

EXOTIC RACES

SPAGS

SENTIENT
PILES OF
ANIMATE
GARBAGE

Dungeonous  Octopus



A Garbage Player Race for The Pathfinder Roleplaying Game



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09



Exotic Races: SPAGs

Another unconventional product from



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SENTIENT PILES OF ANIMATE GARBAGE

Sentient piles of animate garbage, commonly referred to as “SPAGs,” are piles of animate garbage that have somehow gained sentience. How did they gain sentience? Perhaps the unforeseen consequences of improper disposal of alchemical waste, perhaps the restless soul of someone whose body was carelessly thrown in a trash pile, perhaps divine endowment from the god of refuse, perhaps you ask too many questions and should accept that some things just are.

Physical Appearance: SPAGs appear as roughly human-sized piles of garbage, but ones capable of movement and sometimes speech. You can tell a lot about a SPAG from the sorts of garbage that make up its body; an adventurous type might be made of sticks, leaves, and animal carcasses, while a more urban type will be composed of food scraps, construction waste, and old rags, and a sophisticated type may be composed almost entirely of discarded luxury items. The garbage in a SPAG’s body is constantly changing as pieces are lost or rot away and new ones are assimilated into the mass, and while this can make a SPAG’s recent exploits somewhat obvious, it makes judging their history based on appearance nearly impossible. While not possessing anatomy in the traditional sense, SPAGs do have some form of structure which allows them stand upright and move about as if they were a decent creature.

Society: SPAGs have no real society to speak of. While some do form loose groups for the benefit of mutual protection, due to their rarity most are solitary. When they are found, it’s usually skulking around back alleys, sewers, and garbage dumps, trying to maintain their miserable existence while doing their best to avoid other creatures.

Relations: SPAGs have almost universally-negative relations with other races—surpassed perhaps only by drow in their unpopularity. Of course this is almost entirely on the behalf of the other races, who generally see SPAGs as a shambling reminder of all the untidy bits of life that they would prefer to put out of their minds, while the less-sophisticated more often see them as a potential source of food and trinkets. However, SPAGs do bear some of the responsibility, as their experiences usually lead to them being extremely untrusting of others and often unwilling to work together or lend aid.

Alignment and Religion: SPAGs are most commonly neutral in alignment, with those who have been pushed too far—or absorbed too much unstable alchemic waste—sometimes falling to chaos and evil. They are rarely—if ever—good, as it can be incredibly difficult for them to see good in the world or in themselves. SPAGs generally put little to no faith in gods, as they cannot imagine worshiping a god that would allow things like them to exist. However, those who find themselves fortunate enough to inhabit the untouched recesses of nature often find a more serene philosophy, seeing themselves as a part of the grand cycle of decay and rejuvenation.

Adventurers: For most SPAGs mere survival is adventure enough, but those with braver spirits have been known to venture out into the world to try and put some meaning to their miserable existence. Most who do find the path of a barbarian to be the best use of their natural bulk and resistance, while those have been irrevocably contaminated with alchemical waste often find themselves drawn to that profession. SPAGs who have lived there lives in nature have even been known to attain the status of druid, which most agree “kinda makes sense in a weird way.”

SPAG RACIAL TRAITS

+4 Constitution, -2 Dexterity, -2 Charisma: SPAGs are unreasonably hardy, but their anatomy—or lack thereof—makes them slow and awkward. They also, have difficulty in social situations due to being a literal pile of garbage.

Ooze... Kinda: SPAGs are difficult creatures to pin down, but most closely fit under the category of ‘ooze.’ However, they do not gain the bonuses and penalties associated with that creature type.

Medium: SPAGs are medium creatures and receive no size-related bonuses or penalties.

Slow: SPAGs have a base speed of 20 feet, but do not have their speed reduced by armor or encumbrance.

Amorphous: SPAGs gain a +4 bonus to their CMD when resisting bull rush and trip attempts while on the ground. Additionally, they do not provoke when standing from a prone position.

Filth Incarnate: SPAGs gain a +4 bonus to saves versus poison and disease.

Infested: SPAGs are immune to distraction and take half damage from swarms.

Literal Garbage: By holding completely still, a SPAG can take 20 on stealth checks made to hide in plain sight as a non-sentient pile of non-animate garbage. Any equipped items can still be seen on the SPAG’s surface and may still attract attention if they would seem out of place in a pile of garbage.

That's Just How it Works, Okay: SPAGs have a normal set of senses, and can use equipment and wear armor as if they were a humanoid creature with two arms and legs. Don’t ask how, just accept it.

