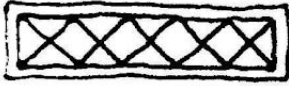


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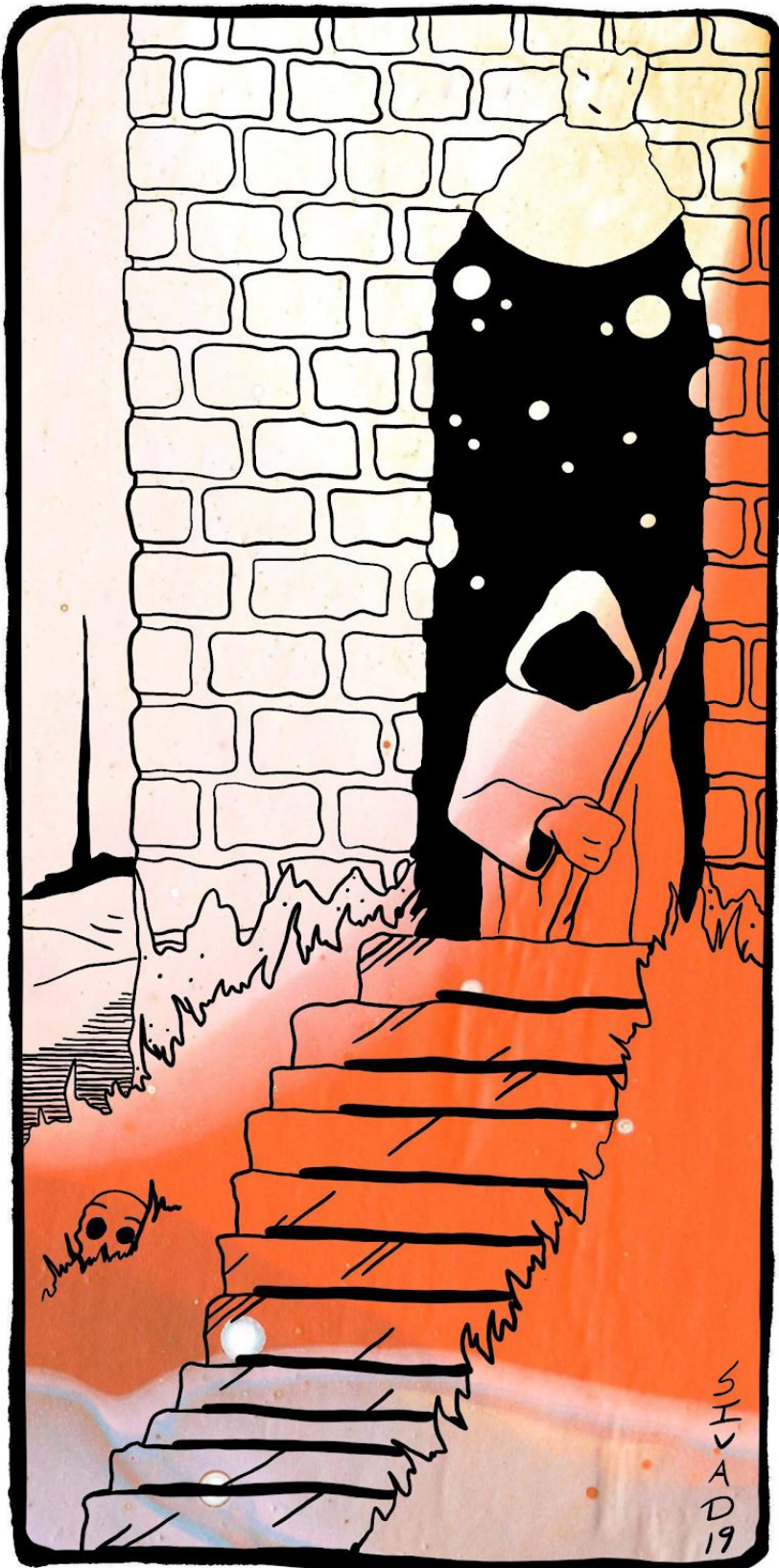
THE

