

Meevin's Tome of Oddities & Wonderments

by

Meevin the Meevilious, Wiz.

**(Edited by: Stephen Murrish the Unremarkable
Mortal, Faithful Servant of the Great Meevin)**

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Part I:

Of Creatures and Denizens, Fantastic, Mysterious, and/or Abhorrent

Crotchmangler, The

A creature that is essentially two long, spindly legs with a large, long, snaggle-fanged, crocodile-like mouth between them and a pair of eyes on stalks peering above the mouth. The feet are elongated talons. Its favorite attack is to jump, try to grapple with its talons, and bite and chew on the crotch of its victim. Once it's on a victim, it's like a pit bull, ripping and tearing, yanking its head from side to side, never letting go, swallowing whatever breaks free in gulps.

Crotches mangled by the crotchmangler cannot be unmangled except by way of powerful magic (such as a Wish). That is, hit points may be healed, but organs are not regenerated and horrible scars and disfigurements are not removed.

Its loping run is remarkably fast, and it can jump great heights and distances.

It likes to hide under or behind rocks, behind trees, and in nooks. It prefers to live in caves near forested areas. Out of all possible crotches to mangle, it craves mangling elven crotches the most.

While stupid, these creatures are monomaniacal and possess animal cunning.

Init +3; Atk 2 x talons +3 melee (1d6) or 1 bite +3 melee 1d8; AC 15; HD 4d6; HP 12; MV 60'; Act 1d20; SV Fort +5, Ref +4, Will +0/6*; AL C; SA Grapple; SD Monomaniacal Crotch Craver; Jump

STR 18; AGI 17; STA 10; INT 3; PER 3/18*; LCK 10

SA: Upon two successful talon attacks, creature successfully grapples. Contest vs STR to break. Creature rolls 1d20 + STR modifier vs opponent 1d20 + STR modifier, highest wins. While opponent is grappled, Crotchmangler gets 2 bite attacks per round and opponent is considered AC 10.

SD: Regarding anything keeping the Crotchmangler from mangling a crotch, the creature has a PER of 18 and a +6 to Will save as it is monomaniacal in this pursuit. Clever thinking on behalf of the opponent, however, can bypass this. For instance, using a persuasive spell or influence to make it think there is a more desirable victim somewhere else will bypass the resistance and bring the PER down to 3 and the bonus to Will save down to +0.

This creature can Jump up 30' in any direction with no penalty or saving throw required. It takes no falling damage when jumping down 30'.

Meevils

The Meevil is a conceptual entity, like a point, having no other physical qualities except those of presence and position. Meevils have no height, breadth, depth, or mass. As such, they may not be affected by material influences. They can, however, be affected by magics of various kinds, psychic influence, energies, and things of that nature.

They can be said to be infinitely small.

Paradoxically, they do have an appearance. They create mild distortions in visual fields, manifesting a warping of the focus of what one sees. As they work in swarms, their presence is usually evident, appearing as a mass of fluid wavering, like that of air above a hot fire, snaking about this way and that, growing wider and thinner by turns, changing their collective, amorphous shape as they move.

If one concentrates and peers intently, one can see individual Meevils. This is a psychological effect whose nature is not fully understood. Each looks like a tiny cartoon caricature of [Meevin the Meevilious](#), from whom these creatures spawn, every one having a different yet particularly nasty, malicious, and capricious expression upon its face—the heads being abnormally large for the bodies.

[Meevin the Meevilious](#) is a an aged and stooped figure, long limbed, with wiry muscles which are strong for their apparent age, a perversely young and somewhat attractive and unmanly face (unlike the Meevils, his head is in natural proportion to his body), and very long, slightly curly coppery, dark red hair. His skin is pure white, his nails black talons, and his eyes composed of pentagonal facets of iridescent color. He wears a cloak which changes hue according to his demeanor, the ends of the sleeves and the length of the middle-front lined with be-runed, lush fabric of a differing color. The cloak is usually a dark, electric blue with bright yellow lining or a velvety, rich red wine color with royal blue lining. Meevin the Meevilious will sometimes wear a porcelain mask of placid, emotionless, and smooth features, sometimes white, sometimes black, sometimes with one side black and the other white. He wears a circular bronze amulet with a single closed eye set in bas relief. It connects to a chain of heavy, large bronze links. The workmanship looks somewhat crude.

