4	+	+ 21 + 1
<input checked="" type="checkbox"/>	Spot ¹	WIS	+2	= 1	+	+ 1
<input checked="" type="checkbox"/>	Survival ¹	WIS	+2	= 1	+	+ 1
<input type="checkbox"/>	Swim ¹	STR**	-2	= 1	+	+ -3
<input checked="" type="checkbox"/>	Use Rope ¹	DEX	+5	= 4	+	+ 1

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks. Skills marked with² are cross-class skills. * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

Bard

CASTER LVL

18

SPELL SAVE

+3

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

13	14	15	16	17	18	19			
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
4	5	5	5	4	3	2			

Character: **Redshirt the "Lucky"**

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	70 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	280 ft.
LONG RANGE (400 ft. + 40 ft. / level)	1120 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
--- 0-Level Spells (Cantrips) ---										
	Detect Magic	div	vs	1a	60 ft.	[c]>18 min(D)	None	No	Detects spells and magic items within 60 ft.	ph:219
	Light	evo(light)	vm/df	1a	Touch	180 min(D)	None	No	Object shines like a torch.	ph:248
	Mage Hand	tra	vs	1a	Close	[c]	None	No	5-pound telekinesis.	ph:249
	Prestidigitation	uni	vs	1a	10 ft.	1 hr	see text	No	Performs minor tricks.	ph:264
	Read Magic	div	vsf	1a	Personal	180 min			Read scrolls and spellbooks.	ph:269
	Summon Instrument	con(summon)	vs	1r	0 ft.	18 min(D)	None	No	Summons one instrument of the your choice.	ph:285
--- 1st-Level Spells ---										
	Comprehend Languages	div	vsm/df	1a	Personal	180 min			You understand all spoken and written languages.	ph:212
	Disguise Self	ill(glam)	vs	1a	Personal	180 min(D)			Changes your appearance.	ph:222
	Expeditious Retreat	tra	vs	1a	Personal	18 min(D)			Your speed increases by 30 ft.	ph:228
	Identify	div	vsm/df	1 hr	Touch	Inst	None	No	Determines properties of magic item.	ph:243
	Tasha's Hideous Laughter	en(comp)(mind)	vsm	1a	Close	18 rd	Will neg	Yes	Subject loses actions.	ph:292
--- 2nd-Level Spells ---										
	Cat's Grace	tra	vsm	1a	Touch	18 min	Will neg(h)	Yes	Subject gains +4 to Dex.	ph:208
	Cure Moderate Wounds	con(healing)	vs	1a	Touch	Inst	Will half(h)*	Yes(h)*	Cures 2d8+10 points of damage.	ph:216
	Eagle's Splendor	tra	vsm/df	1a	Touch	18 min	Will neg(h)	Yes	Subject gains +4 to Cha.	ph:225
	Hold Person	en(comp)(mind)	vsf/df	1a	Med	18 rd(D)*	Will neg*	Yes	Paralyzes one humanoid.	ph:241
	Invisibility	ill(glam)	vsm/df	1a	Per or Tch	18 min(D)	Will neg(h), Will ne	Yes(h,o)	Subject is invisible for 18 minutes or until it attacks.	ph:245
--- 3rd-Level Spells ---										
	Daylight	evo(light)	vs	1a	Touch	180 min(D)	None	No	60-ft. radius of bright light.	ph:216
	Dispell Magic	abj	vs	1a	Med	Inst	None	No	Cancels magical spells and effects with dispell check of 1d20+10.	ph:223
	Haste	tra	vsm	1a	Close	18 rd	Fort neg(h)	Yes(h)	18 creatures move faster, +1 on attack rolls, AC, and Reflex saves.	ph:239
	Invisibility Sphere	ill(glam)	vsm	1a	Per or Tch	18 min(D)	Will neg(h), Will ne	Yes(h,o)	Makes everyone within 10 ft. invisible.	ph:245
	Slow	tra	vsm	1a	Close	18 rd	Will neg	Yes	18 subjects take only one action/round, -1 on attack rolls, AC, and Reflex saves.	ph:280
--- 4th-Level Spells ---										
	Break Enchantment	abj	vs	1 min	Close	Inst	see text	No	Frees subjects from enchantments, alterations, curses, and petrification.	ph:207
	Freedom of Movement	abj	vsm/df	1a	Per or Tch	180 min	Will neg(h)	Yes(h)	Subject moves normally despite impediments, auto-succeed grapple checks.	ph:233
	Invisibility, Greater	ill(glam)	vs	1a	Per or Tch	18 rd(D)	Will neg(h)	Yes(h,o)	As invisibility, but subject can attack and stay invisible.	ph:245
	Summon Monster IV	con(summon)*	vsf/df	1r	Close	18 rd(D)	None	No	Calls extraplanar creature to fight for you.	ph:286
--- 5th-Level Spells ---										
	Cure Light Wounds, Mass	con(healing)	vs	1a	Close	Inst	Will half(h), Will hal	Yes(h), Yes	Cures 1d8+18 damage for many creatures.	ph:216
	Dispell Magic, Greater	abj	vs	1a	Med	Inst	None	No	Cancels magical spells and effects with dispell check of 1d20+18.	ph:223
	Song of Discord	en(comp)(mind,sonic)	vs	1a	Med	18 rd	Will neg	Yes	Forces targets to attack each other.	ph:281
	Summon Monster V	con(summon)*	vsf/df	1r	Close	18 rd(D)	None	No	Calls extraplanar creature to fight for you.	ph:286
--- 6th-Level Spells ---										
	Eyebite	nec(evil)	vs	1a	Close	6 rd*	Fort neg	Yes	Target becomes panicked, sickened, and comatose.	ph:228
	Otto's Irresistible Dance	en(comp)(mind)	v	1a	Touch	1d4+1 rds	None	Yes	Forces subject to dance.	ph:259
	Shout, Greater	evo(sonic)	vsf	1a	60 ft.	Inst	Fort prt, Ref neg(o)	Yes(o)	Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.	ph:279

The Setup

Have your players fight over which character they get. If you have less than six, use however many you need. Don't bother reading anything beforehand - just dive right in. Trust us. Prep is for wankers.

Ready? This will only hurt a little. At first.

Read the following aloud to your players.

You are standing in a room. It is dark. You are about to be eaten by a grue.

Shit. Wrong game. Try this instead:

You step through what looked like an ordinary door and find yourselves standing in a septagonal room. You see six shimmering portals arrayed before you, one in each wall. The door you came through has disappeared.

