

Chain of Being™

THE FANTASY ROLEPLAYING GAME OF EPIC ABSURDITY



DEUX OR DYE



AN ADVENTURE FOR d20 OR HIGHER ARC PLAYERS

In the universe of Paranesia...

...a rather unlikely universe sandwiched between various others which, for copyright reasons, cannot rightly be mentioned here...

...in the realm of mortals...

...which nevertheless is crowded with all manner of gods competing with each other, each trying to offer the best 'salvation package'...

...on the terrace of Terrek...

...a surprisingly earthlike place where all the ordinary denizens of a fantasy world have to compete for attention with insane knights, aliens, Mages in Blue, NPCs who know the world is really a roleplaying game, mechs, conspiracies, superheroes, corrupt corporations, and many other things...

...there exists a fantastic beverage known as "Potion Deux."

Note to Masterscreen Users

We suggest using the following pages in your Masterscreen: 8, 1, and 9 in view of the players, and 10, 11, and 12 (Higher Arc) or 13 (d20) for the Cobbler (GM) to see.

For those of you who don't know what Masterscreen is, it's a nifty plastic GM screen into which you can insert all manner of different pages. Find out more at <http://www.citizengames.com/masterscreen.htm>

The Real Facts About Potion Deux

Potion Deux is a cloying, sticky, bubbly beverage which tastes a lot like certain sodas you yourself may have consumed in the past, only more so. Some people actually enjoy the taste of Potion Deux, and describe it as "a citrus rush with a buttery aftertaste." Of course, others have described the beverage as "a tart burst of sugary sewage with just a smidgen of tin." Some people maintain that the flavor is inconsistent from vial to vial, but even people who hate the stuff seem to keep drinking it anyway, because in fact Potion Deux is addictive.

In addition to possessing what the advertisements assure you is an extremely intense and delicious taste, just about every bottle of Potion Deux has at least one magical effect. Functional Beverages, Ltd. thus markets their tasty potions mainly to wealthy adventurers who are thirsty enough to want an invigorating drink and practical enough to need something that will aid them in slaying dragons, raiding dungeons, and whatever other exciting ventures they might need to engage in. Still, a lot of people just drink it for the taste, or because it's addictive, and try to shrug off all of the weird side effects.

Functional Beverages likes to stress the fact that Potion Deux can cause a whole bunch of possible effects, which is true. The downside

to this is that the imbiber has no way to predict which effect will be actualized when the beverage is consumed, meaning that while Potion Deux makes a passable "last resort" in a dangerous situation, it is hardly practical for consumption in response to the ordinary sorts of dangers adventurers tend to face (except by adventurers who enjoy the regular and sudden shifts in fortune that normally accompany its casual consumption). While adventurers in general have never been "play it safe" types, the number of adventurers with this relaxed an attitude toward their personal safety is relatively low. Fortunately for Functional Beverages, Ltd., however, the drink has enough addicts to keep their business wealthy, and thus producing more and more of the stuff.

Functional Beverages, Ltd.: A Brief History

Functional Beverages, Ltd. was just barely managing to stay in business until just a decade ago when they introduced an innovative new concept in liquid refreshment technology. Called "Potion Deux," this drink stood in stark contrast to their previous beverages mainly in that it didn't taste entirely like swill.

Potion Deux originated when J. Thaddeus Goodwell, the current owner of Functional Beverages, Ltd., came across the company's sales records by mistake. Noting with horror that her company had moved less than fifty cases of product in the last three and a half years, she decided that a new sales strategy was required. Goodwell ordered all the old, slow-selling beverages mixed together into a vat, where various artificial colors and flavors, not to mention addictive herbs, were added. She then had the whole mess carbonated and bottled. Soon, her new drink was complete.

Within a month, Potion Deux was an intrinsic part of the cultural landscape, and Functional Beverages, Ltd., was no longer in danger of bankruptcy. Within a year, it had vialing plants all over the place, and advertisements in a variety of insidious locations. Independent vendors can now be found within most towns of note, hawking the strange potion for a single gpeepee per vial.

The Effects of Potion Deux

A lot of things can happen when you drink Potion Deux. Heck, things can happen if you don't drink it.

Addiction

First off, Potion Deux is addictive. This means that every time a character consumes some, her player must roll to see if she's addicted.

- **Higher Arc:** Make a Resolve / Concentration / Resisting Poison check at +3. One degree means you're left with a minor craving that you can resist, but the next time you drink Deux the check will be at -2. Two or more degrees means that you're not addicted. Failure means that you experience Slight Withdrawal Symptoms. In about a day, you begin craving Potion Deux, and must make Resolve / Concentration / Resisting Urges rolls to avoid drinking more when the opportunity presents itself. If you don't drink any, you have a -2 penalty to all activity. This lasts 1 to 5 days after the last time you drink Deux.

- **d20:** Make a Will save at DC 12. Success means that you're not addicted. Failure means that you experience Slight Withdrawal Symptoms. In a few hours, you begin craving Potion Deux, and must make Will saves to avoid drinking more when the opportunity presents itself. If you don't drink any, you have a -2 penalty to all activity. This lasts 1 to 5 days after the last time you drink Deux.

Magical Effects When Consumed

One of Potion Deux's main selling points is a new ingredient

called *plustwo*. To a character in the game drinking Deux, this ingredient feels a lot like a massive sugar rush. In mechanical terms, it gives +2 to all physical skills or proficiencies (in d20 or Higher Arc, respectively — yes, the bonus is the same in both systems). This bonus lasts for 30 seconds (5 rounds).

Potion Deux also causes a particular, specific magical effect which may or may not be beneficial. This effect is actualized only if the majority of the bottle is consumed. Whenever someone drinks Potion Deux, roll d100 and consult the Potion Deux Effects chart. The effects last as long as they're funny, or as drama dictates. Effects should almost always last long enough to either benefit or inconvenience the beverage-quaffer, depending on whether the effect is positive or negative. In some cases, the effect may be permanent.

Drinking More Than One Vial of Deux

It's not possible to force more than one vial of Deux down one's throat in a round, due to the fact that it only comes out of the vial so fast, and only so much liquid can fit down the humanoid esophagus at a time. Some adventurers try to bypass these restrictions by injecting it into their veins, funneling it down their throats, pouring the beverage into their stomachs after making a hole in their bellies, or teleporting it into their bloodstream. More than a few people have died this way.

However, it is possible to drink one vial of Deux each round if you're really intense about it. If one vial of Deux is consumed while another is still affecting the consumer with an effect from the Potion Deux Effects Chart, the second vial has a 50% chance of canceling the original effect instead of causing its own, new effect.

Bonuses resulting from Potion Deux's *plustwo* ingredient are not cumulative. However, each vial consumed adds an additional 30 seconds to the overall time frame during which the +2 bonus applies. Remember, however, that each vial consumed involves the separate possibility of addiction.