WORLD

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SUMMER 2019



THE
UBIX

A Basic Roleplaying Zine

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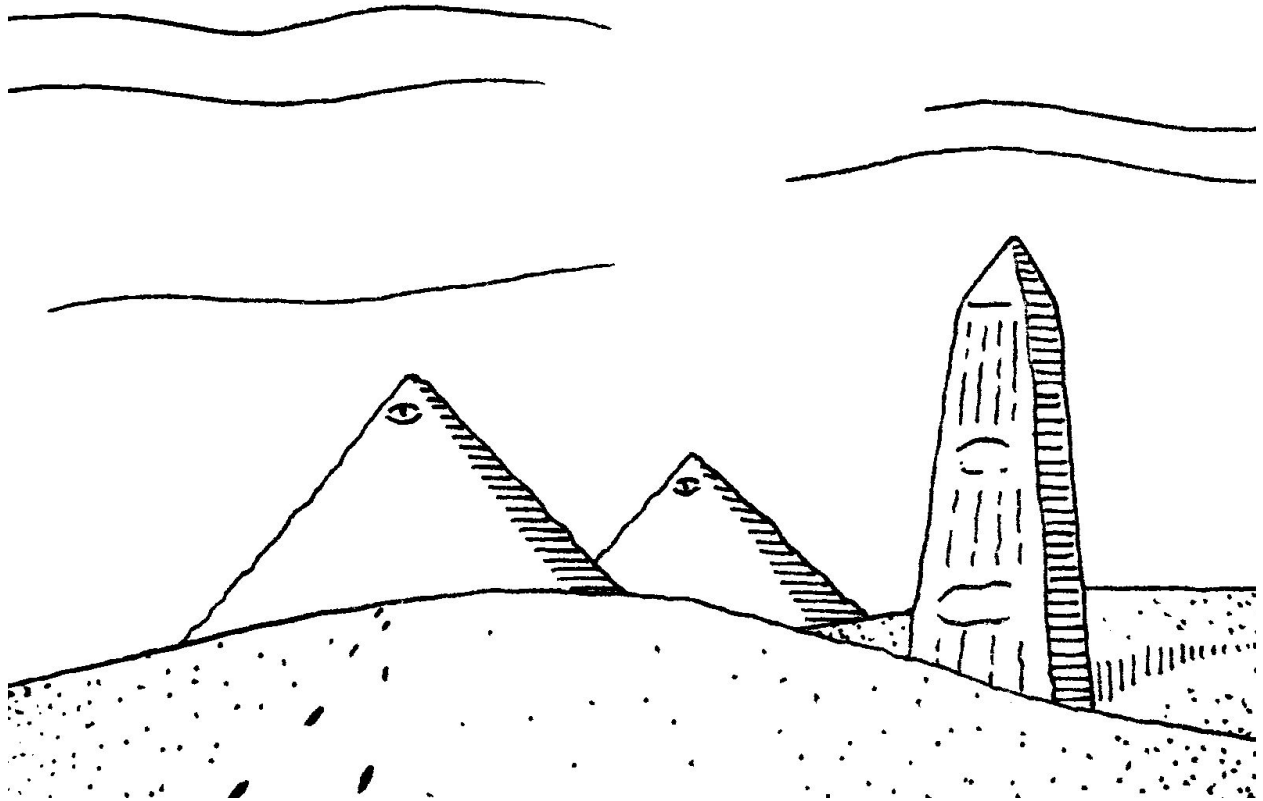
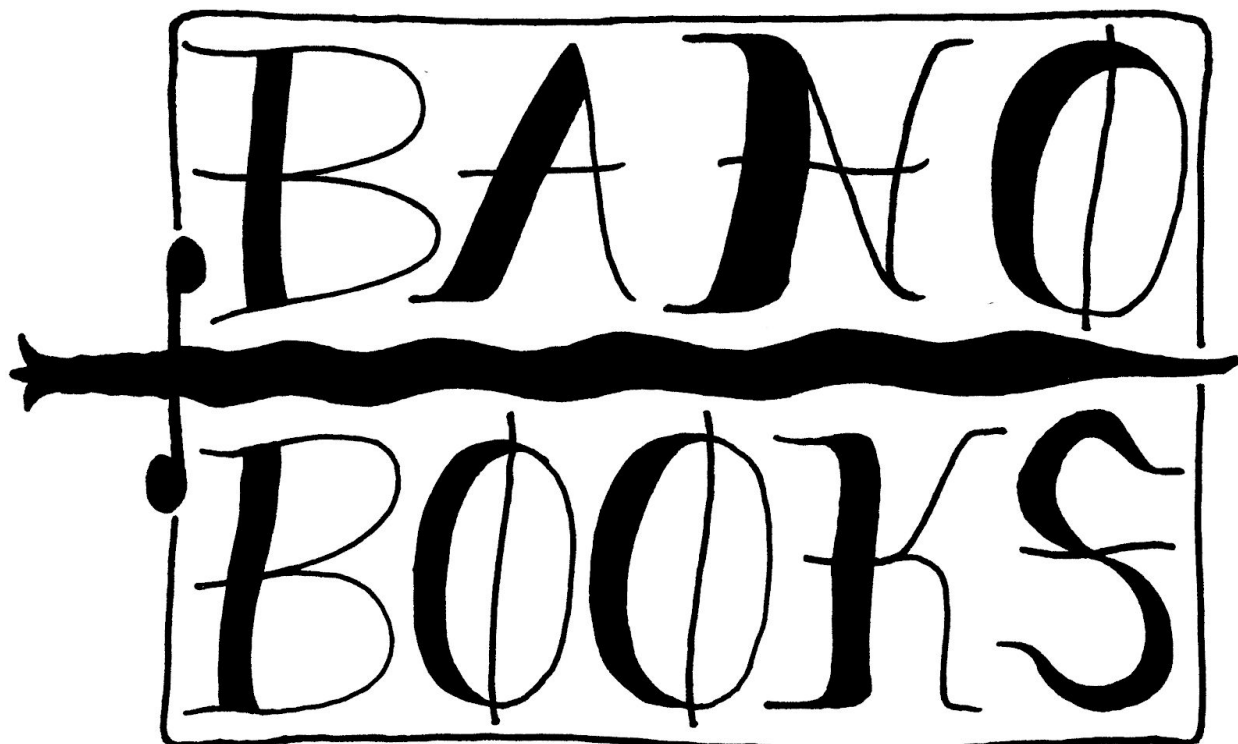