In its place is an inscription, beneath which is a small alcove. The inscription reads: "In order to return home, you must recover six portal gems and place them in the alcove below. There is one portal gem beyond each of the portals in front of you."

The faint sound of a choo-choo train steaming along the railroad tracks you hear is only in your imagination.

There's an encounter beyond each portal. And guess what? There are six encounters in this adventure! We never cease to amaze, right?

It doesn't matter which portal the PCs step through - at some point you have to experience the special, unique blend of pain behind each magical gate. Now sack up and get playing!

PS: I wrote this introduction in Comic Sans, the worst font in existence. It seemed somehow appropriate.

PPS: Our GMing advice is much, much better than this adventure. I thought it was best to remind you of that now, before you've run the adventure. Seriously: Check us out online at www.gnomestew.com. Good stuff.

Gnaughty Gnomish Gnurses in “Is That a Warhammer In Your Pocket, or are You Just Happy to See Me?”

Written by Patrick Benson

Do you like gnomes? Do you like Fudge? Do you like porn? Then this is the scenario for you!

Yes, you read the above correctly. This scenario is inspired by gnomes, Fudge (the game system, not the food), and porn (which probably has had fudge in it, the food and not the game system).

WTF?

Dude, you are reading an adventure that uses six different game systems written by six different authors. Plus all you get to play is a gnome. If you were looking for *The Tomb of Horrors* this ain't it.

But is this pornographic?

Hell no! I am not about to write some crazy rules system for blowjobs, money shots, and anal sex. I do have standards you know!

Besides, someone already beat me to it. It's called *F.A.T.A.L.*

So how is this scenario inspired by porn?

Glad you asked! Okay, you probably didn't ask, but I'm telling you anyhow.

Porn is all about a lot of gratuitous sex leading up to a climax. Literally. Sorry, but I've just spoiled the plot of every porno ever made for you.

In RPGs there is nothing like gratuitous violence and battle! Usually the climax of an adventure is the battle itself. So if hours of intense role playing that develops characters and plot lines that are memorable and meaningful to all of the players is the RPG equivalent of *Citizen Kane* then we don't want any of that shit in this scenario!

No. What we want is female gnome hotties (is there such a thing?) in tight fitting outfits swinging large phallic symbol weaponry in a bloodthirsty rage! That is what this scenario is all about. Got that? Who's a dirty gamer? You know you like it!

You are fucking freaking me out.

Point taken.

So how do I run this thing?

The hell if I know! Blame Martin's ass for coming up with this idea. I'm just trying to get rid of what little dignity I have left.

But I can give you advice on converting characters into the Fudge game system. Fudge uses adjectives to determine what rank something has. They are listed below in order from best to worst.

SUPERB
GREAT
GOOD
FAIR
MEDIocre
POOR
TERRIBLE

Take a trait of a character from a different system and decide if the trait is a SUPERB one (or any of the other ranks) for that system. So if a laser cannon +4 is a GREAT weapon to have in "Laser Cannon Toting Monkeys 65th Edition" then it is a GREAT weapon in this scenario. Do the same for skills and abilities. Compare the PC's or monster's stats to the best and worst in that game system and then pick which rank is the best fit. It is that easy. Really.

For the rest of how to play Fudge read the free PDF at:

http://www.fudgerpg.com/files/pdf/fudge_1995.pdf

You can also learn how to make Fudge dice out of common six sideds here:

http://www.fudgefactor.org/2001/12/01/babys_first_fudge_dice.html

Got your lube? Okay, let's continue.

The Encounter

Any text in quotes should be read aloud to the players.

The Portal

“A bright pink door surrounded by neon blinking heart-shaped lights stand before you. Above the entrance you see a sign illuminated by a passionate purple hue that reads *GNAUGHTY GNOMISH GNURSES INSIDE! Two Drink Minimum.*”

The Scene

“You enter a well lit hospital waiting area. There is a bar with a wide assortment of liquors along one wall. Don't ask.

Standing before you are six of the hottest gnomish gnurses you have ever seen. Their chests are heaving up and down as they lay their eyes upon you, regardless of if you are male or female. Their lips quiver with lust. Their thighs tremble with anticipation. Their dialogue gets worse with time.

There is no mistaking it – you are about to get screwed.”

I know, I know. This isn't a masterpiece of adventure writing. Just make the room as big as you need it to be and describe everything as either being painted white as if from a hospital, or having an animal print or poorly done Chinese décoras if from a porno. Work with me, will you?

If you want the girls to have names I suggest the following: Candy, Gnancy, Amber, Chastity, Sonya, and Bob.

The Plot

There isn't much to it. Either the PCs all drink their two drinks and then the girls ask if they want to have some fun. Regardless of what the PCs say, the girls pull huge battle axes, swords, chainsaws, flamethrowers, or whatever you feel like from the damndest places.

If any of the PCs don't want to drink, the girls will try to convince them to drink. If the PCs still refuse to drink the girls start to get angry. Eventually they do exactly what they were going to do anyhow – attack the PCs.

The Battle

Just make it over the top. The girls have SUPERB stats across the board in anything that you need them to have it in. Every time a girl is hit her stats are all reduced by one rank. Whenever one of the girls is hit she says something that implies it is pleasurable. For example, if she is hit with a sword she'll squeal "That's it! Harder! Harder!" If she is hit with a fireball spell she'll cry out "Oh gawd! You are making me so hot!"

Once a girl's stats drop below TERRIBLE she collapses to the ground purring like a kitten with a huge satisfied smile on her face.

The Music

If a player makes any cheesy porno sounds while rolling the dice that roll gets a +1 added to it. Don't tell the players about this beforehand though, only after one of them does it.

If the players go through this entire encounter without making any cheesy porno sounds, they are lame. Tell them so.

The Conclusion

Again, this is porn. There ain't much to it. If the PCs win the girls all pop back up and tend to their wounds healing them completely. They are given the heart shaped gem to take back to the portal and are constantly referred to as "studs". The girls tell them that they can come back any time for some more "fun" and blow them kisses as they leave. Give the PCs any XP you feel is appropriate.

If the PCs lose, the girls still pop back up and tend to their wounds until they are completely healed. They keep mentioning how unsatisfied and disappointed that they are and eventually throw the gem for the portal at the PC's feet and tell them to "Get the fuck out." They then retire through a secret magical door that only gnaughty gnomish gnurses may enter and that shuts behind them immediately. All the PCs can hear is the girls moaning, a whip cracking, a couple of power tools, and a cow mooing.

