

EXOTIC RACES

SPAGS

SENTIENT
PILES OF
ANIMATE
GARBAGE

Dungeonus  **ctopus**



A Garbage Player Race for The Pathfinder Roleplaying Game



U
09



Exotic Races: SPAGs

Another unconventional product from



Computer Users: If you have access to the internet please visit Octopus Apocalypse online at www.octopusapocalypse.com or at the official [Tumblr](#), [Facebook](#), or [Twitter](#) pages.

Written, Edited, & Illustrated by Z “The Mad Bard” Gosck

Additional photographic elements used in this document have been released into the public domain—or have been cited as being—by their creator(s). Please address any concerns regarding these images and their use to octapoc@gmail.com

OCAP-DGO-U09: Exotic Races: SPAGs ©2019 Octopus Apocalypse. All rights reserved.

This material is protected under the copyright laws of the United States of America. No part of the material or artwork herein may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, or otherwise, without the express written permission of the author and publisher.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

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 leg. 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.



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.

PUTREMANCY

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.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you

Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christoferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.



www.octopusapocalypse.com