

Dungeons & Dragons

SPECULATIVE HANDBOOK OF 5E
"v0.02, Advanced Dungeons & Dragons 4E, Vista Edition"

*designed to be as close an experience as possible to
Tom Hanks classic "Mazes and Monsters" – Vanir*

"Not intended for Actual Play"

FOR USE WITH 1ST, 2ND, 3RD, 3.5TH AND 4TH EDITION
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Speculative Handbook 5e Rule Sources

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FOREWORD

“What is this book? Why are you dressed kinda satanic? What are you writing down? Go away! Shoo. Stop stalking me! Aaaaahhhh police, help!”

-- Rossane Barr

By using this book you are obligated to burn all your previous editions of Dungeons and Dragons, any d20 books, any any competitors books (look for the burn permit and instructions how to build a burn barrel at the end of this book). This book is laced with a remote controlled plastic explosive, which we will detonate upon release of 6e- or when you bend a rule. You are granted one personal license to use this book. Letting anyone else read it might turn them to dust. Siliconwolf RPGA has been given full police powers to enter any home and make sure all characters conform to the rules as written. By reading this license you agree to hand over your firstborn child AND your soul. You are subject to a chromosome test before you are allowed to use this book. Some of the reagents you need for spells might be illegal to buy in Ohio. Book printed in smearing ink.

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INTRODUCTION

--Welcome to the ultra rare 5h edition handbook! Did you know only 1 in 10 booster decks contains this book?

WHAT?

With the use of this handbook you will be able to transform your 1st, 2nd , 3rd, 3.5th and 4th editions of Dungeons and Dragons into the grand experience that is 5e!

HOW?

By reverse engineering speculative hating on twitter we have obtained the rules of 5e, several years before actual release!

ORIGINS?

Read more about the phenomenon of speculative hating here:

[Preview of 5th edition](#)

[Twitter unites speculative hating](#)

IS THIS A JOKE? CAN I REALLY PLAY THIS?

Yes and Yes. This document molds the twitterstorm on [#iHate5e](#) into a playable 5th edition speculative handbook. I've tried to keep to non-conflicting rules, that are physically possible.

STARTING A GAME

-- Coming soon for 5th Edition D&D: The 4th Edition Character Visualizer!

PREREQUISITES

YOU NEED:

- Your favorite Edition's Core Rulebooks. (1st, 2nd, 3rd, 3.5th and 4th edition)
- A D14, a D16 and a D22 die. You may approximate this with 1d4+1d10, 1d6+1d10, and 1d20 and a coin. ^{1 2}
- The Speculative Handbook of 5th edition
- Funny Hats
- Tray of Mountain Dew

OPTIONAL:

- Licensed Miniatures (now obtainable from BK® Kids Meals).
- Hologram projectors (required for 3DDDiVT).

1 Or use the incredibly handy pregenerated diceroll sheet found In Appendix A!

2 Be sure to read the dice End User Licence Agreement.

HOW DO YOU PLAY?

-- Too many words? Get the Core Rulebook Children's handbook edition. Printed on high quality cardboard it contains high quality pictures more suited to the masses.

THIS RULEBOOK

The rules in this rulebook supersede any rules you are using. For everything else you play the game as specified in your favorite edition core rulebooks.

GOALS

Winning

The first player to reach max level in your edition, wins. If the dungeon master achieves 3 TPK (Total Party Kills), he wins.

Behind the scenes: An obvious oversight in the design of previous editions is the lack of an ending. Our bible, The Game Designer handbook clearly states games need an ending. How could Gygax ever make such a grand mistake!

Losing

When your character dies, you have to burn your current 5e rulebook, and buy a new one.

Hardcore Rule: When your character dies, you are no longer allowed to play 5e. Anywhere.

ROLEPLAYING

Roleplaying is mandatory in 5e. Encourage your players to LARP at the table. Funny hats are required. You are only allowed to roleplay up to 140 characters each turn.

Don't shame your parents! Ensure your players roleplay correctly, order your Courtney Solomon read aloud D&D roleplaying scripts now!

Reserved for image of
chromatic flumphs (like dragons, but
flumph).

Submit your drawing
to daan@mostlyoriginal.net

CHARACTER CREATION

Space reserved for art of
angsty bishi boys
Submit your drawing
to daan@mostlyoriginal.net

-- Confusing? Order your D&D Insider implants now, and get a free list of proctologists in your city!