Magical Effects When Dumped Or Poured Out

If poured on an object or person, Potion Deux tends to send out a bunch of fluorescent green sparks, yellow foam, and a minor amount of translucent yellow-green fog as the liquid seeps into the ground (or collects in a puddle, as the case may be). When the liquid stops moving, it will cease to emit fog, foam, and sparks, but it will continue glowing slightly even in perfect darkness (even when poured on a living organism). After a few hours outside the bottle, the Deux will lose its bubbly nature, stop glowing, and no longer necessarily cause a magical effect if consumed (though it will still be magical and may, for example, contaminate local wells and the like in sufficient quantities). If shaken vigorously shortly before the vial is uncorked, the Potion Deux will explode from the vial and make a big mess when it's finally opened.

Magical Effects When Mixed with Saltwater

It's a little known fact that when mixed with saltwater, Potion Deux has an interesting effect — it creates corrosion in the fabric of gameality in a peculiar way. This has the effect of summoning a celebrity or major personality from the real world. Whenever a bunch of Potion Deux gets mixed with Saltwater, roll d100 and consult the *Random Famous & Infamous Celebrity & Personalities Chart*.

Long-Term Health Effects

The long term health effects of Potion Deux are not yet known, as sufficient research has not yet been done. It probably causes cancer or something, but this is unlikely to come up during your campaign, as cancer virtually never seems to affect PCs.



Deux or Dye: An Adventure at Functional Beverages, Ltd.

In this adventure, the PCs must infiltrate the local Potion Deux vialing plant and discover the secret of Potion Deux. Is there Yellow Dye #6 inside the tasty beverage? Only the management at Functional Beverages, Ltd. knows, and they aren't talking.

Backstory

In the city of Shnookums, in the country of Toswald, there exists a large vialing plant for Functional Beverages, Ltd (FBL). This is the site of our adventure.

Recently, conflict broke out between the management at the plant and the Shnookums Government (particularly the city's Health Board). Concerned about the possible existence of a dangerous dye (known as Yellow Dye #6) in the beverages, the Board demanded to know all the ingredients in Potion Deux. However, FBL didn't want to divulge this information, claiming that they had a legitimate right to keep it unknown as a trade secret. The Shnookums government was unfazed by this, and passed a law requiring the company to divulge the information. Surprisingly, FBL responded by apparently submitting the ingredient information to the Health Board's Food Inspector, but when the Inspector bought a number of expensive horses and wagons and skipped town a few days later, the Shnookums Health Board suspected bribery.

Realizing that more drastic measures were necessary, the Shnookums government, under the leadership of Health Board director Kollway Bearfactor, invented a town holiday called Beverage Laborer Appreciation Day and passed a law making it mandatory for businesses to allow employees to attend if they desired. Then the board sponsored a party in honor of the holiday and invited the town's beverage labor force (which consisted overwhelmingly of workers from the Potion Deux plant). Much of the FBL labor force showed up and consumed large amounts of the free ale which was provided. Then the Shnookums police force arrested most of the attendees on a technicality regarding public drunkenness and held them in jail for a single day, eliminating almost half of the local FBL vialing facility's workforce for that day. This leaves the plant with only around 30 laborers, which is not enough to fill quotas.

What's Really Happening

The Shnookums Health Board was correct, but it made one faulty assumption when it concluded that its Food Inspector had been bribed — they assumed that FBL did it. In fact, however, it was

done by a rival beverage company called Alchemicorp Corporation, which puts out a variety of other, non-tasty, potions. FBL's new marketing strategy has completely demolished Alchemicorp's traditional strategy of selling expensive potions to individual adventures. A jealous Alchemicorp has now bribed the Food Inspector to leave town in order to make FBL look bad.

The truth is, as heinous as the actual ingredients in Potion Deux are, they don't contain Yellow #6. Or they didn't, anyway — not until Alchemicorp managed to get a spy onto the Shnookums Vialing Plant, and add some of the stuff to every batch!

The Player Characters

The Player Characters are a group of spies for the Shnookums Health Board. How they got that way is up to you, the Cobbler¹, to decide. They may all know each other as a result of the fact that they all happen to work there already, or perhaps the Shnookums government needs to hire someone to do this job, and the PCs are promising candidates for some reason.

The Mission

The PCs are employed by the Shnookums Health Board to get themselves hired by the FBL plant. This won't be a difficult task, as the plant is currently desperate for employees. Once they're hired, they are to infiltrate the facility and investigate. They're to determine whether there's any Yellow #6 in Potion Deux, and bring back evidence.

What The Players Know

Explain the basic situation to the players. Explain how they've been hired by the Shnookums Health Board to investigate an FBL plant for evidence of Yellow Dye #6, and that they're to go get themselves hired at the plant for starters. Let them read through the FBL Potion Deux P.R. files, but don't tell them any of the real dirt on Potion Deux. (The P.R. files should make them worry about consuming it enough as it is.)

Chapter One: Getting Hired

When the PCs arrive, they are invited to sit down by a mousy-looking receptionist. In about thirty seconds, Bliz Shakra, the Humanoid Resources Director, enters. Bliz is obviously quite disturbed by something. In fact he's disturbed because his boss, Site Manager Coral Henidon, is blaming him for having hired around 35 people who simultaneously and inexplicably decided not to show up for work. Bliz will almost certainly hire the PCs, unless they do something incredibly stupid, such as announce that they are being employed by the Shnookums local government. However, he does have a few questions for them:

- 1) Are you okay doing temporary work?
- 2) Do you enjoy doing repetitive tasks for hours on end?
- 3) Is it okay if we don't pay you very much?

Obviously, Bliz will be more enthused about hiring them if they make it sound like this is a good job for them, so an answer of "yes" to all three questions will make him a lot happier about them going to work for FBL. However, he'll probably hire them in any case. On the other hand, if the PCs do convincing roleplaying here, Bliz will make them supervisors (see below).

Next, Bliz wants to determine what kind of jobs the PCs would

be best at, so he asks them what sorts of things they enjoy doing and attempts to assign each PC to a particular job based on their responses. The available positions, and their pay per shift in *espee* (silver pieces to those of you who haven't played CoB before) are:

- **Vat Observer (13):** Potion Deux is a somewhat "unpredictable" substance, and it sometimes tends to cause cracks to form in the Deux vats. The vat observer is responsible for going along with a welding wand and making sure the vat doesn't leak or burst.

- **Glassblower (25):** The Glassblower position is essential to FBL. The Glassblower makes the vials into which the Potion Deux goes. This requires either someone who can blow glass (in Higher Arc, the Intellect / Crafting / Molding proficiency; in d20, the skill Profession (Glassblower)), or someone who can claim, falsely, to blow glass.

- **Label Affixer (11):** The Label Affixer sticks a label onto the side of the Potion Deux vial using glue.

- **Beverage Stirrer (11):** The Beverage Stirrer stirs walks around on a catwalk above a bunch of Potion Deux vats and stirs the Deux with a long wooden pole.

- **Citrus Stomper (11):** The Citrus Stomper crushes various citrus fruit with his feet and then pours the juice down a chute.

- **Cork Sealer (6):** The person who holds this position is responsible for making sure all the vials of Deux have corks in them.

- **Taste Tester (19):** The Taste Tester is responsible for drinking a vial of Potion Deux from every vat. This dangerous job requires someone who cares very little about her personal safety.

