

Unconventional Combat

A digestive guide to close personal fighting

Way back in 1982 when I was a wee-little tyke first cutting my teeth on AD&D 1st ed., I played in a regular game with my friends. We had our three PCs and an NPC, as we delved deep into the caverns and trekked the landscape fighting vile humanoids and ugly monsters. During one spelunking expedition, we took a wrong turn and found ourselves surrounded by goblins. My friend Paul Leuttke said “My character spits in the goblin's eye.” He hit and successfully blinded the goblin, which the NPC promptly killed. Repeat throughout the course of the fight. Naturally, Paul was quite irritated by this series of events, as the entire point of blinding each goblin had been so that HE could kill it, not the NPC. Made for a very funny game though.

Fast forward to April 2005, and Frogarth Sten, Spectral Archer ExtraOrdinaire, Certified Demon Slayer, and all around hater of evil things, was battling an evil cleric and evil wizard alongside some other defenders of the Good. When the cleric *sickened* Frogarth with an Unholy Blight, I announced “Frogarth pukes on the cleric”. I asked the GM, Kevin Cox, if Frogarth could try to puke in the wizard's eye to blind him and prevent him from casting spells. After several blank looks and hearty guffaws, Kevin rebounded with “Well, if you had Combat Vomiting or some other kind of feat, I'd say yes, but since you don't...” Ah, well. A quick addition free action puking on subsequent rounds, and many Rapid Shot arrows and it all worked out.

Next time I'll be ready. :-)

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Once again, additional derangement and content added through conversation with the inimitable (thank the gods!) Phil Smith (www.slacknhash.com).

Acid Stomach [Digestive, General]

Prerequisites: Combat Vomit

Benefits: In addition to effects, the puke is laced with hydrochloric acid. 1d4 acid damage to vomiter and victim.

Side-Effects: The acid tends to damage the teeth of any creature that does not have resistance to acid, a healing power like fast healing, or is the regular recipient of *cure* spells. At the GM's option, the creature might suffer a -1 circumstance penalty to Cha-based checks and bite damage rolls from the damage.

Cast Iron Stomach [Digestive, General]

Benefits: The creature can consume and derive nourishment from just about any organic matter. The character gains a +2 bonus on Fortitude saves to resist ingested poisons or diseases, or any disease that affects or spreads through the digestive system.

Combat Vomiting [Digestive, General]

Prerequisites: A digestive system

Benefits: During any round in which the possessor of this feat is *sickened* or *nauseated*, it can vomit on any one creature within 5' as a standard action. This provokes an attack of opportunity. The target creature must make a Fortitude save against a DC of 10 + (twice creature's Dex bonus [if any] because accuracy counts) + (creature's Con modifier because a sturdy digestion counts). The victim is *dazed*, *blinded* and disgusted for 1d4 rounds. The GM may apply a modifier to the Combat Vomit attack depending on how recently the creature has eaten and what it has eaten. A light or empty stomach may result in a -1 or -2 circumstance penalty to the DC, while a stomach full of foul matter might award a +1 or +2 circumstance bonus to the save DC. (Although, for a creature to eat something so foul as to gain a +2 bonus usually requires that it have a feat like Great Fortitude, Eat Anything, Cast Iron Stomach, or be undead [imagine a day when a ghoul *doesn't* get a +2 bonus].)

Dry-Heave [Digestive, General]

Prerequisites: Combat Vomit, Bluff 5 ranks, Intimidate 5 ranks

Benefits: As a standard action, the character, through a show of violent gesticulation and retching noises, can make his opponent believe he's going to get showered horribly. By making a Bluff check (opposed by Sense Motive) the character can inflict a -1 morale penalty to AC,

attack rolls and skill checks for 1d2 rounds to the designated victim.

Eat Anything [Digestive, General]

Prerequisites: Creature type is Aberration, Dragon, Magical Beast, or Outsider.

Benefits: The creature can derive nourishment from anything and is immune to ingested poison and disease, or disease that affects the digestive track.

Improved Combat Vomit [Digestive, General]

Prerequisites: Combat Vomit, Great Fortitude

Benefits: The range of the vomit attack is the same as the creature's natural reach. The DC is increased by $\frac{1}{2}$ the creature's racial hit dice, if any, or +2, whichever is greater.

Quickened Vomit [Digestive, General]

Prerequisites: Combat Vomit

Benefits: Use of the Combat Vomit attack is a free action, and the attack no longer provokes attacks of opportunity.

Spew [Digestive, General]

Prerequisites: Combat Vomit.

Benefits: Combat-vomiting now has a conical area of effect. Without the Improved Combat Vomit feat, the area of effect is one 5-foot square adjacent to the vomiter.

LEGAL APPENDIX

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