DICE

Whenever rolling a dice in your old edition, replace with one of the following dice rolling methods:

- Dice
 - Replace your D4, D6, D8, D10 dice rolls with D14. Reroll if the result is invalid.
 - Replace your D20 rolls with D22 rolls. Reroll if the result is invalid.
- Rock paper scissors with the DM.
- Win/Loose coin

ABILITY SCORES

All players start with 18's across the board. Charisma is now officially the dump stat, take all but 3 points out of charisma and assign it to your other ability scores.

'Wisdom' is now called 'Emo'.

Tip: Be sure to buy the excellent Complete Strength Handbook, Complete Constitution Handbook, Complete Dexterity Handbook, Complete Intelligence Handbook the Complete Wisdom Handbook and the Complete Constitution Handbook , for added abilities! (Complete Charisma Handbook coming fall 2010)

CHARACTER GENDER

When selecting a male or female character, the other players can pick your characters measurements.

CHARACTER RACES

First, look up your current (or new) character race in the first column. Second, rename it to the 5e race in the second column. Apply the Racial Traits to your character. If your race isn't on the list, pick one yourself.

Old Race	5e Race	Racial Traits
Human	Gnome.	Have lairs now, like monsters.
Gnome	iGnome	You are locked into AT&T for cell service.
Halfling	Select one: Quarterlings, Eighthlings, and Oneandahalflings.	Quarterlings are 1/2th a halfings size, Eighthlings 1/4th, etc.
Elf	Ninja	(Choose, Type A: Panda, or Type B: Anime)
Half-Elf	Half-Ninja	(Half-Ninja, you have all the features of a regular ninja but you are /really really/ loud.
Half-Orc	Teddy Ruxpin	Once a day standard power: Gnome Vomiting. You can swallow any nearby gnome, and vomit it 16 squares. Forbidden class: Nike
Dwarf	Nilbog	healed by receiving damage and are damaged by healing spells. Using Second Wind counts as suicide. Forbidden class: Harry Potter
Eladrin Dragonborn Tieflings	My little pony (Blue)	Heal twice as much when Healed or using Second Wind ability.
Warforged	Cinnamon Roll	Extra ability: can morph into a steam powered cart at will.

PERCENTILE RACE:

Pick a second race and Roll 2D24. That is your percentile race value. (For example, if you play Quarterling and roll 15%, you are called a Quarterling (Nilbog 15%). You can use the power of your secondary race, but only 15% of it).

CHARACTER CLASSES

First, look up your current (or new) class in the first column. Second, rename it to the 5e class in the second column. Add the class powers to your character. If your class isn't on the list, pick one yourself.

Old Class	5E Class	Class Powers
Warrior	Koopa Troopa	Like warrior, but d20+81 starting strength.
Wizard	Harry Potter	Like wizard, but your familiar changes to an animated vegetable of your choice (no more animals in 5e!)
Druid	Degree	Like druid, but get flaming vorpal gelatinous cube pet.
Sorcerer	Lady of Pain	Like Sorcerer, but you can use 'flay' power once a day. Flay rips the skin from one chosen enemy (or partymember).
Cleric	\$.89 Cleric	Like Cleric, but your castings are adjusted to your new deity.
Any Multi/dualclassed char	Munchkin	Like Multiclass, but with Free Feat: Wield Compatriot. You can wield any of your partymembers as a shield, provided they are your size or smaller.
Monk	Rules Lawyer	Like Monk, but you can mix and match rules from ALL previous editions to your liking. New At will ability: Inciting DM wrath.
Bard	Glitterboy	Like Bard, but in a disco suit. Only available instrument is a Mellotron. All attacks are automatically of 'Yanni's Greatest Hits' damage type.
Paladin	Nike	Like Paladin, but you wear squeaking sneakers with blinking led lights. The led light counts as sunlight.
Barbarian	Brooding Drow	Like Barbarian, you automatically gain 2 levels in any class of your choice, and two +2 magical swords of your choosing.
Ranger	Ranger	Like Ranger, but you can choose a black panther, an emu, or a giant miniature Terrasque as your animal companion. Your animal companion is stored in a magical bag that doubles as its home. You have to scoop out excrement yourself.
Psionicist	Vampire	Like Psio, but gets a -2 bushy eyebrow penalty. Free feat: sparkle in daylight: All rolls gain a +3 bonus.