- **Wagon Loader (11):** Someone needs to put the filled, labeled, and corked vials of Potion Deux on the horse cart so they can be shipped off to be purchased. That's what the Wagon Loader does.

- **Treadmill Runner (15):** This exhausting position demands that the employee run continuously on a treadmill to power a conveyor belt for a fifty minutes, after which the employee gets a ten minute break and resumes running. Water is available to keep the Treadmill Runner from expiring on the job. Of course, the supervisor gets a whip.

The Cobbler can and should feel free to fudge the situation by making the more interesting jobs most easily available to the PCs. There's also no reason why multiple PCs, or even all of them, can't take the same job, as multiple positions will doubtless be available in the same area.

If the PCs do an especially good job of making it seem as though they can do one of these things, or if they seem as though they have supervisory experience, Bliz will put them in charge of an entire area. This pays three extra *espee* per day.

Once they've all picked out jobs, Bliz asks them to start immediately. The PCs are required to leave their weapons in Humanoid Resources to be reclaimed on the way out, but they can smuggle smaller weapons in with little difficulty.

A Note to the Cobbler

Remember that despite the fact that Functional Beverages, Ltd. is a business with many of the characteristics possessed by modern businesses, it's still a business *in a fantasy world*. That means that everything here works by means of very simple technology (like levers and pulleys), or occasionally magic. The privies have no plumbing, and there are no phones, computers, or electric lights. Communication is done in person, business is conducted with paperwork, and lamps light the area. There aren't any government boards ensuring safety standards, either. It's important to remember this to preserve the integrity (and humor) of the setting!

¹ In case you don't already know this, in *Chain of Being*, the 'gamemaster' is known as the Cobbler.



Chapter Two: Going to Work

The PCs are taken to their stations and shown how to do their tedious jobs. Unless they themselves are supervisors, there will be at least one supervisor standing near every area, making sure the employees don't goof off or try any funny stuff. Allow the PCs to find some creative way to distract their supervisors and explore the plant as they desire. This will be somewhat easier than it would normally be, since the plant is down to about 30 laborers. Once the PCs have some idea what's where, they can try to formulate a plan for determining whether or not there's really Yellow Dye #6 in Potion Deux.

The plant consists mainly of a single, large multilevel room dominated by five rotating vats, within which the Potion Deux is mixed. Besides the main mixing room and Humanoid Resources, there is also a private area suspended over two of the vats (the ones in which the secret ingredients are added). Most of the workers aren't allowed to enter here. The plant's offices are also located in this area.

- **Foyer:** Other than a few guards and a receptionist at a desk who spend their time playing cards and talking about inane details, this room is largely empty.

- **Vats:** These five vats are essential in the production of Potion Deux. In the first vat, water is pumped from the river outside. In the second, citrus fruit juice is added. In the third, the secret ingredients are added. In the fourth, a mystic ritual is performed to enchant the beverage. Finally, in the fifth vat, the completed Deux flows down through a hose and is sprayed into vials. Under the vats is a very muscular human whose job it is to rotate the vats when all the jobs are complete.

- **Filling Area:** Here laborers fill the empty vials with Deux from a rubber hose which extends up to a vat above, placing a kink in the hose to stop the flow of beverage.

- **Corking Area:** Here laborers remove corks from crates and plug the tops of the vials once they're filled.

- **Labeling Area:** Here laborers glue the Deux labels to the side of the vials, taking the glue from large barrels and painting it on with small brushes. The laborers tend to be somewhat high on the mixture of glue and Potion Deux fumes.

- **Quality Control (QC):** Here the Taste Testers consume Potion Deux and attempt to deal with the unholy consequences. Often, by the end of a shift, Taste Testers have to be confined to the dungeon. Typically a few guards are instructed to hang out here, though there may be only one or two here tonight due to the lack of laborer/peasants.

- **Citrus Stomping Room:** The rich smell of citrus fruit and human feet greets the visitor to this room, where there are a num-

ber of large tubs in which laborers are smashing fruit with their bare feet. Every so often the laborers scoop out the juice in a bucket and pour it down the citrus chute, then dump a bunch more fruit into their tubs. Occasionally fruit is delivered from the wagonloading area and hauled up through a trap door.

- **Treadmills:** These five treadmills power almost the entire vialing plant. At least four runners are working at all times, causing the Potion Deux conveyer belt to move, and pumping water from the nearby river. An unnecessarily complicated series of ropes and pulleys connects the treadmills to the conveyer belt and other parts of the facility.

- **Glass Blowing Room:** This room is filled with employees (or at least spaces for them, since most of them are gone at the moment) engaged in the process of making glass. A large pile of white sand sits in one corner. The glass blowers here take the sand and dump it in a pot, which they hold over one of several kilns (essentially brick ovens) which are scattered through the room. They wait until the sand melts, then they dip a large pipe into the pot and blow through the pipe in a specific way to form glass. Blowing glass takes a skill check (Higher Arc: Intellect / Crafting / Molding at -6; d20: Profession (Glassblower) at DC 21). The people here are specifically *not* inhaling. A bungle may mean that you do, which also means that you get shards of glass in your lungs, which isn't fun, at least not normally.

- **Vial Storage:** Under the private area, there are a large number of crates filled with vialled Potion Deux, all stacked on top of one another.

- **Mini-Dungeon:** This small area, consisting of three rooms, is used to confine unruly employees and contain hostile monsters which lay siege to the business. One room contains a set of manacles and a whip. Another contains a very bored bugbear. There is no treasure.

- **Wagonloading Area:** Here horse-drawn carts arrive, are loaded with shipments of Deux, and leave to deliver their contents to various vendors. A few wagon drivers and FBL employees labor to carry crates to the carts without much of anything in the way of tools or equipment. It's backbreaking work, and back injury thus often results.

- **Water Pump Room:** This room contains some machinery powered by the treadmills, which pumps the water from the nearby river.

Assuming the PCs can manage to sneak past their supervisors and dodge the Site Manager long enough, they'll probably find their way into the secret area. Some possible ways they might get in include:

- **Pickpocketing the Keys and Unlocking the Door:** The Site Manager has the keys to the secret area. A successful Maneuver / Wits / Prestidigitating check at -4, or a Pick Pocket check at DC 15 gets them the keys.

- **Climbing the Secret Ingredient Chute:** This is certainly a possibility, although since the chute runs directly into the Deux the PC will have to submerge. This means he will be soaking in Potion Deux (so he'll be glowing for some time), and there's always the possibility of accidentally ingesting the stuff.

- **Breaking Down the Door:** While this tactic lacks subtlety and will probably be discovered almost immediately due to the noise it makes, it will allow the PCs access.

Creative PCs may also think of other ways in — they might try heading in through the walls by cutting them down with tools, or even heading in through the ceiling; certain spells might allow them to bypass the doors, etc. It's best to reward the most interesting and creative attempts, while causing less interesting ones to fail, in standard CoB fashion.

In any case, some verbal skill checks (Higher Arc: Eloquence / Elocution / Persuasion; d20: Bluff and Diplomacy) will probably be necessary to either convince coworkers and supervisors that they're merely doing what they're getting paid for, or talk them into looking the other way. A few sneaking and hiding checks might also be helpful (Higher Arc: Maneuver / Dexterity / Sneaking; d20: Move Silently).

