

slightly ajar door. He is also quite pleased with the fact that the bucket's contents are variable allowing him to dump a variety of substances on his victims. He particularly likes to combine this spell with the *Prat Slide* spell, using the slide to push a victim through a door where he gets covered in cold water.

Material Component: A small metal cup filled with the substance to be in the bucket. The cup is not consumed in the casting but the liquid is.

Pie Storm

Evocation

Level: Brd 5 Sor/Wis 4

Components: V, S, M

Casting Time: 1 Standard Action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (20 ft. radius, 40 ft. high)

Duration: 1 full round

Saving Throw: Reflex (see description)

Spell Resistance: Yes

Description: Pies of every type and flavor rain down for 1 full round in a 20 ft. radius dealing 3d6 subdual damage to any creature in the radius. The pie fillings cover the ground in a slick mess of fruit and cream. Anyone attempting to move in the effected area must make a reflex save or fall prone. The remnants of the pies remain for one round after the storm ends before fading away.

History: The second pie spell designed by the famous mage jester Boboko Giddy. This spell was designed to be more of a spectacle for the audience as victims slip and slide away from a rain of pies of every type. This spectacle was

so entertaining that the pie storm became a regular part of Boboko's act.

Material Component: A piece of pie crust.

Create Feather Pillows

Conjuration

Level: Sor/Wis 4

Components: V, S, M

Casting Time: 1 Standard Action

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

Effect: Creates a large, overstuffed feather pillow.

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Description: This Spell creates a large (5 ft. by 5 ft. square) overstuffed feather pillow that appears in the location designated by the spell caster. The pillow acts as a normal pillow except that any traumatic or violent force applied to it will cause a large plume of feathers to erupt from the pillow.

History: A spell designed by Renaldo to enhance the landing areas of some of his pranks. He is quite pleased with the large plume of feathers produced when a sliding victim collides with the pillow produced by the spell. He has also been known to cast this spell above a crowd and drop the pillow into the center of the group, spraying feathers everywhere.

Material Components: A Duck or goose feather.

Cone of Cream

Evocation

Level: Sor/Wis 5

Components: V, S, F

Casting Time: 1 Standard Action





Range: 60 ft.
Area: Cone-Shaped Burst
Duration: Instantaneous
Saving Throw: Reflex
Spell Resistance: Yes

limp. The rubber items also become very stretchy and elastic. The item can be stretched up to twice its size while in this state. When the spell ends, the item snaps back to its normal shape and size.

Description: A torrent of whipped cream erupts from your fingertips and shoots outward in an expanding cone. Anyone caught in the cone must make a reflex save or be covered in cream. A person covered in whipped cream takes 1d6 subdual damage from the force of the barrage and is blinded and deafened for 1d4 rounds as they clear their eyes and ears.

History: Originally created by Renaldo as a way to prank people in the local tavern (by turning their soup spoons to rubber) he quickly found that the spell was also good for self defense. Today Renaldo finds it quite useful to cast this spell on the weapons of potential prank victims. Renaldo has said that there is nothing funnier than watching a warrior pull his sword only to find it has gone limp and useless.

History: Created by Renaldo as his ultimate in offensive spells, this spell gives him the ability to hose down an area in cream, leaving his enemies blind, deaf and covered in cream as he escapes. The spell has come in very handy over the years and Renaldo is currently contemplating creating wands of *Cone of Cream* to sell at his shop.

Material Component: Sap from the rubber tree.

Focus: A cream whisk

Rubber

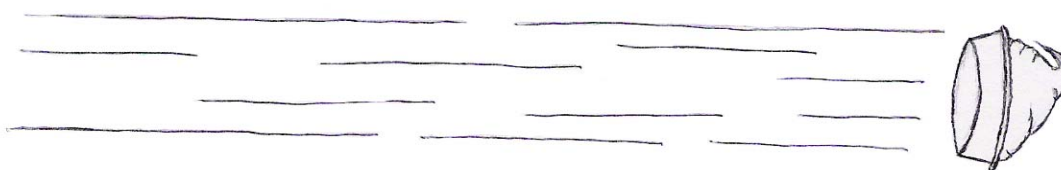
Transmutation

Level: Brd 5 Sor/Wis 5
Components: V, S, M
Casting Time: 1 Standard Action
Range: Touch
Target: Any normal metal or wooden object
Effect: Turns a touched item to rubber
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes



Description: The item touched gains all the properties of rubber. The item looks the same but has no rigidity and hangs





Crafts of the Prank Master

It would be bad enough if Renaldo just stuck to perverting the art of magic and arranging elaborate pranks but Renaldo has taken this one step further by teaching himself to be a truly gifted artisan. But, like all the other skills in his life, Renaldo has perverted this gift as well. During his career Renaldo has crafted many items, both magical and mundane, of a more mischievous nature.

What follows are several accounts of the better known items that have been crafted by Renaldo for these less-than-noble ends.

Normal Items

Price: Metal tankard 5 sp., Glass Mug 1 gp., Engraved Tankard 1gp., Etched Mug 5 gp.

