



A Dash of This and a Pinch of That



Author

Chris Jones

Layout

Bombshell Studios

Editor

Michael Babbitt

Adelaide's Damnable Distraction

Type: Powder

Trait: Picweyn DC 26

Cost: 5,600 gp

A fine, soft green powder made from faerie grass leaves, this concoction is quite the bane of spellcasters everywhere. When blown into a victim's face, he must make a Fortitude (DC 25) save or suddenly develop an insatiable, unquenchable void in his mind that can only be filled by numbers. The victim must count everything in sight, regardless of size. Each round he attempts to use a skill, attack or perform any mental or physical action that requires a d20 roll, he must first make a Will save (DC 23) or otherwise be too distracted with his numerations to follow through. Normal everyday functions such as eating, talking or even going to the toilet are also interfered with to such an extent that it literally becomes impossible for the victim to live normally while under the influence of the concoction.

This insidious powder's effect lasts for 3 hours. Victims are characterized by an inability to pay attention to anything, ever-roving eyes, twitchy fingers and an immediate fascination with the next thing that grabs their attention, especially if has countable attributes.

Baird's Bug Breeze

Type: Inhalant DC 19

Trait: Birr DC 17

Primary Damage: 1d3 Str

Secondary Damage: 1d3 Con

Cost: 48 gp

The bug breeze is a toxic gas that works only against the vermin creature type. It comes in a wood cylinder that has been sealed with pitch ~ when lit and thrown, it bursts open within 2 rounds, releasing the gas out to a diameter of 10 ft. All vermin caught within the cloud must make the appropriate Fortitude saves or suffer from poison damage. (While not vermin, per se, driders are also susceptible to this poison and those who fail their saving throws take double damage.)

Byron B. Baird, the famous herbalist, invented

many recipes and concoctions in his day. Unfortunately, this one wasn't among his most famous and for many centuries the knowledge on how to make it had been thought lost. Recently, though, the concoction has resurfaced in the West, where massive bug infestations have been breaking out, threatening to subsume the humanoid populations living there.

Brine of Submersion

Type: Potable

Trait: Lungwort DC 20

Cost: 400 gp

An anise- and seaweed-derived potion that looks, smells and tastes like seawater. When imbibed, a character grows a pair of gills under his arms over the next 2 rounds. These gills let him breathe underwater as per the spell water breathing cast by a 6th-level Sorcerer but with twice the duration. Additionally, the character gains the Scent special ability similar to sharks and other water-breathing predators, usable only when his newly grown gills are submerged.

If a character's gills are fully visible, he receives a -2 penalty to Charisma checks when dealing with land-based creatures, and a +2 bonus to Charisma checks against sea-based creatures.

Dragon's Doom

Type: Infusion DC 40

Trait: Dreamstyre (Poison), Wormscourge DC 40

Primary Damage: 5d6 Dex, 3d6 Str

Secondary Damage: 5d6 Con, neutralizes breath weapon

Cost: 26,200 gp

Dragon's Doom is a wickedly potent poison that only affects dragons and their kin. It's black, oily and rank. So rank, in fact, that a dragon can smell it from a hundred yards away if it has been exposed to air. The only way for it to affect a dragon is for it to be injected into its bloodstream. Once this happens the damage inflicted on it is great, indeed. First, the dragon becomes sluggish and

weak. Next, the poison attacks its nervous system, forcing the dragon's lungs to expand to the point of bursting and making it extremely difficult to breathe. A side effect of the secondary damage is that the dragon becomes incapable of using its breath weapon for 10 rounds. While not a true nervine, the poison is nonetheless extremely effective.

Dragon's Doom is made from dragonflower heart resin and spriggan tree bark. As might be expected, dragons really don't appreciate herbalists making it or adventurers using it. Those who do eventually come to regret it terribly ~ slow torture and an agonizing death are just the beginning of the punishments in store for the guilty party.

Glimmershim

Type: Inhalant

Trait: Dreamstyre DC 17

Cost: 12 gp

This resembles any other blossom taken from the dead men's bell plant. However, the key difference is that it has been awakened. The flower rapidly disintegrates when crushed, becoming a fine aerosol that hangs in the air for 2 rounds. After a character inhales the mist his body begins to shimmer slightly, making it difficult for others to focus clearly on him. Melee attacks against a character affected by this concoction receive a -1 penalty, while ranged attacks receive a -2 penalty. This lasts for 1 round per Con modifier point possessed by the character, with a minimum of 1.

A side effect of glimmershim is that the imbiber becomes colorblind for 14-hours following its use. It may not be used again with any effect until the blindness from the first dose dissipates entirely.

