

# Table of Contents

---

<b>Introduction &amp; Acknowledgements .....</b>	<b>5</b>
<b>Chapter 1: Random Nuisances .....</b>	<b>11</b>
<b>Chapter 2: Brothels, Prostitutes, &amp; Pornography.....</b>	<b>29</b>
<b>Chapter 3: Skills.....</b>	<b>43</b>
<b>Chapter 4: Feats .....</b>	<b>47</b>
<b>Chapter 5: Defects .....</b>	<b>61</b>
<b>Chapter 6: Defective Items .....</b>	<b>75</b>
<b>Chapter 7: Magic Items .....</b>	<b>81</b>
<b>Chapter 8: Archtypical Characters .....</b>	<b>91</b>
<b>Chapter 9: Monsters .....</b>	<b>105</b>
<b>Chapter 10: Exclamation Points .....</b>	<b>129</b>
<b>Chapter 11: Open Game License .....</b>	<b>130</b>



# Introduction & Acknowledgements

Shit happens. If there is one idea that sums up the entire idea behind this book, that is it. In a broad sense, this book has its genesis in the experiences of the various contributors in their capacities as soldiers, world travelers, and adventurers. In a more immediate sense, it has its origins on the night of Halloween 2002, when — accompanied by two of my best friends in this world, Paul O. Knorr and Chip Cassano — I found myself in the unfortunate position of having to clean up raw sewage, while in costume (as Alex from *A Clockwork Orange*), from a backed up toilet and its adjacent pipes. Sometimes shit happens in a really literal sense.

## About This Edition of *Nuisances*

When we first published a print edition of *Nuisances* in 2004, we had no idea that it would become our most popular roleplaying game book ever, much less that we would eventually reach the point where every d20/OGM product we created would be compatible with it.

There are a number of differences between this “bigger, longer, and uncut” “Director’s Cut” PDF-format book and the first print edition that preceded it.

For one thing, it is considerably larger, up from 96 to 130 pages. Most of what those pages contain are the things people enjoyed most in the original *Nuisances*, and include 23 new Feats (49 total), as well as a section on Subtypes; 19 new Defects (59 total), along with a section on problems associated with wearing glasses; five new Magic Items (31 total); an expanded selection of “Random Monster Pornography;” and one new Archtypical NPC, along with two associated spells.

We have also added an entirely new chapter on Skills (albeit a fairly small one that contains two Skills that appeared elsewhere in the original book), a number of new random tables throughout the book, and additions to many of the previously existing tables.

In any event, we could have continued to expand this edition of *Nuisances* indefinitely, and at the time of its publication we were sitting on enough surplus material to have probably added another 34 pages to it. A desire to come out with the version in a timely manner, however, was our main motivation for resisting the urge to add any more material than we did.

In addition to additions of content, we have also replaced some of the more marginal pieces of art that appeared in the original edition of *Nuisances* — but deliberately kept the worst ones, of course — and added many new ones, including a large proportion of full-color art (something that was not eco-

nomically feasible in the print edition of *Nuisances* but which the electronic nature of this edition accommodates nicely).

A number of people helped make all of the above additions and upgrades possible, and their names and specific contributions are noted in the Acknowledgments that follow a few pages hence.

Another significant change throughout this “Director’s Cut” of *Nuisances* is a marked shift toward making it more useful as an actual gaming sourcebook. Whereas much of the material in the first edition was intended merely to be amusing, much of what appears here has been reworked or added with an ongoing *Nuisances*-oriented roleplaying game campaign in mind.

Perhaps the most significant difference between the first edition of *Nuisances* and this one is that it was an actual printed book and this one is in PDF format (although we will likely make print versions available to people who specifically request them). We had a number of reasons for not wanting to do another print version of the core *Nuisances* book, the main one being the amount of redundant material that would have appeared. Another was the opportunity to add the aforementioned color art.

At this point, however, we intend to use all of the new material that appears in the Director’s Cut in a number of printed adventures and sourcebooks, including three scenarios we debuted at Gen Con in past years — “Expedition to the Burial Peaks,” “Farces of Darkness,” and “Offenders of the Faith” — and one of our current big projects, “Antipaladin’s Quest.” We are also currently considering a number of thematic sourcebooks variously devoted to Defects, Feats, Monsters, Magic Items, and the like.

We will need talented and reliable contributors for all of those projects, and if you are a fan of *Nuisances* and would like one of them to be you, contact us at [d20@skirmisher.com](mailto:d20@skirmisher.com).



# Chapter 1: Random Nuisances

As noted in the Introduction to this book, *Shit Happens*, and following are a staggering variety of not-necessarily-user-friendly tables, many in no particular order, that exemplify that sentiment. There are a number of ways gamemasters can use these tables: 1) Roll randomly; 2) Choose a desired item; 3) Choose a desired item and then roll randomly until it comes up. Whatever the case, scenario designers are encouraged to adhere to the results of these tables with withering conformity, to expand upon or be inspired by them, or discard and ignore them altogether, as they see fit.

