

**DUNGEONS
& DRAGONS**

The Book of Erotic Flatulence

**The Ultimate Essential
Guide to Fantasy Beefs**



**Wizards
OF THE
ASS**

DEADLY...

...*BUT NOT SILENT*

Welcome to the **BOOK OF EROTIC FLATULENCE**, the complete, indispensable guide to fantasy beefs for the **DUNGEONS AND DRAGONS™** roleplaying game.

Also included is an exclusive preview of D&D 5th Edition: **Ass'Wor'ld!**

DRAFT PRODUCTION COPPY



COMPLETE LIST OF FARTS IN DUNGEONS AND DRAGONS™

Since 1997, we at Wizards of the Coast have been meticulously cataloging the bodily functions of every iconic monster from D&D's 30-plus year history. The Book of Erotic Flatulence is the result of years of painstaking research, long nights, and a desperate need to revitalize a game line that ~~USED TO BE AWESOME THREE EDITIONS AGO SUCK IT hA\$\$bro!!!!1!~~ copious playtesting.

FART LIST GOES HERE. JUST USE NICE BIG FONT AND LOTS OF WHITESPACE!!!

- **The Sticky Britches**—Makes your sculpted, toned, supple adventurer ass cheeks stick together. Lots of hot plucking required after this one!
- **The Macbeth**—Recites the entirety of Shakespeare's Macbeth. Still shorter than a D&D combat.
- **The Oh Fuck, I Shit Myself**—If you rolled over a 45 on the Scat Play chart, you're totally into this.
- **The Anna Karenina**—***SHUT THE FUCK UP ABOUT PLAYS AND BOOKS ALREADY. WHAT IS THIS, GURPS?***
- **The Ogre**—Big, fat, and oily, just how you like them.
- **The Ogre Mage**—Like The Ogre, but more purple.
- **The Backspacer**—This was just a so-so Pearl Jam album.
- **The TSR**—This beef puts out like a billion supplements that just keep getting worse and worse and then introduces fucking SPELLFIRE. You shit a fire-breathing phase doppelganger giant space hamster.
- **The Bear**—After ripping this you feel like you shat a bear.
- **The Salvatore**—Describes combat for 30 minutes, or one round of D&D combat.



- **The Grappling**—Like a billion pages later you just hit it with your fucking sword.
- **The Juicy Monkey**—Smells like bananas.
- **The Warcraft**—Creates a complete duplicate of the farter, except the duplicate makes like a bazillion dollars.
- **The Ghost Slaad**—Like three Monster Manuals of ghost slaadi come out and fight your enemies.
- **The Boner Toner**—Gives you a raging thunderchubby when it goes off. +17 on Erection Power rolls.
- **The Boston Baked Bean**—You rip a real beast, and a little turd comes out.

~~Jesus, please let me stop writing! There's nothing erotic about farts! NOTHING!~~
SOMEBODY GET THAT GUY A JOB WRITING DREAMBLADE NOVELS! OH WAIT, HA HA HA FUCK YOU.

- **The Bunny Hop**—Goes poot poot poot poot and makes everyone laugh.
AND THEN THEY FUCK—REMEMBER: EROTIC!!!!
- **The Everyone Just Flips to the Powers**—Until there are more powers than atoms in the universe, we're not done.
- **The Mouth Fart**—You hold it in so long that it comes out your mouth instead. Ha ha gross!
- **The Jessica Rabbit**—Makes you uncomfortable that you're turned on by a cartoon.
- **The Dude Looks Like a Lady**—Makes all the dudes in the areas look like ladies. Then everybody fucks, because this is a mature title for adults.
- **The Orcish Eruption**—Smells like orc taint.
- **The Tossed Slaad**—Tastes like grape jelly and jailhouse mashed potatoes.
- **The Nipple Clamp of Exquisite Pain**—***DID WE DO THIS ONE? I FEEL LIKE WE DID THIS ONE.***
- **The Sales Slump**—In like a cartoony slo-mo voice, it says "Let's release a .5 edition..."
- **The Virtual Tabletop**—Doesn't exist.
- **The Reverberator**—Makes your cheeks slap together real fast, turning on all kobolds within 60 yards.
- **The Drizz'zzz'z'zz'zz'zzzzz't**—Pretty much just sounds like his name, really.

DUNGEONS AND DRAGONS™ 5TH EDITION PREVIEW:

ASS'WOR'LD

*EVERYONE WANTS TO PLAY A GODDAMN NINJA?! FINE!!!!!!!!!!!!!!
PLAY A GODDAMN NINJA...IN A FANTASY CAMPAIGN.
DOUCHE.*

LET'S MAKE THEM ALL PLAY GNOMES. SUCK IT, FANBOIS!!!!!!!

