

Pie Shop

A Role-playing game by Mr Toad

A Slice of Pie

For Adults Only



"My child, tell me, surely you have not tasted any food while you were below? Speak out and hide nothing, but let us both know. For if you have not, you shall come back from loathly Hades and live with me and your father, the dark-clouded Son of Cronos and be honoured by all the deathless gods; but if you have tasted food, you must go back again beneath the secret places of the earth, there to dwell a third part of the seasons every year: yet for the two parts you shall be with me and the other deathless gods.

But when the earth shall bloom with the fragrant flowers of spring in every kind, then from the realm of darkness and gloom thou shalt come up once more to be a wonder for gods and mortal men. And now tell me how he rapt you away to the realm of darkness and gloom, and by what trick did the strong Host of Many beguile you?"

-Hymn to Demeter

A Slice of Pie

A little excerpt from Pie Shop, a role-playing game by Mr Toad

So here we are again children. Are you all sitting comfortably? Of course not, I know, but I have to tie you up for your own good, you know that.

Well, here is a little slice of my game, Pie Shop. It should ease the boredom of the next few moments before we all get to really know each other. It is a little teaser for the full game, and you know how I love to tease.

You see, people don't understand me very much, and not enough people know about my game. So I reached again to my computer (the thing that laughs at me during the night) and steeled myself to make a little gift for you good boys and girls.

But what to show you? How can I let you join my world for only a moment? I mused for a while and realised that D20 was the way to go. So I took my knives and cut the OGL part from my game, so I may present it to you here, cold and bleeding.

There is more to Pie Shop than OGL classes, much more. The game itself has its own system, and many, many details about how to go about the gruesome task of playing it. However, in the meantime, this should suffice, and introduce you a little to the horror that is only a credit card order away. Just remember it is a very nasty and disturbing piece of work, so don't leave it lying around where your little brother or sister can read it. If you do, you can't blame me when they get upset.

So here is a little introduction to the world of Pie Shop. I would say 'enjoy', but only a sick minded pervert could possibly enjoy what I put before you.

Enjoy.

The Serial Killer Prestige Class for OGL

Now, the moment you've been waiting for. A new character class! Suitable for any era of play! This really is a proper character class, with levels and everything. So you can play a Serial Killer in your OGL™ game, and take your frustration out on the DM.

While you are at it, convince the others to start playing Serial Killers too. Tear the game down, kill them all. Feel all that Orc intestine running over your greedy fingers. When they are all dead and your DM is tearing his notes up in frustration, go and find a copy of 'Call of Cthulu™' and have yourself a real role playing experience. I love that game, gets me right in the tentacles.

The Serial Killer

Came Rule Information

Abilities: Dexterity and Charisma are the most important abilities to a Serial Killer. They allow him to talk his way into the trust of a victim and then slash her throat with all due speed. Strength can be useful for carrying the body back to the car, as can Constitution if the victim tries to fight back. If you don't want to get caught, a bit of Intelligence and Wisdom might be useful too.

Alignment: Any (see 'Moral Adjustment' ability)

Hit Dice: d10 (you are a resilient bastard)

Starting Wealth: None. Steal from the bodies or get a real job.

Requirements: None, except a sense of your own destiny and the will to apply yourself to your more primal needs. In fact, you can take a level of this class at no cost in experience points whatsoever. You also don't even need to clear it with your DM. He isn't the boss anymore. When your mind starts falling apart you don't ask for permission. If he complains show him that it's in the rules. Then watch the fucker cower behind his cardboard screen.

Class Skills

The Serial Killer's class skills (and the key ability for each skill) are Balance (Dex) Bluff (Cha), Concentration (Con) Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Sense Motive (Wis) and Use Rope (Dex). *See chapter 4 in the Player's Handbook™ for skill descriptions.*

Skill Points at 1st Level: (4 + Int modifier) x 4

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

The following are class features of the Serial Killer:

Weapon and Armour Proficiency: A Serial Killer is proficient with all simple weapons (and firearms if your game is modern and/or set in America); but he is not proficient in the use of armour or shields.

Feat Selection: Serial Killers are able to select any of the Feats available to Fighters and Rogues. Some DMs may even allow them to choose from the Paladin's listing, as some are soldiers of God too.

Spells: you must be fucking joking. There's no time to read.

Dubious Destiny: Once you take the first level of this class, you may never take levels in any other class ever again. What? You thought this was a hobby, or something you could just dip into? You haven't been listening.

Moral Adjustment: This ability changes the nature of alignment for the character. Chaos and Evil are still the same for him. However, the Lawful alignment becomes 'Structured'. This works in a similar way to lawful, in that the character likes to obey the rules and lead an honourable life. However they now have their own code of ethics that they consider to be a higher law. Good now becomes 'Well Meaning' which makes the character believe they are doing the right thing even when killing children. They are still horrified by acts of evil and consider such things utterly repugnant. However, they are happy to gut their victims as they are doing things 'for the greater good'. This all means that when you take levels in this class, you can retain your 'original alignment'. So this means that if you were once a Paladin, you can keep being one. 'Lawful Good' becomes 'Structured Well-Meaning'. As long as you believe in what you are doing and not acting against the direct code of a deity, any powers and abilities you have will remain. Isn't that scary?