CLASS GENERIC CHANGES

All classes are now considered 'striker'; If any striker at your table has a higher damage at-will die-roll than you, use their die-roll for your skill instead.

DEITIES

EO has been vanquished by Chuck Norris, and he has activated a new pantheon. If you have a deity, replace with one of the following:

- Chuck Norris
- Drizzt
- Numa Numa Kid
- Hasbro

ALIGNMENT

- New Alignment: 'Naughty'
- New Alignment: 'Nice'
- New Alignment: 'Stupid'
- 'Evil' alignment is replaced with 'Dick Cheney'.

ADVENTURING

SKILLS

BLUFF

Roll bluff checks against against a static Truthiness defense of DC 15.

DIPLOMACY

The diplomacy skill is retired. Run all diplomatic encounters with Bluff and Intimidate.

ANIMAL HANDLING

Animal handling is now called 'Animal Grooming'. Since there are no animals, you can only use it to groom monsters.

USING SKILLS/POWERS/FEATS

- Whenever you have fries in your mouth, skills, powers and feats limits and prerequisites do not apply.
- Use the following table to update your powers and feats' frequency of use.

Powers, Feats starts with letter	New Frequency
A, E	Hourly
N	Weekly
P	Fortnightly
X,Y,Z	Once In A Lifetime

Space reserved for art of crying, angry and mad players yelling at each other over a DM screen

(Make sure its a licensed DDI electronic DM screen!)

Submit your drawing to daan@mostlyoriginal.net

SPELLS

FIREBALL

new material component: everclear and matches.

RAISE DEAD

'Raise Dead' spell now called 'Resurrection'. Somatic component: Sign out: Up Up Down Down Left Right Left Right A B Start.

EQUIPMENT

FORCED PARTY PET

The party automatically gains an immortal pet baby unicorn that can only go "Baa!?" and follows them around like a curse.

CURRENCY CONVERSION CHART

Replace your old currency with the help of this chart

Old Currency	New Currency
Goldpiece	Taco (whole)
Silverpiece	Taco (nibbled)
Copperpiece	Taco (crumb)

MAGICAL ITEMS

- All magical items now have alignments, and turn on their master when unhappy with their actions. Loincloths are always of a directly opposed alignment.
- Magic items are only only valid at RPG tables if ALL PLAYERS brought their own sourcebook.

NEW EQUIPMENT

- 1 taco: Pen (2D12) -- the pen is mightier than the sword. Can be used as arrow.
- 100 tacos: Chainmail mankini – Like Chainmail but with no chainmail ability. Doubles charisma ability score bonus or penalty.
- 200 tacos: Glaive-Glaive-Glaive-Guisarme-Glaive – It like a Glaive, but better! Treat like four Glaives.

NEW ITEM SLOT

- Urethra. Multiple magical items in this slot do not stack.

FORBIDDEN EQUIPMENT

- Bacon (no more animals!)

COMBAT

Reserved for image of
woman with
realistic body with
non revealing armor.
*Submit your drawing
to daan@mostlyoriginal.net*

ACTION POINTS

If your edition lacks action points, skip this section.

You have unlimited action points, usable unlimited times per round. You will be charged \$1.99 via DDi whenever you use an action point.

SETTING UP INITIATIVE

When starting combat, your characters must be lined up across the line of monsters. First, all the characters move, then the monsters, then the characters again.

Pointing rule: Whomever points at the DM the fastest has first initiative.

Roleplaying tip: When not their turn, let your players rock back and forth on their chairs as if in a looped combat animation, for extra realistic combat!

TURN

You have to shout your action within 10 seconds of your turn, or default to hitting the nearest character (friend or foe) with whatever you are holding.

ATTACKING

All attacks are now called 'hugs'.

You can 'hug' with your traditional methods, or use one of these alternative methods to win an encounter.

- Roll an intelligence check. Understand your enemies point of view and how they fit into the world ecology → you part as friends. Gain normal XP.

RANGED ATTACKING

Or 'handkisses'

- Alternatively to normal attacks, you are allowed to use a lawn dart kit at at least 10 feet distance to determine hits/misses.

DEFENSES

Defenses are overridden as follows:

- ref/will/fort and other saves become **saves vs rod, staffs, wands, trinkets, elbows, knees, hands, and butts**. A combination of all your ability modifiers + level, divided by 3.5. For all attacks that include rods, staffs, wands, trinkets, elbows, knees, hands and/or butts use this saving throw.
- Touch AC now known as **Bad Touch Armor Class**. Use in case of stranger danger.
- Save or Die dealt with *Roshambo* rules.
- Other cases, use your default defense.