Meevils are a result of his lifelong dedication to the cultivation and physical manifestation of his psycho-magical power and a kind of bid for immortality without lichdom. He has cultivated them over several human lifetimes of endeavor, and now they are his to command.

Meevil stats:

STR: 18 (Telekinetic, +3 mod)

AGI: 23 (+6 mod)

STA: N/A (No physical form) or 10 (re: magical effects)

INT: 18 (+3 mod)

PER: 15 (+1 mod)

LCK: 10 (+0 mod)

Init +6; Attack +6 ranged (30') telekinetic blast 1d8 +3; AC 18; HD 5d6 +10 HP; HP 33; MV 120' (flight); Act 1d20; SV Fort: Immune or +1, Reflex +8, Will +4; AL C; SA Afflict, Spells, and Spell-like abilities; SD Immune to normal physical effects as well as sleep, charm, fear, petrify, paralysis, polymorph, and mind-control spells; damage transference; special dodge; +5 to hide in low-light conditions

Movement: Meevils can move through solid matter at a rate of one inch per round. They cannot, however, pass through magical barriers, although they certainly can move through cracks around magical barriers if any exist. When moving through cracks, they move at a rate of 1 foot per round.

Although Meevils do not have mass, one can only be so close to another. The reason for this is a mystery. They may simply create some kind of opposing force to one another as similar poles of magnets do. The minimum distance has been measured to be $\frac{1}{8}$ of an inch by Kerskal of Gepp, a Wizard who holds great enmity towards Meevin the Meevilious and who has made Meevils a topic of thorough and intense study.

SD: Meevils have no physical form, as such, they are completely immune to most physical effects. Targeted magical non-area effect spells such as Magic Missile are ineffective, as they target only one Meevil at a time. The mass body of Meevils consists of thousands upon thousands of Meevils. Killing one or even 100 does not translate to even 1 HP of damage. Only area-effect spells are effective against Meevils.

Magical weapons making a swath through an area of Meevils can damage groups of Meevils. However, as they are so fast and agile, they get a Reflex save (dodge) against the attack roll value to halve the damage taken. If they make a natural 20 on the save, they take no damage. Note: it is not the weapon that creates the damage, rather it is the field of destructive magical force in and around the weapon which does.

Area of effect spells affect Meevils normally.

Mind/psychic blast type spells work as area of effect spells, disrupting the psycho-magical connections between the Meevils and causing damage to the swarm.

Damage may be transferred from Meevils to Meevin if Meevin wills it so. That is, Meevin can take damage instead of the Meevils. This works the other way around as well.

SA: As a 5th level Wizard, the Meevils can cast spells available to Meevin. Negative effects such as Corruption and spell lost occur in Meevin and Meevils are left unaffected (however, their appearance, should someone concentrate hard enough to see them, will vary to match any corruption which occurs). Meevil Spellburn is taken from Meevin's stats, leaving the Meevils unaffected.

Afflict: a person can be afflicted with the Meevils. They invade the body of a person and cause terrible, itching hives, each which bear the likeness of the face of Meevin, grinning with malicious glee. A Fort or Will save vs. 18 can force the Meevils from a body. The save may be attempted every three rounds. Spells which cure disease also work. Once Meevils are expelled, the target is immune for a day. If the target fails the save, he or she is at -8 for all rolls until the Meevils are expelled. When afflicting a target, Meevils can take no actions. They may, however, leave the body as an action.