Hoof & Claw

Type: Potable

Trait: Euphoric DC 27

Cost: 38 gp

Orc and centaur herbalists and brewmasters have made this pomegranate wine for centuries. It's a deep orange-red in color and smells heavily of the fruit from which it is derived. When consumed by a member of either race, it not only intoxicates (imparting a -4 circumstance penalty to all physical actions that require a d20 roll, such as skill checks, attacks, etc.), it also gives the imbiber a limited ability to fly with clumsy maneuverability. In all other respects, the effect is similar to the fly spell cast at 6th-level. If an imbibing character makes a

successful Fortitude save (DC 25), then the circumstance penalty is reduced to -2 and the duration of the fly effect is halved.

Creatures from other races who drink Hoof & Claw are affected normally by the wine's alcohol but not its magical side-effect.

Slaim Y Augur

Type: Special

Trait: Heallac DC 24

Cost: 144 gp

This is an oak concoction brewed from the tree's bark after it has been dried in the sun for almost two weeks. It looks like nothing more than a handful of pale wood chips. However, when thrown into a patch of green slime the concoction can actually neutralize its corrosive properties. The chips require 5 rounds to work as they convert the slime into a harmless, but extremely pungent, gas that dissipates gradually over a period of two days.

Stinson's Nightdrake Soap

Type: Salve

Trait: Achebane, Spinewrack DC 29

Cost: 1,040 gp

Made with mandrake leaves and nightshade petals, nightdrake soap is a heady, potpourri-scented soap can not only be used to keep a character clean but also to protect her from level drain attacks typically inflicted by undead and infernal creatures. If used once per day, a character may make her Fortitude save to remove negative levels immediately rather than waiting the required 24-hours. Additionally, she gains a +2 enchantment bonus to her saving throw roll. Failing her Fortitude save still has the normal consequences.

Legal Appendix

This printing of A Dash of This and a Pinch of That is done under version 1.0a of the open gaming license and the D20 System Trademark License, D20 System Trademark Logo Guide and System Reference Document by permission from Wizards of the Coast®. This product requires use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®, Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with permission.

Subsequent printings of this work will incorporate and comply with final versions of the System Reference Document.

"d20 System" and the "d20 System" logo are trademarks owned by Wizards of the Coast® and are used according to the terms of the D20 System License, version 1.0a. A copy of this license can be found at www.wizards.com. Portions of the Shaman are Open Game Content licensed with version 1.0a of the Open Gaming License (see below).

Designation of Product Identity: All material other than game rules already considered Open Gaming Content is considered Product Identity as described in Section 1(e) of the Open Game License version 1.0a (see below). This includes, but is not limited to including: All Bombshell Studios logos and identifying marks and trade dress, including but not limited to the Bomber Girl logo as well as all Bombshell Studios Product and Product Line names including but not limited to language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes, and graphic, photographic, and other visual or audio representations contained herein; the proper names of the characters, creatures, groups, deities and items, other than those originating in the d20 System Reference Document or its draft, as well as places and their descriptions and other accompanying text, though not their stat blocks; and all text and description. The above Product Identity is not Open Game Content and reproduction without the written permission of the copyright holder is expressly forbidden, except for the purpose of review. Dragon's Doom, Hoof & Claw, Baird's Bug Breeze, Slaim Y Augur, Adelaide's Damnable Distraction, Brine of Submersion, Stinson's Nighdrake Soap, Glimmershim copyright 2002, Chris Jones. Product identity includes Byron B. Baird; product identity in this article is owned by Trident, Inc., d/b/a Atlas Games and is used with permission.

Designation of Open Game Content: With the exception of Product Identity, the text of this document is all considered Open Gaming Content. All creature statistic templates from the creature's Size to Advancement, character statistics from Challenge Rating to Special Qualities, and other statistics or game rules derivative of OGC and the System Reference Document are to be considered Open Gaming Content, excepting Product Identity as defined above. Any content from the System Reference Document (www.wizards.com/d20), or derived from the System Reference Document is also Open Gaming Content.

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 1.0 Copyright 2000, Wizards of the Coast, Inc.

Dragon's Doom, Hoof & Claw, Baird's Bug Breeze, Slaim Y Augur, Adelaide's Damnable Distraction, Brine of Submersion, Stinson's Nighdrake Soap, Glimmershim copyright 2002, Chris Jones

Product identity includes Byron B. Baird; product identity in this article is owned by Trident, Inc., d/b/a Atlas Games and is used with permission.