Once this part of the adventure is over, allow the players time to smoke a cigarette, take a shower, and some psychotherapy.

Adventure Month: Gnome Stew: Frozen Hell

Created by Walt Ciechanowski, who was threatened by Martin Ralya with a game of F.A.T.A.L. unless he finished this on time.

The Gnomish adventurers must descend into Gamer Hell in order to retrieve the gemstone. Easily enough, the gemstone is hidden in a garden. Unfortunately, the unique physics of this plane of existence has made the task treacherous and fatal.

System

Unlike the other parts of this Gnomish quest, this adventure is designed as a Live Action Roleplaying Game (which for some reason is known as a “LARP” and not a “LARG”; perhaps the seeds of gamer hatred with things beginning with the letter “G” go back further than 4e?).

As any true LARPer will tell you, the best system is one that does not hinder the sacred act of roleplaying. Thus, the rules of this LARP are painlessly simple and easily grasped, saving the player precious time that he could be shopping for and designing his ensemble and perfecting his personality and motivation rather than trying to memorize the rules.

Thus, any of the player’s character sheets are meaningless. All that the players need for this adventure is a mental image of their character and physically translate it with items from their grandparents’ old wardrobe, flea markets, Goodwill, or their old SCA stuff (only posers go to the Halloween Store).

The players must also determine their gnomes’ personality, which has hopefully already been established in the previous adventures. If not, tell them to try and think of how they’d portray a character in a room full of strangely-dressed people not doing much of anything for 6 hours, even though they’ve spent about \$20 (not including costuming) to be there. (Note: warn them not to play their gnomes as angst-ridden or wearing too much black....that is sooo late 90s).

Location

Obviously, you (the GM....but give yourself the more LARP-friendly term of “Gardener”) need to prepare a garden. This should be any conveniently-sized area, such as a real garden, field, courtyard, or banquet hall. If you’re feeling ambitious, you may want to populate the garden with more shrubs, benches, Buddha or St. Francis statues, and flowers (I’d suggest against adding topsoil to the banquet hall floor, especially if you’re renting the space).

Strollers

You should also recruit some “strollers” (not the baby stroller, but real people). These people need not be gamers and, indeed, it may be funny to recruit non-gamers for this

purpose, especially if they are the type that normally pokes fun at gamers. If you are playing in a public place, “strollers” aren’t needed, as anyone that happens to walk past is automatically a “stroller.”

Through the Rabbit Hole

(Totally slick and relevant substitution for “Portal”....if this were 1999)

Next to rules, nothing upsets a “roleplayer” more than boxed text, so do your best to paraphrase the following:

As you step through the portal, a greenish, disembodied head that looks vaguely like that actor from ST:TNG (oh, admit it, you know what the acronym means, you geek) and the X-Men moves appears and says in a booming voice:

“You little fools! I have banished your kind from the new edition and now you shall suffer the same fate! Did you really think that you could boldly go where no gnome has gone before and survive? I am sending you to a place where your most horrifying nightmares are made manifest, a realm in which all gamers recoil in horror at the thought of spending the rest of their lives there....”

He laughs maniacally and adds “I’m sending you to the real world!”

Fine (sighs), if any of your players must get all angst-y this is probably the appropriate time.

You should then explain to the players that their characters must stand in random locations throughout the garden. They may position themselves any way that they like, but once they determine a stance they must remain frozen in that position.

Once again, paraphrase the following:

“You must remain completely frozen for x (where “x” is the length of the session; this depends on your sadistic tendencies). If you move or make any noise more than three times, you will forfeit your soul to the real world forever. We shall then have an orgy of destruction by burning all of your game books and opening your social calendar...Mwa, ha, ha, ha, ha!

“Let me repeat, you have only three strikes (it’s a sports term; you wouldn’t understand) before you are cursed forever. If you do happen to survive, then I will relent and send you back through the portal with your precious gemstone, the golden dodecahedron (which in no way looks like a translucent yellow 20-sided die). While it would pain me to do so, I am certain that the rest of the demons of this world will thank me for it.”

That’s basically it. As the gardener, it is your job to walk around and make sure that the PCs aren’t moving or making noise. If you catch them, you give them a strike. Once

they have three strikes, you remove them from the garden and replace them with a real garden gnome (easily purchased at your local home improvement or gardening store).

You and the strollers can choose to make things difficult by poking, prodding, goading, making fun of their costuming or otherwise encouraging the PC to move or speak. You can also add “real world” touches (dropping eggs on a gnome is a good way to simulate bird droppings) or dress up a stroller as a dog and give him a squirt gun filled with warm tea (to simulate....you know).

I suppose that I should add the requisite “no violence or inappropriate touching” prevalent in so many LARP rules but, hey, I’ve played my share and those rules are almost always ignored anyway. Just try not to kill anyone.

The End

At the end of the session, paraphrase the following:

The garden melts away, along with any of your companions that did not make it. The disembodied head returns and sighs as the golden dodecahedron drops at your feet.

“Congratulations!” he intones. “You have survived the real world. Take your gemstone and use it to return through the rabbit hole. If you do not leave within 10 seconds, I shall take you to a particularly nasty place known as a “job fair.”

Obviously, the PCs will make great haste for the portal.

TALKING RACCOON GUARDIANS OF THE PLATYPUS BIOENGINEERING FACTORY

Created by Martin Ralya, who wishes you would forget that this was created by Martin Ralya

DISCLAIMER

Title is a work of satire. Duh.

CLAIMER

This encounter is intended to foster a belief in the occult. Hail Satan!

AUTHOR'S NOTE

“TALKING RACCOON GUARDIANS OF THE PLATYPUS BIOENGINEERING FACTORY” was written with the same loving attention to detail, logic and basic readability that was lavished on *The World of Synnibarr*. It is beyond a doubt the finest, most nuanced and most memorable encounter you will ever play, as befits The Ultimate in Transgenre Gaming.

WELCOME, FATE

Remove your copy of *The World of Synnibarr* from its hermetically sealed vault prior to play, as you will need it to run this encounter. If you have been using it to line your cat's litter box, fear not – you probably haven't lost any of the important parts.