Chapter Three: In the Private Area

The private area breaks down as follows:

- **Main Room:** This posh-looking chamber has lush carpeting, with pictures of the founders and owners of FBL as well as a bust of current CEO J. Thaddeus Goodwell. There is also a statue of a man dressed in formal robes and looking heroically upward at the wall (this is actually supposed to be a monument to the god of big business, Borporat). There is also a "still life" oil painting of various fruits together with a vial of Potion Deux, and a plaque containing the first geepee ever earned at this facility.

- **Chamber of Enchantment:** Arcane, florescent green-glowing markings are etched all over the walls, ceiling, and floor in this chamber. Other than four wizards (whose spells, incidentally, are entirely non-offensive and related to the production of Potion Deux), there is nothing in this room. Although the people here are wizards only in the vaguest sense of the term, none will admit this; they will instead claim to be able to cast something called "Magic Missile" if the PCs trouble them. When not being interrupted by rogue PCs, the wizards spend their work hours continuously chanting Potion Deux transformation spells.

- **Offices:** These are the offices of various FBL plant executives, including the Site Manager and a dwarf (see below) named Rechid Artgrinder. Only Rechid is around and (potentially) in his office. All

three offices are locked (Higher Arc: -4; d20: DC 19 to pick) and contain desks, cabinets, and various files. Files include production reports, timelines, financial and marketing analyses, employee lists, repair schedules, and the like. A skill check in the Site Manager's office (Higher Arc: Intuition / Awareness / Searching at -5; d20: Search at DC 20) finds a list of Potion Deux ingredients, which does not include Yellow Dye #6. All reports are handwritten and some are somewhat difficult to read.

- **Alchemist's Laboratory:** This room is where the secret ingredients are added to Potion Deux by a single lonely employee, Zeta. She mixes up a variety of obscure powders and liquids from various containers into a large pot, which she dumps into the vat each time it rotates. In fact Zeta isn't so much an Alchemist as a Faceless Clog in the Machine, but "Alchemist" looks so much better on a resumé. Zeta is bitter about having spent so long in school only to get a mostly mindless job, though she hides this pretty well in the presence of other FBL employees.

Once the PCs manage to get inside the private area, they'll see a dwarven executive dressed in the formal robes appropriate for business wear cross the room from the Secret Ingredient Room to the privy. This is Rechid Artgrinder. He won't notice them if they come in quietly through the door, but a perceptive PC (Higher Arc: Intuition / Awareness / Alertness check at -5; d20: Spot check DC 20) will notice that he has yellow powder on his hands. When in the privy, Rechid will wash his hands in the washbowl, leaving behind slight traces of yellow. This is, in fact, Yellow Dye #6, and anyone who inspects the washbasin will notice it. Rechid then heads back to his office.

What the PCs don't know is that Rechid is actually a spy from Alchemicorp, and that he is smuggling Yellow Dye #6 into the plant

HEY! WHAT'S A MASS-MARKETED BEVERAGE WITHOUT MERCHANDISE?



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every day inside special pouches hidden inside his underwear. When no one is around, Rechid sneaks into the Alchemist's Laboratory and adds the powder to the day's Deux secret ingredient supply. Then he slips out and goes back to work.

The PCs can investigate the privy, interrogate Zeta (who has been fast-talked into believing the new powder is an FBL-approved taste-enhancer), or even accost Rechid, who is pretty resistant to intimidation. If they search the Alchemist's Laboratory thoroughly, they'll find that one of the other ingredients has been mixed with Yellow Dye #6. If they lurk around too long, they will have to watch out for Coral, however, who will be nosing around occasionally. Coral will fire them or (if she's feeling lenient) just throw them in the dungeon. PCs who accuse FBL of using Yellow Dye #6 won't make any friends with Coral, though she may be persuaded by an eloquent argument about spies and Alchemicorp (Higher Arc: -2; d20: DC 17).

The situation can resolve itself in a number of ways. Basically, if the PCs figure out that Rechid (rather than FBL) is guilty, they can turn him in and become heroes, though they'll have to insist on a strip search if they want proof, since Rechid has evidence that he's with Alchemicorp (in the form of pouches in his underwear which contain traces of yellow powder). If they simply turn in FBL for having Yellow Dye #6 in its beverages, all will seem to be well at first. However, the local economy will eventually start to suffer (once FBL is forced to close down its shop here), Alchemicorp's potions will start to become more popular in the area, and finally, the truth that there is no Yellow Dye #6 in Potion Deux (most of the time) will come out from some other source, tainting the PCs reputations greatly and possibly causing them to get arrested.

Here the adventure may or may not come to a close. Depending on how things go, even more adventures could result as the battle between potion companies escalates, and the PCs inevitably piss off either the Shnookums government, FBL, or Alchemicorp — the latter two of which have substantial resources, and may make life difficult for the PCs for some time. Good luck!



