

The
Sages
Must Be

Crazy



Trick

The Sages Must Be Crazy: Trick

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Introduction

The Sages Must be Crazy is a series of treatises written by the noted humorless mage Ebenezer "The Dry" Killjoy about the dangers of what he calls "the abuses and excesses of magic in its use as part of an unwholesome diversion." Specifically, what Ebenezer is referring to is the magic of tricksters and jesters as well as its use to produce frivolous or what he calls "unwholesome" effects. We here at Healing Fireball Publications do not share Ebenezer's point of view. However, we do publish his treatises mainly because they are well-designed, possibly contain useful information, and, frankly, we often find the spells and items he describes fascinating and wish to see knowledge of them disseminated.

A few days after sending Ebenezer's last rant which we entitled *Tricky Treats* off to publishing I come in to find an addendum from Ebenezer "The Dry" Killjoy on my desk. This addendum contained two new treats that Ebenezer in his wisdom has judged to be perversions of magic. Unfortunately, since I had already sent the manuscript to be printed these items could not be included so I have posted them here as a free Halloween trick. If you enjoy these items there are more Halloween-themed items available in *The Sages Must Be Crazy: Tricky Treats*.

~The Healer~
~Healing Fireball Publications~

Since I last wrote, young scholar, of those that would pervert the somber occasion of the All Hallows' Eve ritual and tradition for their own depraved enjoyment a few more depravities have come to my attention. I fear these must be included in any printing of the previous work or those whose wicked sense of humor provides joy only to the evil that pervades this night will have won. So please add these devilish corruptions of treats to my previous treatise. I shall expose these new corruptions and lay bare their tricks so all can read and be prepared to fend off these dark pranksters. Young scholar, we must be ever vigilant against the depravities!

Ebenezer Killjoy

On a Serious Note

Most of this product is intended to be taken with a grain of salt. The goal of all the products in the *Sages Must Be Crazy* line is to explore the lighter side of gaming and present some light-hearted and sometimes silly spells and items to add to your game. I have attempted to balance the items in this product to work well in most settings, although they do fit best in a light hearted setting, such as a comedy troupe-based game.

A Few Tricks for You

Below I have listed two devilish depraved treats that are used by despicable tricksters to corrupt the traditions of this solemn holiday. These items appear tempting and sweet but all who attempt to enjoy them feel the sting of a despicable trick.

Pucker Berry Candy

Description: This sweet looking round cherry red hard candy is about the size of a marble and comes wrapped in wax paper that is twisted shut at both ends. The ends are often flared out and embossed with colorful red and yellow tinsel stripes.

Use/Trick: Despite its appealing look, the pucker berry candy is actually very tart in flavor and causes the throat and vocal chords to constrict while the mouth puckers. A person sucking on a pucker berry candy cannot talk while in this state and is effectively mute. A single candy will last 1d6 rounds before dissolving away to reveal a sweet cherry-like aftertaste. A victim may end the effect of the candy before this time has elapsed by making a will check (DC15) to spit out the candy through his puckered lips.

History: The pucker berry is a bright red berry with a bumpy textured skin. The berry is very dangerous as it is filled with a tart juice that causes the eater's airway to constrict and suffocate the eater. However, this berry is highly sought after as a test of manhood and because of its sweet aftertaste. To prevent needless deaths, the alchemist Otis Rathbone sought to tame the berry's constrictive juices. By tempering the juice and diluting it with alchemical nullifiers he was able to create the pucker berry candy that maintained the thrill of surviving the pucker berry without the danger of suffocation. Unfortunately, if the mixture is not tempered correctly the pucker berry candy is just as dangerous as a normal pucker berry and improperly made candy constricts the throat and prevents breathing for 1d6 rounds until it dissolves.

Regretfully while there are some who seek out the thrill of the pucker berry candy it has also found a home in the arsenals of pranksters who hide it among bowls of other sweet treats and hope to surprise unsuspecting victims. Additionally, ground pucker berry candy has been added to the glasses of notorious gossips or braggarts to hush them.

Statistics: Craft (Alchemy) DC=15, Cost: 5 gp./ a bag of 10 candies, Weight: 1 lb/bag.



Entangling Taffy

Description: This is a thin strip of brightly colored soft taffy. It is most commonly made in bright green, red, yellow or rainbow colors. The strip of taffy is wrapped in a sheet of wax paper marked as "super stretchy." The taffy smells strongly of its flavor which is usually related to the color.