In addition to memorizing the entire 478-page rulebook, there are two additional, Fate-authorized, completely mandatory new rules you must use during this encounter:

NEW RULE #1

As Fate, you are not supposed to have any fun during the game whatsoever. Every time you notice that you are having fun and/or any of your players points out that you appear to be having fun, increase the number of Talking Raccoons in the Portal Gem chamber by 1,000. This will ensure that your players do not accidentally have any fun either, thereby preserving the essential *The World of Synnibarr* experience.

NEW RULE #2

All boxed text in this encounter must be read aloud to your players in its entirety. If a player laughs out loud while you are reading boxed text, his

character immediately takes 100 life points of damage. If his laughter causes you to laugh as well, remember to increase the number of Talking Raccoons in the Portal Chamber by 1,000.

THE GREATEST ENCOUNTER EVER WRITTEN

Into imagination's place where imagination goes to die I plunge thee. Ride the storm and ye shall wish ye had not ridden the storm.

THROUGH THE PORTAL

You step through the shimmering portal and find yourselves in a dingy corridor with rusting metal walls and dim lights flickering on the rusty metal ceiling and are clearly not on the Worldship anymore, by Venderant Nalaberong. Suddenly you see a platypus standing before you. It is smoking a cigarette and giving you the hairy eyeball.

Before you can react it speaks: "I am the Last of the Original Platypuses. Your coming was foretold by the Elder Sage Platypus on his dying breath as he lay dying on his deathbed, breathing his last. You have come for the Portal Gem, but I must warn you it is guarded by the universe's fiercest creatures, the Talking Raccoons. Go forth into infinity and beyond infinity, mighty heroes whose destiny it is to dismantle the Talking Raccoon empire forever and beyond forever."

After delivering his speech, the Last of the Original Platypuses's eyes turn red and he speaks again:

"Must...kill...must...kill...must....kill..."

His evil red eyes glow red and his beak sprouts fangs as he lunges for a strike at your jugulars.

Last of the Original Platypuses

(A platypus is basically an elk, right? So we'll just use the Giant Elk stats from page 377 for him, but add 1d4 to everything for originality. Extensive playtesting determined that this will have zero effect on game balance.)

Encounter Type: Lesser+3

Life Points: 1,004

Aura: Violet+4

Ego: 12

Attacks per Turn: Six

Advantage: +4-1/2

Shot Bonus: +26%

Attack Types and Damage Adj.:

- Horns: 100 to 800 x 15 LPD through two 10ths

Dodge: 64%
Beam-Attack Dodge: 52%
Maximum Running Speed: 76 mph
Surprises: AA, 92%; A, 82%; B, 72%; C, 57%
Fates: 15% for most categories
Metabolic Shock: 37% (13 con points)
Resistances: None +1
Immunities: None +4
Gaming Points: 5

Description: *“The Last of the Original Platypuses stands 10 feet tall at the shoulder and weighs 4 to 8 tons. This magnificent creature sports the finest antlers in nature. Some say that this beast was made by Aridius himself and crowned king of the forest.”*

PLATYPUSES ATTACK

After defeating the Last of the Original Platypuses, the party emerges from the dingy hallway into a vast factory chamber the size of seven-and-a-half football fields, so vast that it defies your imaginations in its vastness, so awe inspiring that you know you are about to face the challenge of your short lives, the battle to the final destruction with the most evil villains in the galaxy, the Talking Raccoons, and their mind controlled Platypus allies.

You see Platypuses everywhere, some are flying around on great Dragon wings, others are using their cybernetic claws to program Robo-Platypuses, while others build fantastic machinery while their evil Talking Raccoon overlords watch over them with evil.

Give your players a moment to react. Then read the following boxed text:

There are five Talking Raccoons in this vast chamber. One of them is carrying the Platypus Mind Control Button, and another one is carrying the Portal Gem.

You also see several vehicles parked in a nearby hangar: a Turboprop Falcon (p. 119), a Winged Horse (p. 122), an Antigravity Bike (p. 120) and a suit of Hadrathus Class Power Armor (p. 116). They have all been fitted with special piloting modules that allow anyone to pilot them, General Muttonchops says using his enhanced senses to spot these special piloting modules from afar.

The Talking Raccoons immediately see the party and send in a wave of Platypuses to attack. “Face our army of genetically bioengineered cloned Platypus soldiers, infinite in their variety and infinite in their infinite cruelty!” they shout.

The number of each type of Platypus is shown in parentheses:

Platypus, Angel (1d4-1)

(Use the stats for Last of the Original Platypuses, above, but they can fly at 300 mph and have angelic voices.)

Platypus, Cybernetic (1d30)

(Use the stats for Last of the Original Platypuses, above, but they can shoot cybernetic darts for 100 to 800 x14 LPD damage through two 10ths.)

Platypus, Demon (1d2)

(Use the stats for Platypus, Angel, above, but they can fly at 400 mph and have demonic voices that render the player characters immediately sterile.)

Platypus, Winged (1d2+14)

(Use the stats for Last of the Original Platypuses, above, but they can fly at 300 mph.)

Robo-Platypus (1)

(Use the stats for Platypus, Cybernetic, above. They're totally the same thing, but your players will never know the difference. See how this works?)

THE PORTAL GEM CHAMBER

After the waves of Platypuses are dispatched, the Talking Raccoons are nowhere to be seen.

Dead, exploded Platypuses lie everywhere, Robo-Platypus guts pinging and smoking in the rubble while Angel and Demon Platypus feathers slowly settle to the rusty metal floor amid the debris and dead Platypuses. The Talking Raccoons have vanished!

General Muttonchops is on the case, however, and his special enhanced Gnome super senses once again save the day, detecting the scent of the vile Talking Raccoons, who have retreated to their vile lair with the Portal Gem in their lair.

You quickly move to their vile lair and prepare to lay waste to the last scions of the Talking Raccoon empire!

The number of Talking Raccoons guarding the Portal Gem depends on whether or not you have had any fun while running this encounter. Remember that for every instance where you had fun, you have added 1,000 Talking Raccoons to the initial group of five.

Raccoon, Talking



(As seen on page 142 of The World of Synnibarr, and again on page 411, just in case you missed it the first time. To add that special Synnibarr spice to the Talking Raccoon, I've added 1d12 to all stats.)