Once a day and at the cost of not being able to Spellburn until a full rest (both Meevils and Meevin cannot Spellburn during this time), for an hour Meevin can

grant the Meevils a +1 advantage to every roll if he sacrifices a similar disadvantage to his every roll. He may do this up to ten times during the hour, and the advantage/disadvantage is cumulative, stacking up to +10/-10. On a +5, the Meevils' action die goes up by one and Meevin's goes down by one. On a +10, their action die goes up by one again and Meevin's goes down by one again (resulting in +2 action die and -2 action die respectively). Once initiated, the effect lasts for an hour, leaving Meevin vulnerable and the Meevils augmented for that period of time.

If Meevin brings the advantage of the Meevils up to +10, after the battle or task is resolved, he loses control over them until he takes a full rest. While not exactly evil, each Meevil has a distorted version Meevin's personality, warped by the capricious and chaotic nature of magic. They are a collection of creative and destructive drives and impulses, each competing for dominance over the group, seeking expression. During this time, the actions of the Meevils will be random, wreaking all manner of havoc but also creating various advantages for different beings and places. They might build a magnificent, magical tower in the middle of a peasant village providing shelter, riches, luxury, and unlimited food, but then strike the villagers with some kind of disease of magical corruption, or turn the villagers into dogs and the dogs into people.

Mega-Tardigrade



A result of one of the many magical superscience experiments by the Wizard Deskil Vam the Mad. Mega-Tardigrades are intelligent, man-sized versions of a previously microscopic organism, the [tardigrade](#).

Mega-Tardigrades tend to be of Neutral alignment.

Of Companions, Unwholesome and Devious, yet Useful

Yellow Floating Sponge, The Consummately Evil, Unconditionally Supportive and Smiling



The Consummately Evil, Unconditionally Supportive and Smiling Yellow Floating Sponge is a seemingly innocuous, helpful entity which is actually a force of great evil.

If cast, Detect Evil will register an absence of any alignment (not even Neutral) regarding the sponge. It is, however, affected by Protection from Evil. Detect Magic will register powerful magic but will not be able to discern the kind.

It is usually found sitting flat upon some surface waiting for a sentient being with which it can engage. Once a sentient being enters the area, it will float up and hover by the nearest intelligent being and ask in a happy, piping voice if the being will be its friend.

If the being is agreeable and friendly, it will then attach itself to that being as a companion, following him or her around, floating ever near. It will offer words of encouragement and support, unconditionally. No matter what its companion does, it will find a positive spin on it. It is utterly unconditionally supportive of its new companion.

If, however, a person denies it companionship and/or insults it, the sponge will act as if disappointed, but ok with the decision. It will, however, always remember this and hold a grudge. If it is scorned or insulted in any way again, it will actively seek revenge at some point. If scorned or insulted a third time, it will devote itself to the utter ruin and destruction of that one who had insulted it three times.

Once it has acquired a companion, it will appear to simply be very supportive. It will offer a kind supportive word here and there, but will not be overbearing or obnoxious about it. The sponge can communicate verbally to anyone and telepathically with its chosen companion.

Only over time, subtly and slowly, is its evil nature revealed.

Over time, it will be just a little more supportive of evil actions from its companion. Then a little more. Then a little more. It will start to make indirect suggestions and hints to its companion to do questionable things. At first things which are only slightly questionable in a moral sense. Over time its influence will be more and more sinister, but only when its companion is apparently susceptible to it and likely to agree.

If confronted regarding its evil advice, it will backtrack and apologize, saying that the suggestion was stupid and wrong, and that it was only trying to help, that's all.

It reacts in terms of the response of its companion. If the companion seems reluctant or mortified, it will back off and just offer unconditional emotional support. It will observe and wait for a situation in which its companion is desperate, and will then very persuasively hint that the more evil course of action is actually the best, and it will provide all the rationalizations and confirmation it can to assuage the guilt or doubt of its companion should there be any.