Bonus Feat: You get an extra one, whatever you like. You like Feats, don't you? Come on, they are the reason you upgraded to 3.0 aren't they?

Motivational Quirk: You must pick a new motivational quirk, just like in the proper version Pie Shop. What, you thought you'd get away without tearing a hole in your brain? You aren't special just because you're an OGL™ player.

Happy Dance: Not so much a power, more an ability. If you live to level three you are allowed to do a happy dance at the gaming table. You may only do this once, but you may spill drink over everyone's character sheets and take the last chocolate finger.

Victim: Oh happy day, you have finally discovered for yourself that special person, the one you want to slaughter. Each time you gain a 'Victim' trait, choose a type of person (or animal – whatever lights your candle) and you ever after get a bonus of +1 to any roll you make when trying to hunt, kill or mutilate them. When you get this trait each subsequent time, you can either choose another type of victim, or gain another +1 to the previous lucky target.

Table 1.1: The Serial Killer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+1	+1	Dubious Destiny, Moral Adjustment
2	+1	+1	+1	+2	Bonus Feat, Motivational Quirk
3	+1	+2	+2	+2	Happy Dance
4	+1	+2	+2	+2	Victim
5	+2	+2	+2	+3	Bonus Feat, Motivational Quirk
6	+3	+2	+3	+3	Scare Children
7	+4	+3	+3	+3	Lives Alone
8	+5	+3	+3	+4	Bonus Feat, Motivational Quirk
9	+6/+1	+3	+4	+4	Victim
10	+7/+2	+4	+4	+4	Halloween Smile
11	+8/+3	+4	+4	+5	Bonus Feat, Motivational Quirk
12	+9/+4	+4	+5	+5	Slay the Frightful I
13	+10/+5	+5	+5	+5	Victim
14	+11/+6/+1	+5	+5	+6	Bonus Feat, Motivational Quirk
15	+12/+7/+2	+5	+6	+6	Mother says it's OK
16	+13/+8/+3	+6	+6	+6	Bonus Feat, Motivational Quirk
17	+14/+9/+4	+6	+6	+7	Slay the Frightful II
18	+15/+10/+5	+6	+7	+7	Victim
19	+16/+11/+6/+1	+7	+7	+7	Bonus Feat, Motivational Quirk
20	+17/+12/+7/+2	+7	+7	+8	Really Happy Dance

Scare Children: Children find you scary and call you a bad man. Babies cry when you go near them.

Lives Alone: You now own a base of operations that you have made your home. It is shunned by most of your neighbours as your lack of community spirit has finally made people realise you want to be left alone. As you know the place rather well, you can have a +1 bonus to any roll you make while there.

Halloween Smile: You may now 'Cause Fear' 1/day (as the spell) on anyone that meets a 'victim' criterion. They get a penalty of -4 to their saving throw as well.

Slay the Frightful: This trait works the same way as the trait listed for the Reis prestige class in 'Swashbuckling Adventures™' p59. What do you mean you don't have a copy? You bought this rubbish, so why not the book with the pretty cover

as well? Well, what are you waiting for? You think I'm going to explain the trait here when you could look it up yourself? Spend some money, you fucking cheapskate. You'll like it, it says D20™ on it.

Mother says it's OK: You are now so good at what you do; you can get up to your twisted games without interference from the authorities. You can kill whoever you like, and the police will never come knocking. They are so clueless (or you are so clever) that they'll never figure you out. Either that or they know exactly what you are doing and are too scared to take you on.

Really Happy Dance: You got to level 20 and the DM still hasn't managed to kill you? You clever fucker. In this case you can do another Happy Dance. You may also piss on the DM's notes, and the DM as well if you like as, let's face it, he is no longer in control. Everyone must also buy you pizza



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“No room,” said the Mad Hatter as Alice approached, “No room!”

Alice glared at the group, who were sitting at a half-empty table eating cake and drinking tea. She paused to brush some errant strands of her blonde hair behind her ears again before she spoke.

“You are talking crap,” she said matter-of-factly. “There is plenty of room.”

“No!” said the March Hare, “No room, no room!”

Alice walked up to the March Hare and took out her knife. With one quick movement she drew the blade across his throat. He slumped forward onto the table, his blood running across the damask cloth and pooling around the teapot in which the dormouse was sleeping.

Alice tugged on his ears and slid the body off his chair onto the ground.

“Now there’s room,” she said, a little smugly.

“Yes dear,” said the Mad Hatter. “Now you are learning.”



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Sleep Tight

Do not buy this book.

**It's content is sick and twisted,
more than is necessary or excusable.**

**It is possibly the most disturbing
role-playing game you will ever read.**

**Your Mother won't like it,
Your Teachers and Priest won't like it.**

Put it down and leave the shop now.

Otherwise you only have yourself to blame.

This game explores extremely dark and unpleasant themes, and should ONLY be played by mature and experienced gamers (and even then you may want to be careful).

YOU HAVE BEEN WARNED !

It is a stand alone game, but contains additional rules useful in any OGL or D20 system game.



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