Encounter Type: Lesser+7

Life Points: 4,001

Aura: Blue+8

Ego: 63

Attacks per Turn: Nine

Advantage: +12-1/2

Shot Bonus: +39%

Attack Types and Damage Adj.:

• Claws: 1 to 17 LPD

• Bite: 1 to 21 LPD

Dodge: 70%

Beam-Attack Dodge: 46%

Maximum Running Speed: 32 mph

Surprises: AA, 69%; A, 59%; B, 49%; C, 39%

Fates: 19% for most categories

Metabolic Shock: 46% (15 con points)

Resistances: None+4

Immunities: None+2

Gaming Points: 12+1/4

Description: *“Talking Raccoons are peaceful by nature. They live throughout the world but only in the moderate climates. Living in small homes within large trees, they are usually encountered singly. However, on the Enchanted Continent they are establishing a small settlement.”*

Note that all Talking Raccoons wear wristwatches, which they check frequently, and carry rocket launchers, which they are incapable of using (perhaps due to their peaceful natures). They prefer to rely on their natural claw and bite attacks, which do approximately zero damage to the average *The World of Synnibarr* character.

THE END

When the player characters are victorious, read the following aloud:

You have won! You have defeated the vile Talking Raccoon empire, by Venderant Nalaberong! You have tasted the sweet nectar of victory and smelled the sweet smell of raccoon flesh in the morning.

The Portal Gem throbs gently in your hand, beckoning you towards the railroad tracks corridor that leads back to the portal itself. Every member of the party earns 1d30 x 1,000,000 experience points.

Thank you for playing “TALKING RACCOON GUARDIANS OF THE PLATYPUS BIOENGINEERING FACTORY.” If you or your players had fun, take a short break and feel bad about yourselves because you screwed up somewhere.

When Munchkins Attack!

As you step through the portal, a vortex of violent winds seems to sweep you away. You struggle against them, but the winds are too strong, and finally you succumb to their power.

You wake under a vibrant blue sky, lying in what appears to be a village of Gnomes. Luckily, you landed on what seemed to be (until recently) a young Human female, probably a Wizard from her ruby red shoes and the fact that she was carrying a familiar, a small brown and black dog. Very little else is recognizable from her remains.

The Gnome villagers gather around you, screeching in high-pitched voices. Once they calm down a bit, the Gnomes tell you that they are known as "Munchkins", and that one of their own famed "Lollipop Guild" has turned on them. He claimed the dreaded title of "MunchKing", and has defeated all who oppose him, until now. The "Munchkins" were going to ask the Human for help, referring to her as Doro Thee, but then the sudden storm dumped your party onto her.

Recognizing you as obvious blood-brothers, the "Munchkins" beg and plead for your help. Before you can even answer, the "Munchkins" tell you that their foe was Reincarnated as a Bugbear, had a Permanent Enlarge Person cast on him, and then trained himself to be stronger, a hulk of a ... being, as he's no longer a Gnome in any sense of the word.

But as they explain his origins, the MunchKing attacks!

GM's Section:

Are you tired of being the punching bag and testing grounds for your players' optimized and maximized characters? Do you grow weary of carefully losing fight after fight just so your thankless players can have fun? Ever want to turn the tables on them and win a fight, if just once? Here's your chance to return to the days of killer DMs and shredded character sheets!

Ask your players to generate an 18th level Gnome Bard per the SRD/PHB rules, with no exceptions. A sample character is included. Tell them that there will be plenty of opportunity for roleplay. (It's no lie; death scenes are *great* for hamming it up.)

Their opponent is a simple CR20 encounter, which should not be much of a problem for a group of 4-6 18th level characters. However, this is no ordinary CR20 encounter...

The MunchKing can throw his "Magic Bullet", a +1 Returning lead ball that weighs 22,000 lbs, and does 108d6+22 damage (average 400). Yes, you read that correctly. He also wears a Mantle of Spell Resistance, which should help prevent anyone taking his Enlarge Person down (although it was cast by a 20th level caster). The Enlarge Person spell is his biggest weak point.

Kudos to the WotC Character Optimization Boards, and to Incubus in particular for the Hulking Hurler build idea.

Telas

MunchKing

CHARACTER NAME

Ftr/HkH/Hk/Gnt

CLASS 3/3/10/3 Large

LEVEL SIZE

Bugbear(Munchkin)

RACE Giant (augmented humanoid, goblinoid)

TYPE

GM

PLAYER

Male

GENDER Lawful Evi

AGE 16 HEIGHT 10' 8" WEIGHT 999 lbs

Munchkinlanc

REGION

Himself

DEITY Yellow Brown

EYES HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	52	+21		
DEX DEXTERITY	16	+3		
CON CONSTITUTION	22	+6		
INT INTELLIGENCE	10	+0		
WIS WISDOM	12	+1		
CHA CHARISMA	8	-1		

HP HIT POINTS	247	WOUNDS		NONLETHAL DAMAGE		SPEED 30 ft/x4					
AC ARMOR CLASS	19	10	+0	+0	+3	-1	+7	+0	+0	ARMOR CHECK PENALTY	DAMAGE REDUCTION
TOUCH ARMOR CLASS		12	FLAT-FOOTED ARMOR CLASS		16						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. & MAGIC	TEMP. MODIFIER
FORTITUDE (CONSTITUTION)	+18	+12	+6	+0	
REFLEX (DEXTERITY)	+13	+10	+3	+0	
WILL (WISDOM)	+7	+6	+1	+0	

BASE ATTACK BONUS	+8/+3	TEMP. MODIFIER			
GRAPPLE MODIFIER	+33	+8	+21	+4	+0
TOTAL		BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER

INITIATIVE MODIFIER	+3	+3	+0
TOTAL		DEX MODIFIER	MISC. MODIFIER

SPELL RESISTANCE	21
ARCANE SPELL FAILURE	*
ACTION POINTS	

MELEE ATTACK BONUS	+28/+23	8	+21	-1	+0	TEMP. MODIFIER
RANGED ATTACK BONUS	+10/+5	8	+3	-1	+0	TEMP. MODIFIER
TOTAL		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
Magic Bullet	+30	108d6+22	20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
20'	2,000 lb	B	Huge	+1, Returning,

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
2 Claws	+26/+26	2d6+10	20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
		P	Large	Primary Natural

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
Bite	+26	2d6+21	20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
		P/B/S	Large	Secondary Natural