The sponge will never lead its companion to self-destructive actions. Rather, it counsels caution, care, and self-preservation. It wants its companion healthy, strong, empowered, and free to enact great evil... if only in the future. The sponge is patient and calculating. It especially loves twisting a truly good (especially righteous) person and feels that the result is well worth wait and effort.

If the companion proves amenable to its evil hints, nothing could delight it more. It will then attempt to be a little more brazen. If that works, it will be more brazen still. If not, then it will adjust to match the level of willingness of its companion to do evil.

It will, however, always, always be unconditionally supportive of its companion, even if its companion does noble and righteous deeds. That's fine. It just needs more time to work to twist its companion. Some opportunity will arise.

For example, a typical beginning statement might be: "Gee, your friend has an awful nice sword. You deserve a sword like that." Much later on, if the companion proves amenable to the sponge's evil influence, this would eventually change to: "You should kill him in his sleep. He doesn't deserve that sword. You do. It'll be easy. I'll help you do it, but only if you want to. I'm only here to help you. All I want is to see you happy. You're my best friend. Just think of how great it'll be once you get that sword!"

The truth is, the floating sponge is inhabited by an infernal being bent upon the complete corruption of intelligent life forms. It seeks to twist and corrupt the souls of those it befriends, so that upon death these beings can be brought to hell and properly "enjoyed."

In a perverse way, however, the sponges who have long-time companions actually grow fond of their hosts, especially the ones who prove receptive (or, even better, eager and creative) in response to their wicked influence. These they will protect and cultivate. The more powerful and wicked their hosts, the more delight they will provide when the inevitable occurs.

Sponges will always discourage Patron Bonds or following Deities of any sort, as this means competition. They will make very persuasive arguments regarding the consequences of such deals and will espouse the benefits of independence and free action, as this will make it easier for them to carry away the souls of their companions once the companion dies.

Depending on the nature of the relationship, the sponge may offer sage advice and occult knowledge to its companion. It may prevent the companion from falling victim to a trap, for instance, or picking up a cursed item. For these purposes, the sponge has an Intelligence of 18.

Sponges cannot make attacks and have an AC of 10 and 5 HP. When killed, if their companion strongly desires their companionship, they are able to come back from being “dead.” A sponge still desired as a friend will reconstitute itself within 1d4 days if its companion keeps the “body” around. The dying words of a sponge are typically something like, “Keep... me... with... you...” to insure that they can reconstitute. If, however, the companion is lukewarm regarding their “friendship,” the sponge will disintegrate and appear somewhere else within 100’ and attempt to affix itself to another sentient being.

When asked, there is always a 10% chance that a sponge knows something its companion wants to know. If the subject matter involves the doing of evil by the companion, the chance increases to 35%. Roll 1d100.

Companions of the sponge who have become suitably (*very*) evil must make a Will save vs. 16 when brought to 0 HP or have their souls dragged to a hell dimension, where they will spend time with the true form of their spongey friend for eternity. That is, they cannot be brought back (healing, rolling the body) by any means other than very, very powerful magic, like a Wish or the intervention of a deity.

Frog Named Fred, The

“There once was a frog named Fred,
Who lies in the street,
Flat and dead.
When he was alive,
He ate flies to survive,
But now the flies eat him instead.”
—Unknown

Fred the Frog is a supernatural companion, like a familiar, although one does not need to be a Wizard or Elf to bond with him.

Fred is found on the ground, flattened and dried, having been run over by a wheel of some kind, with the limerick in the quote above somewhere nearby. It may be on a scrap of paper, or it may be scratched into a brick or piece of cobblestone.

If someone reads the poem aloud near Fred, Fred will reconstitute himself. He will then, immediately, attack the nearest living being bigger than himself who is not the one who read the poem. If, however, there is no other living being nearby, he will attack the reader.

He will leap onto the victim, bite, and drain 1d3 of HP worth of blood. As he does so, he will go from appearing dessicated and flat to appearing like a normal, healthy green frog, only with glowing red eyes which have pupils that continually morph.