Roshambo: Add "fire" and "water" as potential trumps of rock-paper-scissors. Fire will beat any of the standard weapons (rock, paper, scissors), but a player may only throw it once in his entire lifetime. Water may be played as many times as one wishes, but loses to any throw except fire. A person can give his once in a lifetime fire to another person if both people agree. A fire is usually exchanged for an extraordinary favor.

GRAPPLE

Grappling rules are part of the Complete Grappling Handbook. Lacking this book just assume everyone is greased up.

DARKNESS RULE

Whenever it is dark, the darkness randomly attacks the player characters with Magic Missile, especially when they forget about the Darkness rule.

RESTING

Whenever your edition talks about 'resting', you have to sleep the same amount in real hours. Alternatively, twittering about the last encounter has the same effect.

DM: INTRODUCTION

*Space reserved for dungeon master
cackling insanely while unwrapping
new box of Dire Tarrasque miniatures.*

*Submit your drawing
to daan@mostlyoriginal.net*

DM REQUIREMENTS

- Before starting a game be sure to craft a foam exclamation mark crown, to reinforce your status as giver of quests.

DM/PLAYER DISAGREEMENTS

Hug it out, bitch.

Tip: Instead of hugging it out, you can decide to use Fluffy Fingers; The act of tickling a rival who has messed with you, he will tickle you back and pretty soon you both will be laughing so hard that you will forget all about the problem between you.

STARTING THE ADVENTURE

When you start the game, announce in a loud voice, "Brought to you by Carls Jr".

GAINING XP

To combat balance issues in longer running games players now gain 50 times as much XP so the typical campaign runs a lot shorter!

Players can also buy XP from you, by giving you drinks, snacks or money.

DEFAULT WORLD/COSMOLOGY

Planescape, but the only other plane portals go to is the Demiplane of Whips and Leather. At the center of the prime-material plane sits 'Drizztzlyvania', a country exclusively populated by dual scimitar wielding Drow Rangers.

DM: CAMPAIGN DESIGN

Dungeons are now called 'Magic Marts'. Upgrading your dungeon to 5e is a snap!

ANIMALS

Animals never existed. Any animal critical to the story (like familiars) are replaced by animated vegetables of your choice.

Need more monster ideas? Buy the Vast Volume of Vegetables, out now!

Space reserved for dungeon room with potion dispenser, monsters all holding cake.

*Submit your drawing
to daan@mostlyoriginal.net*

RANDOM DUNGEON ROOM CHART

Use this chart for every room in your dungeons.

1D14	Changes:
1	Healing potion dispenser, with 2d6 potions
2	Respawning portal. Monsters in nearby rooms respawn here unless it is blocked. Players respawn here too. (Telefrag DMs digression).
3	All monsters in this room have cake.
4	All monsters in this room can summon gazebo at will.
5-12	Nothing
13	Reroll two times.
14	Reroll three times.

DM: MONSTERS

Some typical D&D monsters with huuuge eyes.

Submit your drawing

to daan@mostlyoriginal.net

CONVERTING DRAGONS

Apply the 'chromatic and metallic flumph' template to all dragons.

CONVERTING UNDEAD MONSTERS

Replace all your undead monsters with a cardboard cutout of Cher.

CONVERTING OTHER MONSTERS

You can re-use any other monster provided you apply one of the following **anime stereotypes**.

- **Cute Japanese Girl:** Same monster, but with huuuge eyes. No in game effect other than creeping out the players.
- **Mecha Pilot:** Has a personal mecha sitting around the corner, colored like a dragon. Use your edition dragon stats for the mecha.
- **Super Cool:** Cherry blossoms float around monster. Exaggerate abilities.

NAMING MONSTERS

All monsters must be named after 70's sitcom characters, like Duke Phillip Drummond or Baroness Edna Garrett.

MONSTER HITPOINTS

All regular monsters die in one hit. Elites, two hits. Bosses, four hits.

MONSTER DEATH

Upon death, a monster splits, explodes, and makes a funny noise.