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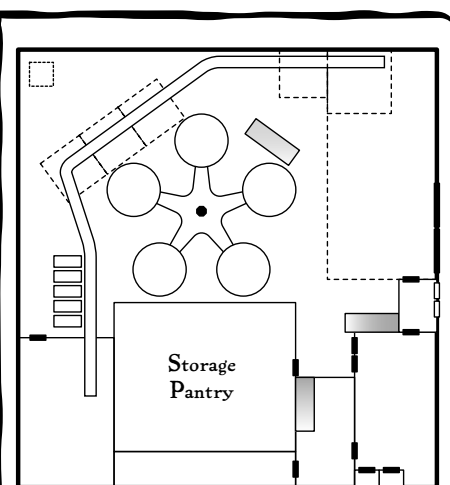
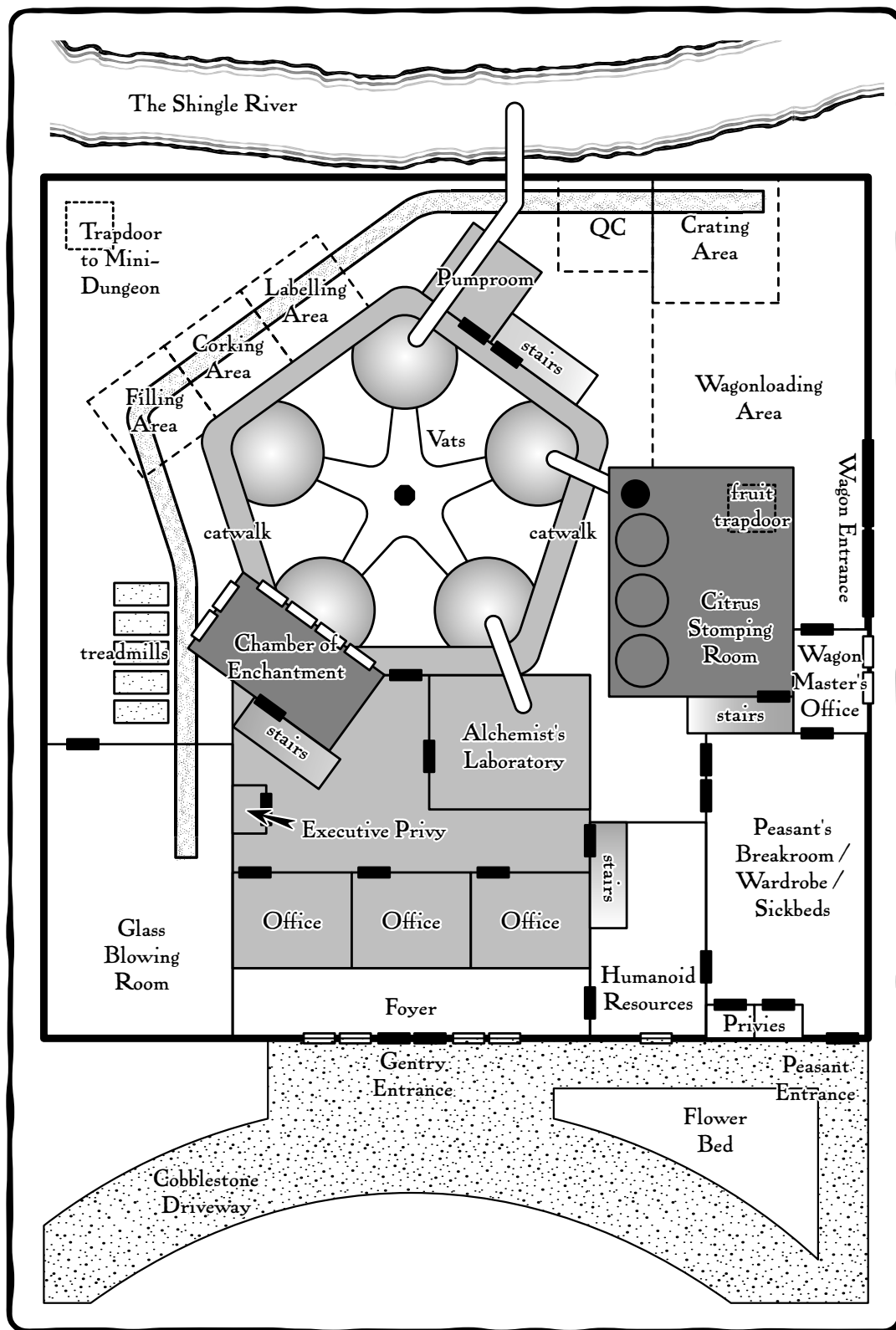
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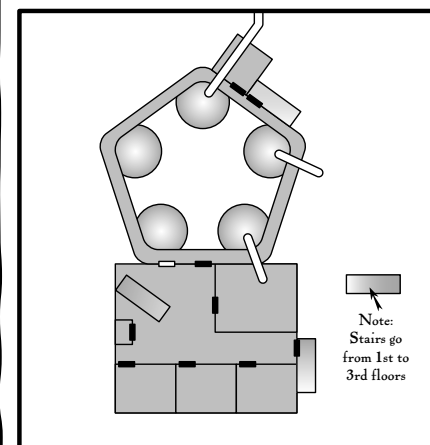
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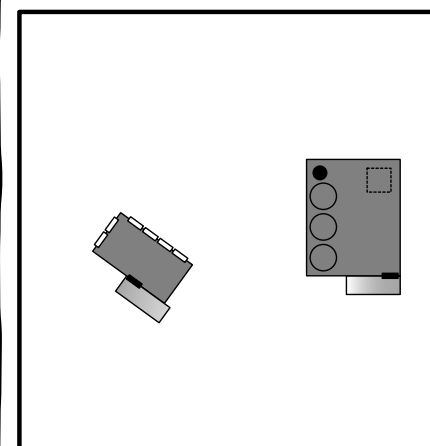
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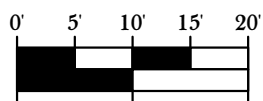
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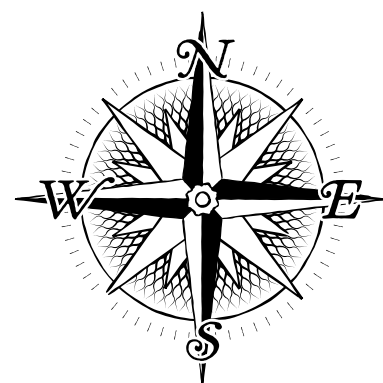
3RD FLOOR

LEGEND, KEY, or WHAT-HAVE-YOU

	Ground Floor		Conveyor Belt / Treadmill
	2nd Floor		Gravel
	3rd Floor		Work Area



	Door
	Window
	Pipe / Chute



FROM THE FUNCTIONAL BEVERAGES, LTD. P.R. FILES:

What Is Potion Deux?

Potion Deux is the beverage of choice for hundreds of thousands of adventurers! Whether it's the drink's gently throbbing, fluorescent yellow-green color, its thick, bubbly texture, or its explosively fruity and sweet yet pleasantly oily taste, adventurers just can't get enough of the stuff!

Where Does Potion Deux Come From?

Some people think that Potion Deux is juice from the fruit of the Deux plant. Others think it grows on trees, pre-vialed. Well, those people are wrong. Potion Deux is manufactured by the fine people here at Functional Beverages, Ltd.. Functional Beverages, Ltd. is devoted to producing the

*Nothing's more intense
than quaffing a Deux!*

finest-tasting beverages on the market and getting them to you at a price other potion vialers can't match with all sorts of magical effects the makers of more mundane beverages, like grapefruit juice and liquefied peanuts, can't reproduce!

What Does Potion Deux Do?

We're glad you asked, but a better question would be, what doesn't it do? Potion Deux has a nifty effect for any situation you might encounter. Run into trouble with gnolls in the depths of a dark dungeon? Quaff a vial of Deux! Intimidated by the prospect of launching yourself off the top of a mountain? Quaff a vial of Deux! Stuck in a room with the walls closing around you? Quaff a vial of Deux! It adds "plustwo" to every physical action you undertake! Plus, Potion Deux tastes great! And it's only one geepee per vial! You won't find a better deal anywhere!

Why Is It Called "Potion Deux"?

Because it's new and improved over all the other potions on the market! Ordinary potions can only produce one effect, but the introduction of Potion Deux marks the beginning of a new era in beverage production, because Potion Deux produces a

whole slew of magical effects. We named it Potion "Deux," or "Two," to indicate that its introduction heralds the coming of the Second Age of Beverages!

Is Potion Deux Dangerous? What Ingredients Are in It?


Some people have tried to claim that Potion Deux's magical effects are decidedly dangerous, especially in certain situations, and that even apart from the magic, it contains a variety of poisonous chemicals which can ultimately cause various forms of disease. What can we say to this preposterous claim, except that it isn't true — and that even if it were true, you should drink Potion Deux anyway? Besides, even our detractors have to acknowledge that the chances of our beverage killing you outright are exceedingly low.

As for Potion Deux's ingredients... well, it's a secret, but we can tell you that there's citrus fruit in there, and some magic, and stuff like that. But nothing to worry about, as some people might have suggested! You have our word as a company on that. And besides, all those weird little ingredients and alchemical effects are there to make the stuff taste good and work great magic, which is good, right? You bet!