Dribble Glasses

Description: All dribble glasses are designed to appear as if they are solid, well-crafted mugs or tankards made of glass or metal. These items are often adorned with elaborate engraving or etching to make them appear to be of high quality.

Use/Trick: Every dribble glass has a series of small holes cleverly hidden under the rim of the tankard or mug. When the victim attempts to take a drink from this glass, the contents leak out these holes and down the chest of the victim. The victim sees one of the holes in the mug's rim on a successful spot check (DC = 15)

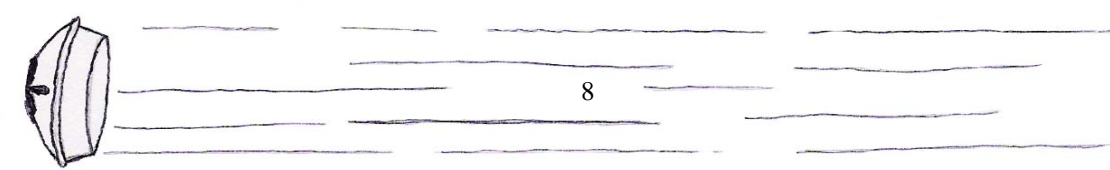
History: While the first dribble glass was not invented by Renaldo, he does have the distinction of spending extra time in the production of his to make the base item look as solid and sturdy as possible. This appearance of stability and value leads to the glass' modification often going undetected until it is too late for the victim.

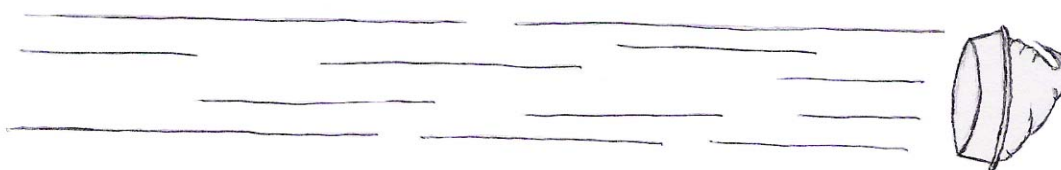
Whoopee Bladder

Description: The Whoopee Bladder is an oiled and preserved animal bladder that has a specially designed pressure sensitive valve on its side. Two flexible strips of leather are attached to this valve.

Use/Trick: To use the Whoopee Bladder, the prankster first fills the bladder with air and places it on the seat of the intended victim with the valve facing out (*Slight of Hand* check opposed by the victim's *Spot*). When the victim sits on the bladder, he releases the pressure valve, which causes the stored air to rush out between the strips of leather causing them to vibrate with an oscillating sound that mimics a fart.

History: One of Renaldo's oldest inventions, he created the first Whoopee Bladder when he was just a child. He has spent many years since perfecting this item until it has reached its current polished state, which incorporates a rather complex pressure valve. Renaldo does truly enjoy this creation, often





rigging all the chairs in his house with these items.

Price: 2 gp.

Sneezing powder

Description: A fine gray dust often sold contained in a small leather pouch stamped with the image of a nose. Each bag contains enough powder for three uses.

Use/Trick: Sneezing powder is used by blowing it into the intended victim's face (max range of 5 ft.). The victim must then make a successful for save (DC=10-normal 15-Renaldo's) or sneeze uncontrollably for one round. This sneezing disrupts concentration making it impossible to cast spells or perform complex skills and it gives the victim a -2 to his attack for that round.

History: This is another prank item that was not initially invented by Renaldo but later improved by his master craftsmanship. He enjoyed using Sneezing Powder so much in his pranks that Renaldo set himself to finding the strongest herbs capable of eliciting the sneezing response. The result is Renaldo's Super Strong Sneezing Powder.

Price: Normal sensing powder 5 sp.
Renaldo's Super strong sensing powder 1 gp.

Itching Powder

Description: This appears as a coarse white powder. Often sold wrapped in waxed paper to protect the buyer from the powder.

Use/Trick: To use itching powder, the person first throws the contents of the package at his intended victim (a range touch attack). If he hits the victim with the powder, the victim's skin is agitated by the powder, disrupting his concentration and giving him a -1 to attacks, skill checks and armor class as the victim fights and itches. Also, all spell casters must succeed at a concentration check (DC=10 + Spell Level) to cast any spell. The effect of Itching Powder lasts 1d4 rounds. It is a common practice for pranksters to mix this powder into talc or makeup and give said item to the victims, hoping they will use it and cover themselves in the powder voluntarily.

History: Itching powder was invented by Renaldo when he noticed how certain fine particles like saw dust could spark an itchy feeling. He experimented and eventually found a mix of substances that could be ground into a powder and that, when touched, always caused a violent, irritated response. This powder has been such a success that Renaldo always carries at least two bundles on him that he uses for personal defense, throwing them at the start of any fight to irritate and distract his opponents.

Price: 5 gp.

Fire Powder/Fire Candy

Description: Fire powder is a fine orange and red powder that is warm to the touch. It is often sold in a small leather pouch dyed red, with a tooled image of fire on the side. Each pouch contains enough powder for 10 uses. Fire candy is a small round piece of hard candy, usually colored red or pink. The