NEW MONSTERS

Replace any of your remaining monsters with the following selection:

Neon Dragons: Magenta	chgowizesess	Unwashed Masses – Level
Neon Dragons: Chartreuse	Turkey Bacon Elemental	30 minion
Neon Dragons: Cyan	Half-elf (Aberration)	Dire Tarrasque
Blog Golem (Livejournal)	Rick Roll Troll	Hungry Hungry Giff
Army of fearless	Kobold in a small lizard	

Publishers Insight: We expect our users to get so frustrated by a lack of statblocks that we expect them to mail their own to daan@mostlyoriginal.net. That way we can include it in the second printing of this book while saving on writers costs! Great huh?!

SAMPLE MONSTER: POWER GAMER

"Power Gamer"

Medium sized Human

Hit Dice: 1d4 + 2 (5 HP)

Initiative: +3 (+3 class bonus)

Speed: 40 feet

AC: 12 (+2 dex)

Base Attack: +1

Attack: Pencil +1, fists -2

Full Attack: Pencil +1 (1d2+1), Fists -2 (1d4 +1)

Reach: 5 feet

Special Attacks: Enraged dice toss, uncanny rage

Special Qualities: Book-y, Stoic, Stackability, Bright light sensivity

Saves: Fort +1, Ref +8, Will +4

Abilities: STR 12, DEX 15, CON 13, INT 18, WIS 16, CHA 8

Skills: Knowledge- Metagame +35, Knowlege- Rules +50, Escape artist +15

Feats: Auto keen weapon, Weapon focus: Pencil Skill Focus: Knowledge-
metagame, Skill Focus:

Knowledge- Rules

Environment: Home and/or local gaming store

Organization: Solitary- (These puppies are lone wolves- If one sees another, they will try to 'out- rule' one another, which generally ends in violence)

Challenge Rating: 1/2

Treasure: None

Alignment: Chaotic Evil

"You sit down for a lovely afternoon of D&D, when suddenly *BAM!* the power gamer arrives! The very sight of him causes shivers to go up and down your

spine. Rulebook in hand, all other manuals at the ready, he stands before you, powerful by his own rites. He makes even the most experienced gamer feel childish and insecure as he spouts all of his worldly knowledge of D&D at you. Now, if only he spent as much time devoted to women, or anything, for that matter!"

I first ran across this horrid human 'class' when I had settled down for an enjoyable session of my favourite campaign, Living Arcanis. I had my 6th level Barbarian and felt that I was the best suited for combat, seeing the sourcerer, wizard, rogue and cleric. I became suspicious when they started to roll damage and To hit rolls that were far superior to my own. How could this be???? It had turned out that I had sat down at a table of... POWER GAMERS!!!!!!! The lowest minimum to hit roll was +30 that day, and sanctioned D&D was never the same to me.....

Combat:

Enraged Dice Toss (EX): Once per module, a 'power gamer' will get so enraged > at a PC that he/she will toss their dice in a state of rage. Damage dealt is dependant on dice thrown.

Uncanny Rage (SU): Usually in tandem with enraged dice toss, this is a fit performed by the 'power gamer' when the GM and/or player disagrees with what he/she says. +2 to STR, -5 to INT and WIS

Book-y (SU): Can name anything and everything in the PHB, builder books, Codex, errata etc., Gives a +25 to Knowledge: Rules and Knowledge: Metagame, when and if it comes down to a dice roll. This ability can be used at will.

Stoic (EX): Immune to sarcasm/humour. Any attempts to lighten up a situation will fall on deaf ears.

Stackability (SU): Can build stacked characters in 2.5 seconds

Bright light sensivity (EX): Bright light blinds

APPENDIX A: PRE GENERATED DICE ROLLS

Tip: Instead of rolling yourself, why not use our pregenerated rolls! Perfect handout for your players.