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A Class All Their Own

The Barber Surgeon

Requirements: Con 15, Int 15

Prime Requisite: Int

Hit Dice: 1d4

Maximum Level: 12

Barber surgeons are a grounded alternative to the divine healing of clerics and paladins. Learned and clinical, the barber surgeon is a scholar dedicated to the arts of leeching, bloodletting, surgery, amputation, dentistry, and, on rare occasions, hairdressing. Rarely will they leave the confines of a fortified settlement, but a barber in the employ of a band of adventurers is not unheard of.

Barber surgeons have the following special abilities:

- They may "*Lay on Hands*" once per day to heal 1 hp per level to a wounded being.
- They may *cure disease* once per week, per every three levels.

- They may attempt to kill an unsuspecting opponent instantly. The barber surgeon must attempt and succeed in a backstab (as a thief two levels lower) and achieve surprise on the opponent. The base chance of success is 25% against a victim of equal level or monster HD to the barber surgeon. Chance of success is raised or lowered by 5% for each level or HD the target is above or below the barber surgeon.

I Want You Bleeders

Upon reaching 4th level, a barber surgeon may drain a wounded being of 1d8 pints of blood. Once this blood is drained there is a 50% chance that the receiver of this letting will gain back a number of HD worth of hp equal to the barber surgeon's level. In the case of a failure, the receiver will need to make a save vs. death or die from blood loss. Chance of success increases by 5% with each level hereafter.

At Last, My Arm Is Complete Again

A barber surgeon may attempt to resuscitate a fallen ally at 8th level by performing an emergency amputation of a damaged appendage. There is a 40% that with this newfound adrenaline coursing through their veins the amputee forgoes a save vs. death and is instead considered stable. Chance of success increases by 5% with each level hereafter.

There It Is, the Unholy Smell!

At 12th level, a barber surgeon may *remove curse*, as the spell, once per week. This is done by way of drawing out the bad humors of the curse through the use of cupping therapy. The experience is excruciating, costing the cursed individual a number of HD worth of hp equal to their level, but the curse is easily drawn out.



A barber surgeon poses with his trusty blade.

Barber Surgeon Level Progression

Experience	Level	Hit Dice (1d4)
0	1	1
1,846	2	2
3,692	3	3
7,384	4	4
14,768	5	5
29,536	6	6
49,536	7	+2 hp only
69,536	8	+4 hp only
89,536	9	+6 hp only
109,536	10	+8 hp only
129,536	11	+10 hp only
149,536	12	+12 hp only

What Goes Bump?