Use/Trick: When this taffy is removed from its wax paper and then bitten into or stretched the magic activates and the taffy begins to stretch and grow, wrapping the victim in a sweet cocoon he must eat his way out of (victim is entangled and must make a reflex check DC-20 to escape). Alternately, a victim may eat his way free in 1d4 rounds.

History: The first entangling taffy was created by the infamous gnome prankster Renaldo Maliauctor. He was inspired to create the taffy after witnessing a taffy pulling accident at a local harvest festival that left the two pullers stuck together. This convinced Renaldo of the awesome power stored in the rubbery treat. To capitalize on this stored energy Renaldo infused a strip of taffy with the churning spontaneous force of chaos. This force is contained until the taffy is stretched or bitten and then it bursts forth, using the energy stored in the taffy itself to expand, stretch and tie up the poor victim.

Renaldo often presents these taffies as presents or hides them in the stores of candy shops hoping the candy will trigger and tie up an unsuspecting victim. Renaldo also has taken to using this item as a weapon of defense, stretching one and throwing it at his enemy.

Statistics: Moderate Transmutation; CL 4th; Craft Wondrous Item, *Entangle* or *Web*, 200 gp./4 Strips; Weight ½ lb/4 Strips.

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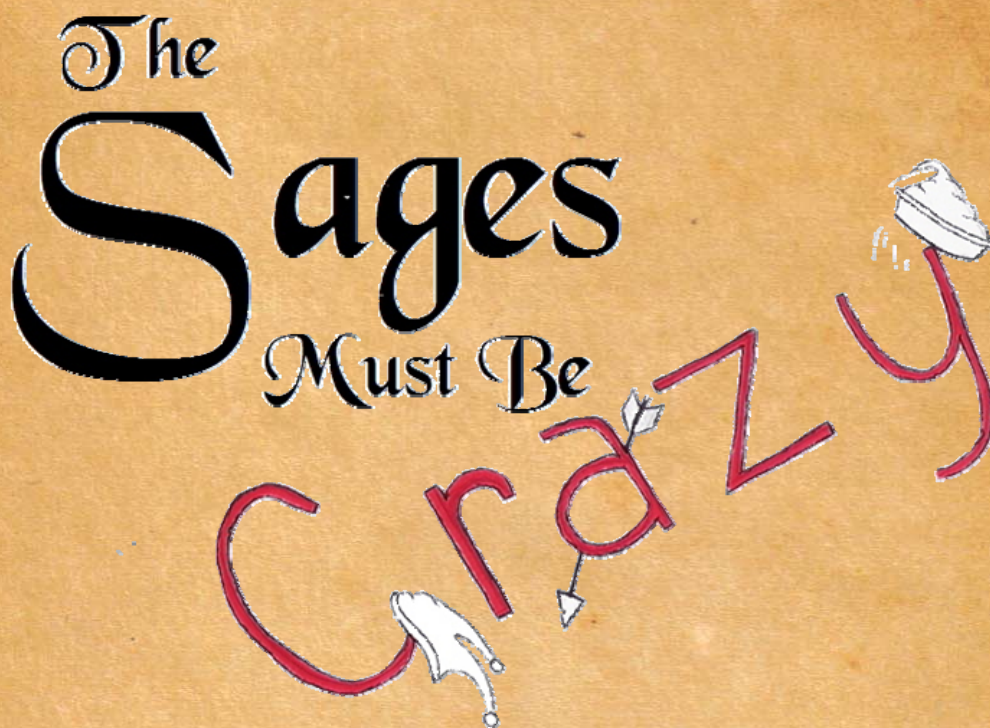
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If you enjoyed these items be sure to check out the other products in *The Sages Must Be Crazy* line.

The Sages Must Be Crazy

The title is rendered in a mix of fonts. 'The' is in a small, black, gothic-style font. 'Sages' is in a large, bold, black, gothic-style font. 'Must Be' is in a smaller, black, gothic-style font. 'Crazy' is in a large, red, cursive font. There are three small, white, jester-like hats with black bands and feathers. One is on the top of the 'y' in 'Crazy'. Another is on the bottom of the 'r' in 'Crazy'. The third is on the top of the 'z' in 'Crazy'.

Exploring the lighter side of gaming, *The Sages Must be Crazy* provides a collection of spells, magic items and alchemical devices for bards, performers and tricksters.