Is Potion Deux Tested on Monsters or Adventurers?

For your safety and convenience, it is sometimes necessary to test Potion Deux on living monsters. This is done to make your adventuring experience the best that it can be. All of us here at Functional Beverages, Ltd. wish you the very best, and we do whatever it takes to make sure your liquid-guzzling is as exciting and useful as possible! So happy slaying, and good luck to you and your friends in the dungeon!

*Potion Deux: for
Extreme Adventurers*

In order to enhance your drinking experience, Potion Deux is also sometimes tested on adventurers, but you have our assurance that this never harms them in any way. 



Potion Deux Effects Chart

- 1) Gain (1-50) or lose (51-100) d100 pounds (minimum 9 pounds) without affecting your abilities.
- 2) Forget your identity. You have a 50% chance of experiencing severe existential angst.
- 3) Your bones turn temporarily to liquid, allowing movement through small places (no ill-effects occur when bones re-solidify).
- 4) Your worst fear (1-40), greatest hope (41-80), or both (81-100) are temporarily actualized (via illusions).
- 5) Inexplicably gain a detailed knowledge of several real-world pop songs which you have the obscene urge to sing.
- 6) Gain the ability to screen things out of your range of vision (turn off people, everything but the color red, etc.)
- 7) Forget (1-50) or lose the ability to care about (51-100) all social customs.
- 8) Gain the ability to hear what the players are saying.
- 9) Become invisible.
- 10) Get sucked into the empty Potion Deux bottle and roll again for the effect of the beverage.
- 11) Become extremely mellow and laid back.
- 12) Become incapable of lying (1-50) or telling the truth (51-100).
- 13) Become capable of belching flame in a 20 foot range (Higher Arc: make a Maneuver / Aiming / Shooting attack; d20: make a ranged touch attack doing 1d10 damage).
- 14) Gain the ability to fly via large wings which sprout from your back.
- 15) Develop a percent chance of sneezing each round under stressful conditions (roll d100 for percent).
- 16) Become immune to fear of dangerous things or of performing dangerous tasks.
- 17) Become extremely drunk.
- 18) Go completely, bonking, gibberingly nuts and try to accomplish your goals in stupid and impossible ways.
- 19) Begin to sweat adhesive (1-25), pudding (26-50), fish eggs (51-75), or lamp oil (76-100).
- 20) Fall instantly asleep.
- 21) Fall in love with the next sentient creature you see.
- 22) Become falsely convinced of your own invulnerability.
- 23) Gain lemon-fresh breath and a sparkling smile, giving you +3 to most persuasion checks (Higher Arc: Eloquence proficiencies; d20: Bluff, Diplomacy, and related skills).
- 24) Gain explosive flatulence; farts explode after one round (Higher Arc: farts attack at a proficiency of 20 at ground zero; d20: farts do 2d10 damage at ground zero).
- 25) Speak in (1-25) iambic pentameter/limericks/other poetry, (26-50) rhymes, (51-75) riddles, or (76-100) pig latin.
- 26) Develop extreme masochistic tendencies and gain pleasure proportional to your wounds (Higher Arc: pain penalties become bonuses until you pass out; d20: you gain +1 for every 5 hit points you lose).
- 27) Desire to perform incredibly dangerous sports just for the fun of it.
- 28) Your various body parts gain personalities and the ability to speak.
- 29) Switch race (1-50) or gender (51-100) over the course of 10 minutes.
- 30) Believe self to be a god (1-25), a monster (26-50), some profession (51-75), an object (76-90) or Gary Gygax (91-100).
- 31) Gain vision which perceives night as day and day as night.
- 32) Become incapable of deriving nourishment from meat (1-25), plant life (26-50), standard rations (51-75), animal and plant life (76-100).
- 33) Take on a ridiculous, extreme accent without realizing it (or a ridiculous character voice, like gollum).
- 34) Start acting as if you were a character from a movie or TV show known by your player.
- 35) Become capable of breathing underwater and in no-oxygen areas.
- 36) Become obsessed with a project related to something you perceive.
- 37) Become immune to temperature extremes.
- 38) Become paranoid that a random person (1-25), random group (26-50), everyone (51-70), aliens (71-80), undead (81-90), or celebrities (91-100), are out to get you.
- 39) Lose sight (1-25), hearing (26-50), touch (51-75), or taste and smell (76-100).
- 40) Teeth fall out and are replaced with shark's teeth (1-25), semiprecious stones (26-50), baleen (51-75), or self-rejuvenating lozenges (76-100). Permanent.
- 41) Your speed doubles, allowing you to take twice the actions of others (not to mention making your voice sound squeaky and fast).
- 42) Develop the desire to undertake the first quest which occurs to you.
- 43) Become insubstantial (though visible) except with respect to the ground.
- 44) Pass out and have nightmares (1-50) or incredibly exciting dreams (51-100).
- 45) Transform into a clown (feet grow, face acquires weird pigments, nose gets big and red, etc.).
- 46) Your player becomes exceedingly toadying toward his or her Cobbler (1-50) or the other way around (51-100).
- 47) Body hair begins to grow at a rate of 6 feet per day.
- 48) Gain the ability to see in the dark as if it were day (1-50) or gain sonar (51-100).
- 49) Begin broadcasting your thoughts to everyone within 25 feet.
- 50) Your body hair is replaced with barbed wire (1-25), living snakes (26-50), marijuana leaves and buds (51-75), or pocket lint (76-100).
- 51) Remember everything anyone says to you in perfect detail and gain the ability to repeat it back in their original voice.
- 52) Gain a long (10'), sticky, flexible, and prehensile tongue.
- 53) Fall into a coma from which you are astrally projected.
- 54) Gain +6 to (Higher Arc: a random proficiency at the Capability level; d20: four random skills).
- 55) Become suicidally depressed (1-50) or ecstatically happy (51-100).
- 56) Acquire 1d10 body piercings.
- 57) Become explosive when you become very angry (your parts reform in 2d10 rounds).
- 58) Random body part is reduced in half (1-50) or doubled in size (51-100).
- 59) Berserk as a treep or barbarian for 2d10 rounds.
- 60) Skin begins to exude copious amounts of mucus, allowing you to slide around (+4) but making it hard to hold things (-4) (both Higher Arc).
- 61) Revert to the appearance of a child (1-50) or that of a venerably old person (51-100) (elves always suffer the first effect).
- 62) Have a vision of the players playing the game (in reality).
- 63) Get a bad case of the munchies for a random food.
- 64) Become extremely melodramatic about everything you do.
- 65) Become capable of learning by osmosis (read a page every round by touching it).
- 66) Gravity is reversed with respect to you alone (not your possessions).