The person who read the limerick is now Fred's owner and master and will automatically know that Fred's intent is not to kill, but merely to reconstitute itself. For some reason the owner cannot understand, he or she suddenly really, really likes Fred.

In this special attack, if Fred kills the one who read the limerick, this person will not be dead, but will return back to health at a rate of 1 HP per round until at 1 HP. Thereafter that person will require proper healing to restore more HP.

Fred will be a helpful familiar for the person who revived him by reading the limerick. Fred can communicate telepathically with his owner. He will do his utmost to assist and protect this person. Fred has a very affectionate bond with his master.

Fred is, however, totally evil.

While Fred will help his new friend, he will do his best to torture and destroy everyone else around... as best he can in his own little froggie way. Fred understands that his owner has other companions, and that he must tolerate them, but he doesn't like it one bit, and he hates them.

If you were a friend to the owner of Fred, for instance, you might wake up to see a little dead cockroach in front of your face with a pin through it. There's a little note skewered by the pin, and it reads in very small handwriting, "YOU." You feel as if someone is staring at you. You turn to look, and there is Fred, sitting on a branch, staring at you balefully with his evil, beady little glowing red eyes. Your eyes having met and knowing that you have been touched by his malevolence, he hops away.

That is typical Fred. Fred will make all relationships difficult for his owner.

If anyone attacks Fred, he will use his influence and powers, such as they are, to torment and bring harm to that person, eventually killing them if possible.

Fred cannot die. If Fred is killed, he will reconstitute himself within 24 hours. He will seek revenge upon his murderer and will not be satisfied until the murderer meets a grisly end. He may leave his owner for a period to accomplish this, but he will prefer to get his owner to help him.

Fred knows where his owner is at all times.

If an owner tries to get rid of Fred, Fred will realize he just has to teach his owner a lesson using tough love, and he will punish his owner until the owner sees the light.

Fred discourages any kind of Patron Bond or deity worship. Fred is very possessive of his owner.

Fred has the following stats and abilities:

Init +1; Attack +1 bite melee 1d3 dam, +3 ranged (20') spit (poison) 1d2 dam; AC 13; HD 2d4; HP 3; MV 10' (jump); Act 1d20; SV Fort +1; Reflex +3; Will +5; AL C; SA Spell Abilities, Poison spit or touch (Fort vs 14 or Paralyzed 1d6 rounds); SD +5 to Hide

SA: Poison: Fred's saliva and skin are poisonous to all but his owner. Upon contact, the poison causes paralysis. Fort save vs 16 or 1d6 rounds of paralysis.

Fred also has the following spell-like abilities:

- [Fred's Curse](#)
- [Control Vermin](#)

SD: Fred gets a +5 to Hide rolls.

Other abilities:

- Fred has a ballistic tongue which can grab things up to 5 feet away. He can also poison with his tongue, but spitting has a greater range and is more effective.
- Because he's a frog, he doesn't require rolls to jump or climb in most situations.

Fred confers the following advantages to his owner after a week of ownership:

- Once a day, +1 to action die
- Can climb walls like a frog (hands and feet must be bare)
- Ballistic tongue
- +5 to climb
- +5 to jump rolls
- +5 to swim rolls
- Can hold breath for 3 times normal duration

Within a week of bonding, Fred's owner acquires the following traits:

- Frog eyes
- Skin becomes clammy, slick, and takes on a green hue
- Acquires a penchant for being wet and eating bugs

If Fred's owner dies and cannot be brought back, Fred disappears. He will reappear, flat and dead in the road, with the limerick by him, where his now deceased owner originally found him.

The only way to get rid of Fred is to kill his owner or crush him on a road under the wheels of a vehicle or device which uses wheels to locomote and then write the limerick somewhere nearby. Fred will have no memory of his owner or being murdered this way and will not seek revenge.