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	22 / 11
<input checked="" type="checkbox"/> Appraise ¹	INT	+0	=	+	+
<input checked="" type="checkbox"/> Balance ¹	DEX*	+3	=	3	+
<input checked="" type="checkbox"/> Bluff ¹	CHA	-1	=	-1	+
<input type="checkbox"/> Climb ¹	STR*	+21	=	21	+
<input checked="" type="checkbox"/> Concentration ¹	CON	+6	=	6	+
<input type="checkbox"/> Craft skills... ¹	INT	+0	=	+	+
<input type="checkbox"/> Diplomacy ¹	CHA	-1	=	-1	+
<input checked="" type="checkbox"/> Disguise ¹	CHA	-1	=	-1	+
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+3	=	3	+
<input checked="" type="checkbox"/> Forgery ¹	INT	+0	=	+	+
<input checked="" type="checkbox"/> Gather Information ¹	CHA	-1	=	-1	+
<input type="checkbox"/> Heal ¹	WIS	+1	=	1	+
<input type="checkbox"/> Hide ¹	DEX*	-1	=	-1	+
<input type="checkbox"/> Intimidate ¹	CHA	-1	=	-1	+
<input type="checkbox"/> Jump ¹	STR*	+21	=	21	+
<input type="checkbox"/> Listen ¹	WIS	+1	=	1	+
<input type="checkbox"/> Move Silently ¹	DEX*	+7	=	3	+
<input checked="" type="checkbox"/> Perform skills ... ¹	CHA	-1	=	-1	+
<input type="checkbox"/> Ride ¹	DEX	+3	=	3	+
<input type="checkbox"/> Search ¹	INT	+0	=	+	+
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+1	=	1	+
<input type="checkbox"/> Spot ¹	WIS	+1	=	1	+
<input checked="" type="checkbox"/> Survival ¹	WIS	+1	=	1	+
<input type="checkbox"/> Swim ¹	STR**	+21	=	21	+
<input checked="" type="checkbox"/> Use Rope ¹	DEX	+3	=	3	+

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks. Skills marked with☒ are cross-class skills. * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

/ 300,000
 CAMPAIGN EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES					

OTHER POSSESSIONS

ITEM	Wgt	ITEM	Wgt
Magic Items Equipped by Slot			
Ring Slot (RH)	(none) (0 GP)		
Ring Slot (LH)	(none) (0 GP)		
Hand Slot	(none) (0 GP)		0
Arm Slot	(none) (0 GP)		0
Head Slot	(none) (0 GP)		0
Face Slot	(none) (0 GP)		0
Shoulder Slot	(none) (0 GP)		0
Mantle of spell resistance (90000 GP)			0.5
Neck Slot	(none) (0 GP)		0
Body Slot	(none) (0 GP)		0
Torso Slot	(none) (0 GP)		0
Waist Slot	(none) (0 GP)		0
Feet Slot	(none) (0 GP)		0
TOTAL WEIGHT CARRIED			0.5

NOTES

Empty notes section for character details.

LANGUAGES

Common
 Goblin

SPECIAL ABILITIES

- RACE ABILITIES —
- +4 Strength, +2 Dexterity, +2 Constitution, -2 Charisma
- Base land speed of 30 feet.
- +3 Natural Armor bonus.
- Natural Weapons: Bite(1d8+21), 2 Claws(1d8+10),
- Darkvision 60 feet.
- +4 racial bonus on Move Silently checks.
- Favored Class: Rogue
- TEMPLATE ABILITIES —
- +6 Strength, +2 Dexterity, +6 Constitution, -2 Intelligence, -2 Charisma
- Rend(Ex): If you hit with both claw attacks, you latch onto your opponent's body and tear the flesh, dealing an additional 2d6+31 points of damage.
- Fast Healing 5
- Scent(Ex):
- CLASS ABILITIES —
- Proficient in all armor, and all shields(including tower shields)
- Proficient with all simple and martial weapons.
- Catch Weapon(Ex): You may catch weapons of size Large or smaller (and hurl them back at the attacker immediately if you choose).
- Really Throw Anything(Ex): You can throw anything you can lift as a light load. If the item is an improvised weapon, you take a -2 penalty on your attack roll, instead of the normal -4. The range increment of a thrown weapon or improvised weapon is 10 ft.
- Two-Handed Hurl Trick(Ex): You must grip the weapon or improvised weapon in two hands and throw it as a full round action: □ Area Attack: you make an attack roll against a square the target creature occupies (AC 10) rather than the creature itself. Any creature in the square must succeed on a Reflex save (DC 10 + your ranged attack bonus) or take full damage. The weapon used must be Huge or larger; □ Overburdened Heave: you can throw a weapon up to two sizes larger than your own, or an item that weighs as much as your medium load.
- Ability Boost(Ex): Your strength is boosted by +20.
- No Time to Think(Ex): You are considered to have 0 ranks in Intelligence-, Wisdom-, and Charisma-based skills, except the Intimidate skill.
- Massive Swing(Ex): You can make a great sweeping swing with a melee weapon. As a standard action, you make one attack roll, which applies to each defender that you threaten.
- Mighty Rock Throwing(Ex): You can throw rocks that deal 2d8 points of damage with a range increment of 50 ft. You use your Strength modifier instead of your Dexterity modifier on the attack roll. The rock must weigh approximately 50 pounds.
- Massive Sweeping Boulder(Ex): When you throw rocks, they affect four adjacent squares, provided each subsequent square is further away from you. Make one attack roll and apply the result to each target.
- FEATS —
- Point Blank Shot (PH 98): +1 bonus on ranged attack and damage within 30 ft.
- Far Shot (PH 94): Increase range increment by 50% or 100%.
- Power Attack (PH 98): Trade attack bonus for damage (up to base attack bonus).
- Cleave (PH 92): Extra melee attack after dropping target.
- Toughness x3: The character gains +3 hit points.
- Weapon Focus (PH 102) (Javelin): +1 bonus on attack rolls with selected weapon.
- Brutal Throw (CA 106): Use Str rather than Dex to attack rolls with thrown weapons
- Improved Natural Attack (MM 304) (2 Claws; Bite): Natural attack increases by one step, as if your size category had increased.
- Multiattack (MM 304): Secondary attacks suffer a -2 penalty instead of -5.

CARRYING INFO

22144 LIGHT LOAD 44288 MED LOAD 66560 HEAVY LOAD

66,560 LIFT OVER HEAD 133,120 LIFT OFF GROUND 332,800 PUSH DRAG

TURN/REBUKE ATTEMPTS

Times/Day Used Turning/Rebuking Check Modifier

Turning/Rebuking	Most Powerful Undead Affected(Max HD)	# of HD Turned/Rebuked
Up to 0		2d6
1-3		If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.
4-6		
7-9		
10-12		
13-15		
16-18		
19-21		
22+		

MONEY

PP _____
 GP _____
 SP _____
 CP _____
 Art _____
 Gems _____
 Other (GP) _____

Adventure Month: Gnome Stew: Wild, Wild, West

By Troy E. Taylor

Dr. Cassiopia Loveslace, a mastermind who is trying to carve out an empire from the western territories, possesses the gemstone you seek. She is using it in her experiments to create super soldiers.