Languages: SPAGs speak in low gurgling noises, SPAGs with high Intelligence scores can make these gurgles sound like Common, Dwarven, Goblin, or Orc.



RACIAL OPTIONS

FAVORED CLASS OPTIONS

The following options are available to all SPAGs with the listed favored class, and may be taken at each level in place of the normal favored class reward.

- **Alchemist:** Add +1/2 to the save DC of the alchemist's plague bombs.
- **Barbarian:** Add +1 to the total number of rage rounds per day.
- **Bard:** Add +1 to the DC of the bard's Fascinate ability.
- **Druid:** Add a +1/4 to the total number of creatures summoned when summoning multiple creatures with *summon nature's ally*.
- **Witch:** Add +1/4 to touch attacks made by the witch's familiar to deliver touch spells or hexes. This increases to +1/3 if the familiar is a rat.

Garbage Feats

The following feats are available to any creatures who meet the prerequisites.

Filth's Allies

Filthy little creatures, so many filthy little creatures.

Prerequisites: Ability to cast *summon nature's ally III*.

Benefit: You add rat swarm and cockroach swarm to the list of creatures that can be summoned with *summon nature's ally III*.

Filth Vector

I guess not washing your hands paid off.

Prerequisites: Constitution 16.

Benefit: You gain immunity to the effects of filth fever. You can still however contract the disease and transmit it to others via a bite or claw attack, or other forms of close contact.

Urban Survivalist

The city, that's the real wilderness.

Prerequisites: Trained in Survival

Benefit: You can use the Survival skill to survive in urban environments as you would in wilderness. With a DC 15 Survival check scrounge safe food and water, find a safe place to rest, or safely navigate city streets while avoiding law enforcement and/or criminal elements—provided you are not doing anything that would specifically attract their attention.

Garbage Spells

The following spells were developed, or are simply favored by, SPAGs.

BURN DISEASE

School: conjuration (healing) | **Level:** alchemist 1, druid 1, inquisitor 1, ranger 1, witch 1

Casting Time: 1 standard action

Components: V, S

Range: personal

Target: self

Duration: instantaneous

Saving Throw: Fortitude negates | **Spell Resistance:** yes

This spell gives the target a brief, but intense fever to burn disease from their body. The fever deals 1 Constitution damage to the target and allow a caster level check against the DC of each disease affecting the target to remove. This spell may also alleviate other conditions, as per remove disease.

PUTREMENCY

School: divination | **Level:** cleric/oracle 2, inquisitor 1, sorcerer/wizard 2, witch 2

Casting Time: 1 full-round action

Components: S, V

Range: close (25 ft. + 5 ft./2 levels)

Target: garbage

Duration: instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: yes (harmless, object)

This spell allows the caster to read the refuse within an area to determine information about the inhabitants. This allows the caster to know the number and type(s)—but not the identities—of creatures who created the garbage, as well as how long it has been there, and whether it originated in that area or was brought in from somewhere else, as well as the general direction it came from. At the GM's discretion, this spell may be able to reveal additional facts about the creatures who created the garbage—for example, a shift in the content of the newer garbage indicating a recent increase in wealth.

STINKING AURA

School: conjuration (creation) [poison] | **Level:** alchemist 1, druid 1, sorcerer/wizard 1, witch 1

Casting Time: 1 standard action

Components: S, V, M (garbage)

Range: personal

Target: self

Duration: 1 round/level

Saving Throw: Fortitude negates | **Spell Resistance:** no

The caster of this spell begins emitting noxious fumes. The fumes are visible, but do not provide concealment. Living creatures who move, or start their turn, adjacent to the target must make a Fortitude save or become nauseated for 1 round. Creatures with the scent ability can be affected by this spell at a range of 10 feet.

TREASURE TO TRASH

School: transmutation | **Level:** bard 2, cleric/oracle 3, inquisitor 2, sorcerer/wizard 3, witch 2

Casting Time: 1 minute

Components: V, S

Range: touch

Target: 1 cubic foot of objects/2 levels

Duration: 1 day/level (D)

Saving Throw: Will negates (object)

Spell Resistance: yes (object)

This spell allows the caster to transform objects whose total volume is up to 1 cubic foot per 2 levels into garbage. The objects become dilapidated versions of what they were originally were—magic weapons become rusted and broken, scrolls become tattered pieces of parchment, gold pieces become scraps of metal, etc—and are indistinguishable from actual garbage aside from a faint transmutation aura. The spell can be dismissed either for single items, or all items at once.

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