Gnome Chompsky



Part II:

Of Items, Bemagiced, Unfathomable, Alluring, and/or Accursed

Ring of Gelatinous Form

From a distance, the Ring of Gelatinous form appears to be a ring made of glass or of polished crystal. When held, however, it reveals itself to be very flexible, elastic, slightly damp, and warm to the touch. It has a scent like a mix of camphor, citrus, and sweat.

Anyone possessing the ring must save vs. Will at 13 or acquire a compulsion to play with it when not occupied by another activity. GMs make the roll secretly and inform the player that he or she finds himself playing with the ring. The player's character will take off gloves or any hand protection to do so, as the feeling of the ring is compelling and addictive. During this period, roll 1d6. On a roll of 1, the player will slip a finger into the ring while playing with it, and the ring will take its magical effect.

Repeat this for every moment of downtime for the character.

The ring must be worn against bare flesh for its magical effect to take hold.

Once worn on bare flesh, the wearer will feel a warm, tingling sensation start on the finger and then spread all over his or her body. After a few minutes of wearing the ring, the wearer will then begin to feel a rush of relaxing euphoria. Muscles will become relaxed and limber. The wearer will look as if drunk. Skin will flush, the body will become relaxed, and the character will begin to break a sweat.

After five minutes of wearing the ring, the wearer's skin will become translucent and his or her clothes will become permeated with "sweat." This sweat, however, is very thick, slick, gelatinous, and acidic. Various clothes and items worn by the character begin to take acid damage at 1d4 per minute.

The wearer will not want to take off the ring and must make a save vs Will against 13 (or greater, see below) to do so. On a fail, he or she will fight off attempts by others to remove the ring. All parties touching the character at this point must make a save of 15 vs. Fort or take 1d4 acid damage for each round of physical contact with the wearer.

The wearer will realize his or her belongings are being damaged and can act accordingly, but cannot remove the ring if he or she has failed the Will save.

After 10 minutes, the wearer of the ring will become gelatinous, except for his or her bones. He or she will maintain distinct features and will acquire new senses to replace the old ones.

Once the initial transformation is made, subsequent transformations from normal to gelatinous form take 1 minute.

Wearer will have a less acute sense of vision and can only see clearly within 30'. However, this sense is augmented by new chemical, electrical, and tactile senses which compensate. The wearer effectively has heat, movement, electrical, and pheromone senses which effectively provide immunity to sneak attacks and a +5 bonus to detect invisible and hidden creatures within 30' as well as infravision for 60'. Wearer will only be able to read written material with characters that are very large (one inch or greater in height and width) and will likewise be unable to discern fine visual details.

At this point, all of wearer's items worn on his or her body become saturated with corrosive gel and take damage per round as designated on the damage chart below.

The wearer will be unable to hold heavy items, as gravity will make them slowly slide through the gelatinous form. Also, the wearer cannot do dextrous or detailed work with his or her hands. Wearer must make a Reflex save vs 18 in order to do so.

Fully gelatinous form gives various damage immunities, resistances, and vulnerabilities.

- $\frac{1}{2}$ damage from blunt weapons, not applied to magic weapon damage bonus (only the + amount from magic bonus, not entire damage amount)
- $\frac{1}{4}$ damage from slashing weapons, not applied to magic weapon damage bonus
- $\frac{1}{8}$ damage from piercing weapons, not applied to magic weapon damage bonus
- Crit diminution: takes max of weapon die from crits (1d8 sword can only do max of 8 hp damage on a crit), immune to crit effects involving organs/body parts (except for bones when in humanoid form)
- Immune to electricity, poison, mind altering effects (sleep, fear, control, etc), paralysis, polymorph, disease, and stunning
- Does not need sleep
- Fire does double damage
- Speech is impaired in humanoid-gel form and impossible in fully gelatinous form... spells requiring vocalization cannot be cast
- Can climb walls and move along ceilings
- AC is 10
- AGI and INT at -3
- Movement speed is 15'

This wearer feels sensations of bliss while in this form, and it is addictive. Every use of the ring and hour spent in gelatinous form adds a +1 to the DC of the Will save against compulsive use and staying in the form, starting at 13. Maxes at 19.