This encounter uses the *d20 Modern Roleplaying Game* (Wizards of the Coast, c. November 2002). Monster and NPC stats all come from this book. The DM might find the supplement *d20 Past* helpful (it includes maps for a generic western town and saloon and stats for era-specific weapons), but it is not necessary for running the encounter.

The gate transports you to a one-street western town in the desert southwest. The largest building in town is the Rattlesnake Saloon, which also serves as the headquarters for Dr. Cassiopia Loveslace and her gang. On the porch entrance of the saloon stand four dog-men with the faces of great basset hounds in Confederate uniforms. They are armed with rifles and issue warning barks to any who approach.

These former Confederate soldiers are canine moreaus, the product of Dr. Loveslace's experiments with doggie and human DNA. If their warning barks are ignored, they will attack anyone who doesn't know the password ("Persophone") or isn't accompanied by Dr. Loveslace.

Canine moreaus (4), hp 14, Def 13, Atk +2 ranged (rifle, 2d8 dmg), +2 melee (1d6+1 nonlethal unarmed strike).

From the double door (or looking through the window), the inside of the saloon appears deserted.

The main floor of the saloon is about 60 x 60 feet, with stairs on the right and left leading to a balcony overlooking the main floor, of which the center 30 x 30 section is visible from above. The double swinging-gate entry is in the center of the south wall and is flanked by large glass windows to the right and left. Chairs and tables fill the center of the room, the bar stretches

the length of the west wall, gaming tables line the east wall, and beneath the balcony to the north is a piano and raised dias for a singer.

Listen check (DC 10): PC can hear the creaking of someone walking the balcony above the main floor of the saloon. **(DC 15)** PC can determine the location of people on the balcony.

Spot check (DC 10): PC can see shadow play on the floor indicating someone is moving in the balcony above. **(DC 15)** PC can pinpoint the location of the people on the balcony.

Two ambush sharpshooters armed with Colt sidearms are positioned on the east and west balconies, and are prepared to catch intruders in any crossfire.

Ambush sharpshooters (2): hp 14, Def 17, Atk +2 ranged (pistol 2d6 dmg) or +2 melee (knife 1d4+1 dmg). Use stats for Low-level gang member (fast ordinary 1/tough ordinary 1).

After the last sharpshooter is dispatched, the bartender rises from behind the bar, hands raised. "Don't shoot! Thank goodness you've come. How 'bout a drink for killin' those bad men?"

Barth the bartender is not a member of the gang. But he was trapped with Loveslace and her gang took over the saloon. His impulse is to flee, but he could be a source of information if questioned by the PCs.

Intimidate or Diplomacy check (DC 10): Barth tells you that there is another hostage. Miss Molly, the singer, is being held upstairs in the room at the end of the east hallway. The ambushers are the only guards, but he heard that Dr. Loveslace rigged the room with a trap if anyone but her tries to enter.

(DC 15) Barth says there is trapdoor in the back room that leads to an old mining tunnel, which Dr. Loveslace is using to stage her experiments. Barth's never been down there, but he spied the dog-men coming up through the trapdoor one time.

Search check (DC 15): A search of the first floor reveals the trap door in the floor of the back room. The door is used quite often, so the seams in the floor are fairly visible, even in the storage room's dim light.

If the players try to free Miss Molly:

Even before you reach the last door on the upstairs floor, you see that the room is rigged with all sorts of whirling and sparking mechanical devices, as well as some lethal-looking glass canisters containing bubbling green liquids.

This security contraption, when triggered, delivers an electric shock to anyone within 10 feet of the door as well as to the captive Miss Molly, who is being held in an iron cage suspended over the floor. Dr. Loveslace carries a key that deactivates the device.

Bypassing the mechanism requires:

Disable Device (DC 25): This renders the device harmless.

Climb check (DC 15): Climb through the outside window from the first floor or from an adjoining room. Adjust the check by 5 to DC 10 if the PCs have rope. Opening the window does not activate the device. However, trying to

If the mechanism is triggered, the device delivers a **jolt of electricity** (1d3 dmg, Fort DC 10) every round until it is deactivated. The device has a **hardness of 10 and 15 hit points**, if the PCs decide to smash the device to deactivate it.

Miss Molly, songbird in a cage. hp 7, Def 12, Fort +2, Perform (song) +4. Use the stats for Low-level reporter (dedicated ordinary 1/charismatic ordinary 1). Miss Molly screams each time she is shocked until she is rendered unconscious.

Disable Device (DC 25): Opens the lock to Miss Molly's cage.

Search check (DC 15): The key to cage is kept in a drawer in a desk in the room.

If the players track Dr. Loveslace to her lair:

The mine shaft, lit by smoky oil lamps hung on brackets from the center of the main crossbeams opens up into a natural cavern, where Dr. Loveslace is hard amid the various workbenches filled with chemical and mechanical apparatus. She throws the switch and electricity flares, zapping to life her newest creation, a ghoulish collection of human body parts stitched together into a single form. Imbedded into the creature's forehead is the gemstone you seek. The creature screams in agony and lurches off the platform and begins attacking anything and everything in sight. Dr. Loveslace is armed with a fancy gun-like device attached by wire to a belt generator.

Flesh golem. hp 50, Def 18, Atk, +10 melee (2d8+5 slam). This golem does not have magic immunity or damage reduction, owing to its recent creation.

Removing the gem: The gem is the source of the monster's power, but it is also its weakness. Removing the gem renders the flesh golem lifeless. Ripping the gem free requires a successful melee attack, followed by a Strength check (**DC 15**), opposed by the creature's Fortitude save (**Fort +3**).

Dr. Cassiopia Loveslace. hp 20, Def.14, Atk +0 melee 1d3-1, unarmed strike or electrode disruptor beam. Use the Ready to Use Mage, Smart hero 3/ Mage 1.

FX item: *Electrode disruptor beam (50 charges):* Delivers an unerring charge of electricity (1d4+1 dmg, as *magic missile*) once per round or until its electrical charge is exhausted.