D14			D16			D22		
12	2	14	4	9	16	17	21	14
1	11	14	12	14	4	21	21	7
7	10	2	13	10	10	18	9	3
14	6	10	1	9	12	11	3	12
2	14	10	6	8	7	21	8	9
4	2	5	7	13	5	1	11	2
3	4	11	4	4	9	21	14	16
1	2	8	9	1	16	18	21	18
14	2	11	10	8	12	18	18	18
11	2	14	3	7	6	11	5	6
1	4	4	9	4	6	12	3	22
14	13	12	15	11	10	20	7	3
12	7	12	7	11	10	4	13	10
4	11	13	13	7	4	21	15	15
6	4	9	16	5	9	4	17	21
2	2	10	5	9	13	17	17	21
13	1	1	16	12	7	6	4	21
11	1	8	13	14	2	20	16	14
4	9	10	6	4	10	12	15	3
12	8	6	12	14	14	8	9	6
7	7	11	7	13	3	5	5	2
10	11	14	9	5	8	12	8	20
3	5	13	7	15	7	7	18	11
7	8	7	15	12	16	15	17	1
14	1	4	15	13	16	8	10	6
7	6	10	3	13	8	14	16	13
3	8	5	7	7	4	19	22	9
4	7	12	3	9	7	11	21	6
3	8	4	14	4	10	22	20	11
7	9	4	14	14	14	3	8	8
2	6	4	7	2	5	20	11	9
2	14	11	8	7	14	20	18	9
7	6	5	7	9	9	19	1	2
14	14	5	9	8	4	2	5	3
6	5	2	2	5	14	22	14	9
11	7	14	4	7	11	8	3	17
3	4	3	6	12	9	17	13	4
3	3	2	2	13	6	6	18	14
11	6	1	6	7	13	1	20	12
14	5	4	16	3	5	10	12	14
5	5	12	8	5	3	13	9	20
13	7	3	13	11	7	22	4	16
11	2	3	10	15	3	4	6	8
4	10	4	14	4	9	4	19	18
1	10	6	4	11	3	13	11	16
9	13	11	4	9	12	1	16	15
14	10	6	14	4	14	16	7	11
5	7	11	14	3	3	17	1	1
2	3	1	6	8	6	22	12	17
8	13	11	2	8	1	7	20	12

APPENDIX B: EDIBLE POWER CARDS

Now with small sized power cards (for easy chewing!)

Gnome Vomiting				
Keywords	Gnome, Vomiting, Teddy Ruxpin			
Standard ACTION	↗	Ranged Weapon		
Dex	Vs	AC	Any Monster or Location within range of 16 tiles.	
ATTACK	DEFENSE	TARGET		
<p>You can swallow any nearby gnome, and vomit it up to 16 squares.</p> <p>Hit: Does 1[W] damage to target, slimes target.</p>				
Additional notes "The taste of gnomes, jum!"				
Race	Teddy Ruxpin	Level	1	Page SHo5E
DAILY				

Shouldn't You Be Outside Blast				
KEYWORD	Arcane, Fire, Implement, Suicidal			Used
Standard ACTION	☄	burst 3 within 1 squares		
Intelligence	Vs	Reflex	Each creature in burst	
ATTACK	DEFENSE	TARGET		
<p>Hit: 1d6 + Intelligence modifier fire damage on caster, 4d6 + Intelligence modifier fire damage on others</p> <p>Miss: Half damage</p>				
Additional notes A globe of orange flame explodes in your hand, oops!				
CLASS	Harry Potter	LEVEL	5	PAGE SHo5E
DAILY				

Haven't You Had Enough Mt. Dew Tonight Strike				
KEYWORD	Divine, Healing, Radiant, Weapon			USED
Standard ACTION	↓	Melee		
Strength	Vs	AC	One Creature	
ATTACK	DEFENSE	TARGET		
<p>2[W] + Strength modifier radiant damage. In addition, you or one ally within 5 squares of you has to chug some Mt. dew or die.</p>				
Additional Title Mt. Dew drips from your weapon.				
CLASS	\$.89 Cleric	LEVEL	1	PAGE SHo5E
ENCOUNTER				

Weiss/Hickman				
KEYWORD	Rules lawyering			USED
Standard ACTION	↗	N/A		
Intelligence	Vs	Willpower	One Creature	
ATTACK	DEFENSE	TARGET		
<p>Get your nearest Dragonlance novel, flip to random page, and use it as if part of the 5e rules for your turn.</p>				
Additional				
CLASS	Rules Lawyer	LEVEL	1	PAGE SHo5E
DAILY				

Runes of Eyeball Implosion				
KEYWORD	Melee			USED
Martial, Reliable, ACTION	↗	Melee		
Intelligence	Vs	Willpower	One Creature	
ATTACK	DEFENSE	TARGET		
<p>2[W] + Strength modifier damage, target is blinded.</p>				
Additional notes As you glance at someone, with a glance their eyeballs implode.				
CLASS	Munchkin	LEVEL	1	PAGE SHo5E
DAILY				