The Flatwooder

No. Enc.: 1

Alignment: Chaotic (evil)

Movement: 120' (40')

Fly: 180' (60')

Armor Class: 2

Hit Dice: 6 to 8

Attacks: 1 (ranged, see below)

Damage: 1d12, drain life energy

Save: MU6 to MU8

Morale: 7

Hoard Class: XVII

XP: 4,000/6,000/8,000

Backwoods hinterlands are the domain of this feared being from the-space-between-the-stars. 10 feet tall and silent as the wilderness itself, the flatwooder despises all life and seeks only to kill. Immune to *charm*, *hold*, and *sleep* spells; electricity, cold, and fire does only half damage to the flatwooder. Normal weapons go ignored and it regenerates 4 hp per round.

Feeble physically, the flatwooder relies on psychic assaults, dealing 1d12 points of damage. These attacks also drain a character of two levels. Survivors of an encounter with the flatwooder sometimes suffer the effects of *amnesia*, as the spell.

A cloud of repugnant gas follows the flatwooder wherever it goes. This cloud functions as a permanent *cloudkill* spell, making ranged attacks against the flatwooder advisable.



A poor adventurer is caught in the flatwooder's mist.

All That Glitters

The Throne of Abraxas

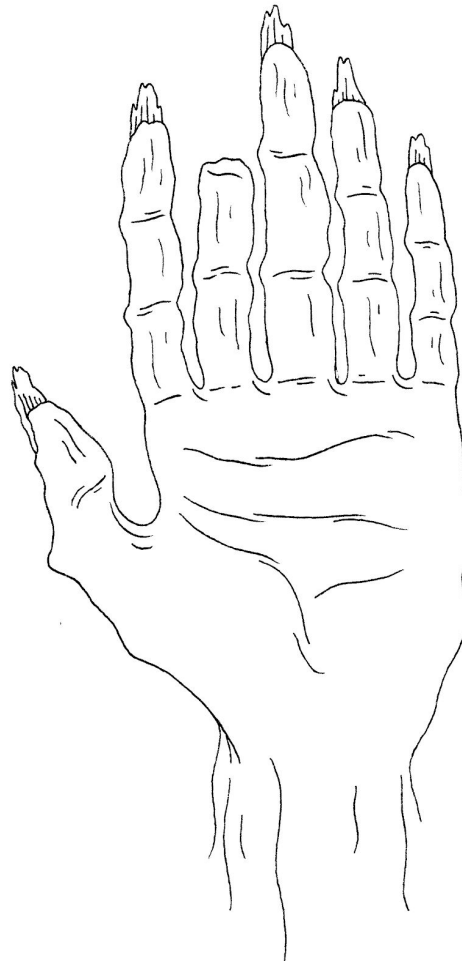
This ornate ivory seat once belonged to a powerful archlich. Festooned in delicate runes and imbued with the dark incantations of its former master, this throne is usable only by the magic-user class. Otherwise, it is a fine artifact worth upwards of 7,777 gp.

For six centuries the throne knew only the will of Abraxas and so requires a new master to test their own mental powers in order to gain ownership. Base chance of success is 20%, +5% per 2 levels above 6th. On a failure, the magic-user suffers the effects of *feblemind*, as the spell, permanently. Only a *wish* can undo this.

On a success, the powers of the throne become readily apparent:

- When sitting down, the magic-user and throne levitate 6' off of the ground. The magic-user can control the throne's movements, essentially doubling their movement speed, but not the height of this levitation short of sitting (rise) and standing (lower). This height remains constant even at higher elevations, meaning the throne can easily travel up stairs and inclines.

- On the magic-user's turn they may opt to fire 1d8 bolts of energy from the arm rests of the throne. These bolts function much the same as *magic missile* with the added benefit that the targets shall be set ablaze. This feature, once used, will not be available until the next dawn.
- Though light as a feather when levitating, the throne can carry as much as 500 lbs. of weight.
- The magic-user gains a +3 bonus to saves vs. spells or spell-like devices while seated in the throne.
- The magic-user is impervious to backstabs while seated in the throne.



An archlich displays the Six-Fingered Hand of Abraxas.

The Grimoire

Sivad's Supertemporal Slumber

Level: 7

Duration: See Below

Range: 240'

The caster raises a hand, invoking the name of Those Beyond the Realm of Dream, and attempts to send a single target into a deep sleep. The target is afforded a save vs. spells or spell-like devices to avoid the effects of the invocation. On a failure, the target slumps to the floor, flung into a dream they may never awake from. In 1d1,000 years the target may make a second save vs. spells or spell-like devices in an attempt to wake up. On a failure, the dream continues for another 1d1,000 years.



Montague has been asleep for 3,333 years now.



A meeting of the minds.

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