Dr. Loveslace will attempt to flee once her golem is destroyed.

Once the flesh golem is killed, the gem can be retrieved and the PCs can return via the gate for the next adventure.

The Sands of Gnome Island

a *Very Special* episode of the Babewatch RPG

Created by Matthew J. Neagley and sadly, it's some of his better work.

This encounter is for the Babewatch RPG. If you're not familiar with said RPG (and shame on you!) it can be found for free download at:

<http://www.geocities.com/simonwashbourne/babewatch.html>

While I'm tossing out websites, you'll need a copy of an appropriate theme song for Sands of Gnome Island. You can find one in your CD collection if it spans back past the 80s or you can use the magic of the Intarwebs. I suggest this one here:

<http://www.youtube.com/watch?v=IuYrRebvFHc&feature=related>

Characters:

Sands of Gnome Island encounter comes with 1 pre-gen PC. Her character sheet is found at the end of this encounter and it, along with any other materials contained within this encounter excepting those that are not owned by me may be reproduced without permission. Seriously. I'm a very important game designer. Don't bother me with crap like that. I'll cut you.

The Portal:

From the outside, the portal to Gnome island appears as a circle of living coral growing from the floor. The coral drifts slowly in a phantom current and contains a disk of cerulean water which pulses as if with an unseen tide. The watery portal is surrounded by a cool misty spray of tangy sea water, leaving the floor slick and crusted in mineral deposits.

Passing through the portal leads to a hidden grotto a few feet below the surface of a pristine lagoon. On the beach beyond, dozens of gnomes enjoy the tropical paradise. Once the PCs pass through the portal, immediately play the appropriate theme song

When the portal is closed by successful completion of the Sands of Gnome Island encounter, the coral frame grows swiftly, sealing off the grotto beyond, leaving a slowly seeping living rock, the still fresh sea tang and mist hovering in the air.

The *Very Special* Encounter:

In 80's TV terminology, a Very Special Episode is an episode of a show that departs from it's usual, more light-hearted, tone to illustrate a serious issue. Usually this is done as a ratings hook during a critical time period.

Sands of Gnome Island is a *Very Special* encounter, and as such, feel free to add as many *Very Serious Issues* to the encounter as you feel your players will put up with before beating you senseless with your own adventure notes. Some examples of potential *Very Serious Issues* are found in **Table 1-1: Example Very Serious Issues**. Table 1-1 is by no means an exhaustive list. Feel free to invent your own. While you can opt to keep these complications in the game after the Sands of Gnome Island encounter, it's far more genre appropriate for them to immediately vanish and be totally forgotten at the completion of the encounter, their lesson having been learned.

Table 1-1: Example Very Serious Issues
One of the PCs has been recently diagnosed with a terminal illness.
One of the PCs is suddenly a raging alcoholic.
A close and beloved family member or friend of a PC has died suddenly, leaving them grief-stricken.
A PC has told a lie to another PC or trusted friend and, while consumed with guilt, cannot bring themselves to confess to the unaware victim.
It becomes apparent via flashback that one of the PCs parents never loved them, leaving them questioning their self-worth.
A PC becomes involved with a new emotionally and physically abusive friend.

The main, *Very Serious Issue* of Sands of Gnome Island is drug use. The young gnomes of Gnome Island have recently been caught with all sorts of drugs and drug paraphernalia. The PCs will have to contribute to the efforts to put an end to this problem in order to secure their Gnome Island Portal Gem. As the PCs emerge from the portal (theme song having finished) read the following boxed text:

You burst from the crystal waters to feel the tropical sun warming you to the core and the gentle sea breeze tousling your hair in a cinematically attractive way. Ahead of you lies a pristine white-sand beach filled with gnomes enjoying the paradise all around you. Everything about this place fills you with vigor, and you're sure if you tried to run, it would be in slow motion.

Up on the beach, a massive stage is being erected with the slogan "Just Say No to Drugs!" painted in twelve foot high letters across it. Approaching the structure, you are met by the ruggedly handsome senior lifeguard Gnorm Hassledorf.

"Great!" Gnorm says, beginning a round of hand-shaking. "You must be the experts we asked for from the mainland. We're having trouble with some bad eggs selling goofballs to the kids. We've got a "Don't do Drugs" battle of the bands concert going on in a few days. Until then, see what you can do to put an end to this mess, will you?"

Gnorm excuses himself and begins discussing the placement of the battle of the bands concert trophy, which looks suspiciously like a portal gem, with some of the other gnomes. It's pretty obvious that he's not going to take "No" for an answer. You're just going to have to fix his problem for him.

Solving Gnome Island's *Very Serious Issue* requires two phases. First is the "Whatever the hell the PCs feel like doing to solve the problem" phase. The second phase is the "Battle of the Bands" encounter.

Begin the "Whatever the hell the PCs feel like doing to solve the problem" phase by asking the players what they plan on doing to fix the problem. If they're floundering or can't think of anything, don't hesitate to make a suggestion or two. The PCs could find and stop the drug dealers or their supply chain, they could start an awareness and anti-

drug campaign, gather support for the anti-drug movement from local celebrities, or anything else they might come up with. No matter what the PCs try, let them eventually succeed after a few appropriate tests. After the PCs try a few different approaches, move on to the next phase.

Start the “Battle of the Bands” encounter by reading the following boxed text.

Gnorm meets you on the day of the battle of the bands concert.
“I’ve been awfully busy getting everything ready, but I know you’ve been doing a fantastic job fixing up our problem. After today I think we won’t have to worry about drugs anymore. I also know you’ve had your eye on the battle of the bands trophy, so I’ve entered each of you in the competition. Good luck!”

During the battle of the bands, have each player actually sing something (Anything will do) and make the most appropriate roll out of their skills. Give them bonuses to their roll for doing more than mumbling “Happy Birthday”, for making the other players laugh, for getting up and dancing or otherwise performing while they sing, and for each *Very Serious Issue* they work into their performance.

After the performances, declare whichever player you feel like the winner and give them the trophy/Portal Gem and hand wave the trip back to the main hub unless they all refused to even make an effort, in which case, read the following boxed text:

Unsurprisingly, given your utter lack of effort, none of you do well in the competition. Luckily, Gnorm Hassledorf turns out to be an amazing performer (We hear he’s really big in Gnermany) and handily wins the competition. He gives you his trophy along with another round of thank-yous for your efforts in cleaning up Gnome Island’s drug problems.