- 67) A genie comes from the bottle to grant one limited wish. The genie will try to interpret the wish in a way that sucks; 30% of the time, the genie and effects are illusions.
- 68) Gain +3 to (Higher Arc: a random proficiency at the Capability level; d20: four random skills).
- 69) Become acidic to the touch (cause a minor wound to anything touched for a full round; clothes slowly disintegrate).
- 70) Begin to glow a random fluorescent color.
- 71) Learn one important fact about a subject of interest to you.
- 72) Transform into a random animal.
- 73) Have flashbacks to a real (1-50) or imagined (51-100) traumatic experience.
- 74) Become totally invulnerable except in one random weak spot which you have a 10% chance of discussing in any conversation.
- 75) Become incredibly skilled at the two proficiencies/skills (Higher Arc and d20, respectively) which you're the worst at (not counting magic proficiencies/skills) (+8 for both systems; at the Skill level for Higher Arc).
- 76) Begin perceiving what will happen in one round instead of what's currently happening.
- 77) Emit pheromones which make you extremely attractive to animals (1-25), monsters (26-50), NPCs (51-75), PCs (76-100).
- 78) Teleport (1-50) 1d10 minutes into the future or (51-100) 1d100 feet in a random direction.
- 79) Lose all need to sleep for the next 48 hours.
- 80) Your head falls off, but your head and body remain animate and act as if connected for most other purposes.
- 81) Gain the ability to read the surface thoughts of NPCs (1-40), all people of your race (41-70) or all people of a random race (71-100) within 10'.
- 82) Have an attack of conscience and "switch alignment" within 1d10 rounds (for example, if you're good, you become convinced that you're evil, etc.).
- 83) Undergo the most extreme euphoria you can imagine (-6 to doing anything constructive).
- 84) Your gaze makes people uncomfortable (+3 to negative interactions, -3 to positive ones, both systems).
- 85) Acquire an extreme new hairstyle (bleached and spiked, shaved except for a front pony tail, etc.).
- 86) Enjoy the Potion Deux immensely and become automatically addicted.
- 87) Hallucinate the existence of friends (1-25), monsters (26-50), fruitcakes (51-70), insects (71-85), or an orchestra (86-100).
- 88) Interpret the next command you're given as a sacred quest you wish to fulfill (if it's too easy, make it complicated).
- 89) Become capable of speaking with animals and monsters (1-50) or speak all languages (51-100).
- 90) Speech gains reverberating effect (1-20), excessive volume (21-40), distortion (41-60), high pitch (61-80), low pitch (81-100).
- 91) Gain scattered memories from the next 1d10 people you touch.
- 92) Gain +4 to all (Higher Arc: Maneuver proficiencies; d20: Dexterity skills) while someone's watching.
- 93) Reinvent your identity based on the next 1-5 people or objects you perceive.
- 94) Grow long claws (1-25), bull horns (26-50), a prehensile tail (51-75), or an extra pair of arms (76-100).
- 95) Feel incredibly heroic and gain +10 to the next 3 actions you have to roll for (both systems).
- 96) Develop an intense craving for chocolate (1-20), pipeweed (21-50), Potion Deux (51-75), muffins and cottage cheese (76-100).
- 97) Take on the intense odor of skunk spray (1-25), coconut (26-50), rotting meat (51-75), or buttered popcorn (76-100).
- 98) You display inappropriate emotions (frown when happy, cry when amused, etc.).
- 99) Become phobic of the next type of thing you see.
- 100) There's no Deux in the bottle, but the cork says you win a six-pack.

Random Famous & Infamous Celebrity & Personalities Chart

1) Jimi Hendrix	51) Bruce Lee
2) Martha Stewart	52) Tiger Woods
3) John Cleese	53) Jay Leno
4) Walter Cronkite	54) John Wilkes Booth
5) Theodore Geisel (Dr. Seuss)	55) Arnold Schwarzenegger
6) The Village People	56) Helen Keller
7) Roy Rogers	57) Bill Cosby
8) Napoleon Bonaparte	58) E. Gary Gyga
9) H. P. Lovecraft	59) Carl Sagan
10) Alfred Hitchcock	60) Rosanne Barr
11) Karl Marx	61) Mark Rein•Hagen
12) George W. Bush	62) William Shatner
13) Hillary Clinton	63) Stephen Hawking
14) Neil Armstrong	64) Pope John Paul II
15) Socrates	65) George Lucas
16) Your Mother	66) Joan of Arc
17) Ayn Rand	67) Bela Lugosi
18) Mother Theresa	68) Billy the Kid
19) Marilyn Manson	69) Jeffrey Dahmer
20) Jerry Seinfeld	70) Roger Ebert
21) Queen Elizabeth	71) Edgar Allan Poe
22) Ray Szmanda (Menards Guy)	72) Ludwig Von Beethoven
23) Charlton Heston	73) Ophrah Winfrey
24) Britney Spears	74) Emily Dickinson
25) Barbara Streisand	75) Terry Pratchett
26) Keanu Reaves	76) Jesse Ventura
27) William Shakespeare	77) Vanilla Ice
28) Zha Zha Gabor	78) Pat Buchanan
29) Peter Falk	79) Louie Armstrong
30) Jane Goodall	80) The Beatles
31) Adolph Hitler	81) Abraham Lincoln
32) Gengis Kahn	82) Sarah Michelle Gellar
33) Osama Bin Laden	83) Martin Luther King, Jr.
34) Bill Gates	84) Ross Perot
35) Tanya Harding	85) Milla Jovovich
36) Mikhail Gorbachev	86) Patrick Stewart
37) Bob Dylan	87) Sigmund Freud
38) Woody Allen	88) Will Smith
39) 1975 Denver Broncos	89) Hank Williams
40) J. R. R. Tolkien	90) C. S. Lewis
41) Kevin Sorbo	91) Uri Geller
42) Douglas Adams	92) Groucho Marx
43) Mahatma Ghandi	93) Marilyn Monroe
44) Madonna	94) Anne Rice
45) Milli Vanilli	95) "Weird Al" Yankovic
46) Jackie Chan	96) Pauly Shore
47) Howard Stern	97) Peter Jennings & Kevin Bacon
48) Antonio Banderas	98) Michael Jackson
49) Paul Reubens	99) Clint Eastwood
50) Benjamin Franklin	100) Ronald McDonald

Higher Arc Character Stats



• Humanoid Resources Director Bliz Shakra

Notes: Bliz is one of those people who is convinced, against all evidence, that the company he works for is wonderful and that people who don't agree with him about that are troublemakers. Bliz is currently a bit distracted because the Site Manager is upset with him. Bliz is unarmed and unprepared for a fight.

• Site Manager Coral Henidon

Notes: Coral is an irritable woman who makes a lot of greeper per year and doesn't have a lot of tolerance for shenanigans. She's upset about this recent loss in productivity and is worried about making quota this month, so she's taking it out on her Humanoid Resources Director, Bliz Shakra. Coral spends most of her days at the facility wandering around and looking at things, occasionally yelling at someone for not working in the right way. She is convinced that this is the best way to increase productivity. Coral is the only person in the warehouse (but not inside the private area) who has keys to the private area. She occasionally goes up there to fill out a form or look out through the window at the rest of the facility. Coral is unarmed, but she's good at intimidating people.

• Typical Supervisor

Notes: The typical supervisor at FBL is somewhat dedicated to the company, but not so much that he or she will massively inconvenience him or herself for it. Supervisors can be bullied or intimidated fairly easily. The typical supervisor has a clipboard for his or her only weapon. Unfortunately, this does very little good. Well, none, actually.