## Urban Nuisances (d100)

Following are suggestions/hooks that gamemasters can build upon to create communities that the characters are sure to remember—and hate—for a long time to come. Following it are a number of Urban Subtables that can help define just how irritating or creepy the local inhabitants are.

d100	Urban Nuisance		
1	Entire town is inbred	21	Insurance policies required/encouraged
2	Obscure measuring systems	23	Foreign/normal currency not accepted
3	Chamber pot emptied on characters	24	Street preacher accosts party
4	Rival party purchased all available “X” an hour before party shops for it	25	Lawsuit
5	Area uses complex calendar/time clock	26	Frivolous charges
6	Raw sewage (e.g., welling up in street, or no sewer system)	27	Water smells funny
7	Fines	28	Traffic
8	Taxes/Tax Collector	29	Road/Gate blocked (e.g., overturned chicken cart)
9	Local music played in a whining minor scale	30	Stupid local holiday
10	Local clothing in distasteful colors/patterns/combinations (roll on Color/Pattern subtable)	31	Overly-literal shopkeeper
11	All local clothing in extreme style (roll on Subtable: Clothing Styles)	32	Interrupted BM
12	Local buildings decorated in extreme style (roll on Subtable: Building Styles)	33	Prank
13	Pickpocket	34	Horny dog
14	Goblin gangstas	35	Piece of equipment missing
15	Misidentify race (e.g., mistake midgets for Halflings)	36	Key breaks in lock
16	Unwanted fan club	37	Locals practice body piercing fervently (roll on Subtable: Random Body Locations, page 26)
17	Unexplained noise (if desired, roll on Subtable: Unexplained Noises)	38	Locals practicing fervent body piercing are insistent that PCs should do likewise
18	Incompetent Experts	39	Annoying street urchin
19	Union rules	40	Stalker
20	Permit required	41	Transvestite admirer
		42	Harassed by constables
		43	All townspeople have deeply nasal accents
		44	All townspeople have deeply nasal accents and all local wildlife and monsters quack or honk, regardless of their species’ normal sounds



# Nuisances: Director's Cut

- 45 All local wildlife and monsters bray or bleat, regardless of their species' normal sounds; townsfolk regard party as peculiar for thinking things should be otherwise
- 46 Attacked by supercilious, spoiled-brat Aristocrat
- 47 Locals speak an incomprehensible language, and radiate a natural anti-magic shield disrupting *Comprehend Languages* spells
- 48 Locals never speak (they do write)
- 49 Locals never speak OR write
- 50 Locals never speak OR write; animals do speak and seem to be the town's dominant citizens, while the people serve them
- 51 Local people all polymorphed into bizarre forms
- 52 Characters forced to join posse
- 53 Local people all cursed
- 54 Characters run out of town on false pretext
- 55 Locals attempt to tar and feather party
- 56 Local people all lycanthropes (if desired, see Random Alternate Lycanthropes, Chapter 8)
- 57 Local people only come out at night
- 58 Local people all vampires
- 59 Local people only answer questions with questions
- 60 Locals only answer questions with one-word answers
- 61 Local people only answer questions with grunts (positive and negative indicated by tone)
- 62 Characters attacked by lynch mob
- 63 Local people all have minor insanity (either all the same type, or each with a different affliction)
- 64 Local people lack basic hygiene (never bathe, defecate in or near housing and running water, cook with soiled hands and utensils, etc.)
- 65 All buildings on steeply sloped hillsides
- 66 All buildings on posts over water
- 67 All buildings rotate slowly on enchanted or mechanical foundations
- 68 All buildings hover in mid-air over enchanted foundations (requiring ladders, rope and grapnel, *Levitate*, *Fly*, etc., to access)
- 69 Locals all chew disgusting green hallucinogenic plant mush; effects include babbling, curling up in fetal positions in inconvenient spots, incontinence, and constant drooling of green slime from nose and mouth
- 70 Favorite local cuisine includes innards of monstrous insects
- 71 Favorite local cuisine includes leeches and slugs
- 72 Favorite local cuisine includes wasp eggs
- 73 Favorite local cuisine includes ground roots made into mush tasting like glue or old parchment
- 74 Favorite local specialties include soup made from the toenails or hooves of some exotic beast
- 75 Favorite local specialties include tripe and pickled pigs' feet
- 76 Area is sparsely settled and all locals suffer from major insanity of various sorts
- 77 Locals are all cannibals and party is on the menu
- 78 Local political/rich bigwig takes dislike to party member and makes things rough
- 79 Local religious bigwig takes dislike to party member and makes things rough
- 80 Local religion believes in sacrificing strangers
- 81 Local religion believes in mutilating/gelding strangers
- 82 Local religion believes in coercing strangers into demonic sex acts
- 83 Local religion and/or industry believes in enslaving strangers
- 84 Characters encounter Orc/Half-Orc gangstas
- 85 Characters encounter Bugbear slavetakers