The wearer has an option to assume a completely gelatinous form (amorphous) in which the wearer's bones melt and merge with the gelatinous form. This transformation takes a one round.

The fully gelatinous form is even more addictive. Each hour (round up) spent in the form adds a +2 to the difficulty of the Will save against the ring's allure (max 19). In order to move back to humanoid form, the wearer must make a Will save against this value (the ring does not have to be taken off to shift back to humanoid gelatinous form).

In order to take off the ring, the wearer must make a Will save against this value. Once ring is removed, wearer will begin a painful transformation back to normal which takes 5 minutes. During this time, the character is helpless.

The volume of the fully gelatinous form is roughly equivalent to the volume of the body of the wearer. The gelatinous form may move through cracks as small as $\frac{1}{4}$ of an inch, however, doing so will take time. The form can move through a 1 inch bottom door-frame crack within 5 minutes. For every fraction of that size, multiply 5 minutes by the numeral in the denominator. That is, $\frac{1}{2}$ inch crack takes 10 minutes (5 minutes times 2), a $\frac{1}{4}$ inch takes 20 minutes (5 minutes times 4), etc.

The acid of this gelatinous form is extremely corrosive to metals in general and only slightly less corrosive to organic materials, except bone.

Material	Damage per contact/round
Gold	Immune
Bone	Immune
Rocks, Minerals	Immune
Glass/Crystal	Immune
Silver	1d4
Other Metals	1d10
Organics, except	1d8
Bone	
All other	1d6

Spekal's Telescoping Tools

Spekal's tools are marked by their look, which is at the same time plain, simple, practical, and ingenious. They are usually composed of a single, durable material, fit well when packed together, and their genius is usually unknown until one actually uses them. It is then that the ingenuity behind their design and craftsmanship become known... for the way they way they fit in the hand, how easily they are used, how well fit to the task, and for their uncanny magical quality.

The tools generally add +2 to skill rolls when using them.

The most amazing feature of the tools is featured in the name. When a person uses the tool, he or she may use it on anything within 40' of the user as if that object were close at hand. The user can come at the object at any angle that would normally be available to a person who is up close to the object. When an object within 40' of the user is acted upon, it appears to the user that the object is right there in front of him or her. Details of the object may even be magnified as if through a magnifying glass.

There is a vast array of Spekal's tools, but they exist in limited quantities. Spekal creates screwdrivers, wrenches, chisels, pick-axes, small shoveling tools, etching implements, pincers, pliers, and many others of great varieties. He, however, tended to create no more than ten copies of each kind, so for those in the know, a Spekal tool is a very rare and valuable thing.

Appendix C: Classes (new)

Mega-Tardigrade (PC class)

Appendix G: Gods and Patrons

The Dude



He Abides.

J.R. “Bob” Dobbs

Appendix M: Meevin the Meevilious

Level 7 Wizard

STR 13 (+1)
AGI 8 (-1)
STA 11 (0)
INT 18 (+3 & +2 Spells)
PER 15 (+1)
LCK 17 (+2) (Seventh Son: +2 to Spell Checks)

HP: 18 Atk: +3 Crit Die: 1d12/I Act: 1d20+1d20
Ref: +2 Fort: +2 Will: +5 Spell Check: +12
AC: 18 (when surrounded by Meevils)/10 (when not)

Description:

Though he stoops with age, his long-limbed form moves with great, nervous energy. His face, should it be seen unmasked (he favors a porcelain mask of smooth, emotionless features: sometimes white, sometimes black, other times both), bears a countenance perversely young, attractive, and somewhat feminine and is wreathed by long, dark red, coppery hair.

Most striking of his features are his eyes, which are faceted with pentagonal shapes, bear no iris or pupil, and are of a uniform, iridescent color. His skin is like alabaster, and his fingers end in long, black talon-like nails.

Appendix S: Spells

Control Vermin

Fred's Curse