• Typical Laborer/Peasant

Notes: The typical laborer at FBL is mostly indifferent to the company, and may react to PC antics with amusement or may casually inform management. Laborers are unarmed and will flee with little provocation.

• Typical Guard

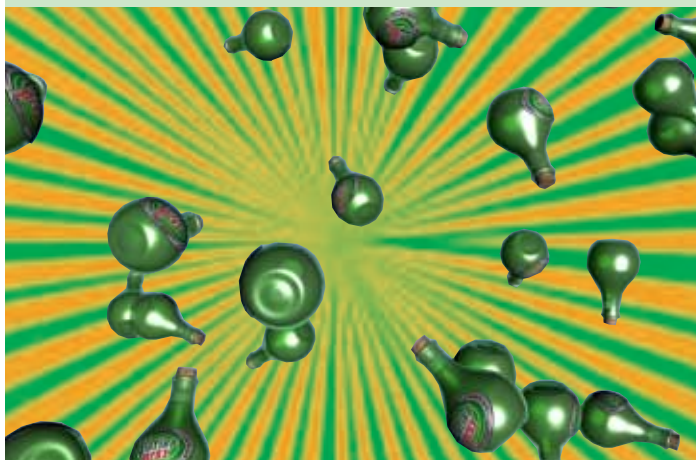
Notes: There are only 7 guards left in this plant. They don't hang around the work area, but usually stay in the foyer, sending one or two out to patrol around the building and the outgoing potion carts area. They are responsible for taking misbehaving employees to the dungeon and defending the facility against brigands, orc raids, and hostile takeovers from other corporations. The guards are armed with broadswords and shields. (For Higher Arc players, use the number in parentheses after their attack proficiency or parrying proficiency when the guards are using their weapons.)

• Rechid Artgrinder

Notes: Rechid is a spy from Alchemicorp who is being paid a fairly substantial sum to carry out the illegal task of framing FBL. He's quite greedy. Like most corporate spies, he's also rather amoral, although in typical fashion he has convinced himself that just about anything he wants to do is profoundly ethical. If given the opportunity, Rechid will buy off the PCs — anything to come out with a profit and avoid going to jail. Still, Rechid doesn't give up easily, and even if foiled, he will try to escape and return to haunt the PCs in some future adventure. Rechid is armed with a halbeard (his own beard braided and woven with beads and spikes), and he enjoys using it.

	Coral	Bliz	Supervisor	Laborer	Guard	Rachit
Prowess						
Grappling	7	7	8	9	10	13 (15)
Swinging	8	7	8(8)	9	10 (12)	10
Thrusting	7	7	8	9	10 (11)	10
Strength	9	8	11	12	14	15
Maneuver						
Agility	7	7	8	9	10	10
Aiming	7	7	7	7	10	10
Dexterity	7	8	12	11	9	9
Wits	7	7	8	8	10(14)	12
Resolve						
Concentration	7	7	7	7	10	12
Endurance	9	9	9	9	10	12
Evocation	6	6	6	6	8	7
Resilience	7	8	8	8	8	9
Intuition						
Awareness	13	12	11	8	8	7
Instinct	8	8	9	9	8	8
Savvy	10	9	8	7	8	8
Wisdom	8	8	8	8	8	6
Eloquence						
Creativity	6	6	8	8	6	5
Elocution	13	7	7	7	6	6
Emoting	15	7	7	7	6	5
Subterfuge	13	10	10	8	8	8
Intellect						
Crafting	11	8	12	12	7	10
Inventiveness	8	8	9	9	6	10
Erudition	7	7	7	7	6	9
Reasoning	7	7	7	8	6	5
Vision						
Aether	6	6	6	6	6	5
Cosmos	6	6	6	6	6	5
Force	6	6	6	6	6	6
Matter	6	6	6	6	6	5
Presence						
Aether	6	6	6	6	6	5
Cosmos	6	6	6	6	6	5
Force	6	6	6	6	6	7
Matter	6	6	6	6	6	5

Note: Parenthetical stats are given for characters using equipment



• Humanoid Resources Director Bliz Shakra

Notes: Bliz is one of those people who is convinced, against all evidence, that the company he works for is wonderful and that people who don't agree with him about that are troublemakers. Bliz is currently a bit distracted because the Site Manager is upset with him. Bliz is unarmed and unprepared for a fight.

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Humanoid Resources Director Bliz Shakra

Medium-Size Humanoid

(Human)

Hit Points: 12

Initiative: +0

Speed: 30 ft.

AC: 10

Attacks: Bare hands +1 melee

Damage: Bare hands 1d4

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

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

Abilities: Str 9, Dex 10, Con 9,

Int 10, Wis 7, Cha 10

Skills: Bluff +3, Diplomacy +3,

Profession (H.R. Director) +6,

Spot +2

Feats: None

Site Manager Coral Henidon

Medium-Size Humanoid

(Human)

Hit Points: 13

Initiative: +0

Speed: 30 ft.

AC: 10

Attacks: Bare hands +1 melee

Damage: Bare hands 1d4

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

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

Abilities: Str 9, Dex 10, Con

10, Int 10, Wis 7, Cha 7

Skills: Craft +4, Bluff +3,

Intimidation +7, Profession

(Manager) +2, Sense Motive +4,

Spot +5

Feats: Alertness

Typical Supervisor

Medium-Size Humanoid

(Human)

Hit Points: 15

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 11

Attacks: Bare hands +1 melee

Damage: Bare hands 1d4+1

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

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

Abilities: Str 12, Dex 12, Con

13, Int 10, Wis 9, Cha 9

Skills: Craft +4, Profession

(Various) +6, Spot +1

Feats: None

Typical Laborer

Medium-Size Humanoid

(Human)

Hit Points: 16

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 11

Attacks: Bare hands +1 melee

Damage: Bare hands 1d4+1

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

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

Abilities: Str 12, Dex 12, Con

14, Int 10, Wis 9, Cha 9

Skills: Craft +5, Profession

(Various) +6, Spot +1

Feats: None

Typical Guard

Medium-Size Humanoid

(Human)

Hit Points: 18

Initiative: +5

Speed: 20 ft.

AC: 15

Attacks: Broadsword +6 melee

Damage: Broadsword 1d8+2

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

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

Abilities: Str 15, Dex 13, Con

15, Int 9, Wis 8, Cha 10

Skills: Profession (Guard) +5

Feats: None

Rachit Artgrinder

Medium-Size Humanoid

(Human)

Hit Points: 27

Initiative: +6

Speed: 20 ft.

AC: 20

Attacks: Halbeard +7 melee

Damage: Halbeard 1d6+3

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

Saves: Fort +5, Ref +2, Will +2

Abilities: Str 16, Dex 13, Con

15, Int 9, Wis 7, Cha 7

Skills: Bluff +3, Craft

(Calligraphy), Forgery +7, Hide

+5, Listen +6, Move Silently +8,

Open Lock +5, Pick Pocket +6,

Profession (Businessdwarf) +7,

Read Lips +5, Search +5, Spot

+3

Feats: Dodge, Mobility, Quick

Draw