We've listened to the millions of players of DUNGEONS AND DRAGONS™, and they spoke with a single voice. "We want erotic farts," they said. "And 5th Edition as soon as possible, before we realize how many 4th Edition books we own," they said. "And a clean break from all those lamesauce legacy settings—give us someplace new!"

We hope this preview will show you that we've delivered on all three counts. We give you...Ass'Wor'ld!

ASS'WOR'LD BACKSTORY

In the ancient, ring-shaped, fog-tainted land of Ass'Wor'ld, craven, power-hungry daimyo feud for land power and prestige. The mist shrouded landscape hides demons and ghost who prey upon the common bean-farming peasantry while the lords' attention is elsewhere. In a dark corner of the land, in a dismal swamp where even the land belches and groans with the fetid gases within, lies a hidden monastery where men train for generations until their bodies, shriveled and pickled by continual exposure to the miasma, are finally able to control the great power of the secret Gninja beans which they carefully harvest from the densest pockets of the soupy air. Elite mercenaries, these wizened little men peddle death and defeat to any willing to pay...



CAN WE MAKE AS'SSS'WO'RLD OR WHATEVER THE FUCK WE'RE CALLING IT MORE LIKE THIS?

CONFLICT RESOLUTION

Take a sheet of 8.5"x11" paper (or thereabouts) and draw two lines dividing it roughly into thirds. The GM (Gninja Master) sets a DC for the task the Gninja is attempting. The Gninja chooses a relevant power set to the task and gets a number of small beans equal to their power level in that set, plus any bonus beans their powers give them, plus any number of large beans they wish to wager from their Bean Pool, and throws them towards the target.

Any beans that land in the middle third count as +2 points. Beans that land on the other two-thirds count as +1 point. The rest do not count, and any wagered beans that land off of the target are lost. If the total points accumulated by a throw exceed the DC, the Gninja succeeds. (If you don't have two sizes of beans handy, two different sized coins, chips, or chits will do.)



Maxim: Gninjas never fail! Gninjas are the most skilled and powerful beings in Ass'Wor'ld, and as such a Gninja never fails at a task. Instead, a Gninja that fails to meet a DC instead was simply stymied by coincidence, happenstance, or truly heroic efforts on the part of an NPC. The land may belch forth gas to block a Gninja's vision, the guard rotations may have changed since intelligence was last gathered, or a heroic soldier may throw himself into the path of a Gninja's attack, sacrificing himself to save his master, but a Gninja NEVER fails. The power set descriptions will offer a few instances on complications that can cause difficulty for that particular power set.

CHARACTER CREATION

There are 5 power sets to choose from and each has 3 powers. You may choose a power set from which you have all the powers, one from which you have the first two powers, and a last set from which you get the first power. These powers grant bonus beans to certain types of actions or allow a Gninja to perform superhuman feats.

POWER SETS

Combat

The arts by which the Gninja fells opponents and assassinates foes. Complications to this power set include heroic sacrifices by loyal minions, the target tripping over his robes at an inopportune time, diving behind cover to cower and simper, or a miraculous defense with an ancestral blade.



Combat 1—Cloak of Reesty Ass-Beefs

The Ginja can cloak himself in a gas so dense and foul that it chokes all who comes too close and can actually turn aside attacks. All of the Ginja's melee attacks and all of the Ginja's defense tosses get a free bean.

Combat 2—Tendrils of Shit

The Ginja can form the mists around himself into grasping writing shit-tendrils. One opponent cannot act or defend themselves even to speak or shout warnings to others. Attacks against a held opponent automatically succeed.

Combat 3—Silent But Deadly

For the cost of a large bean, the Ginja can hurl a sticky ball of diarrhea with deadly accuracy, sealing the mouth and nose of an opponent at great distance. The opponent can attempt to crawl away but will quickly asphyxiate.

Movement

The art of quick and unconventional movement. Complications to this power set include shifting misty terrain, unexpected pitfalls that must be dodged, and unanticipated defenses.

Movement 1—Fart-Footed

By steady application of gas and attuning his body to the mists, the Ginja can walk on soft surfaces such as water or very thick mist as if they were solid.

Movement 2—Ass Volcano

The Ginja propels himself into the air with a great burst of gas, landing gracefully in high places.

Movement 3—Form of Stank

For the cost of a single large bean, the Ginja can turn himself into gas for a short time and fly short distances, or pass through small cracks and porous barriers.

Stealth

The power of the Gninja to be unseen and unheard. Complications to this power might include sudden gusts of wind or flickers of candlelight, a guard randomly stumbling against them, or terrain (such as puddles or spilled rice) where being unseen is not enough.

Stealth 1—Night Gases

The Gninja cloaks himself in shadowy gasses. All attempts for them to be sneaky get a free bean.



Stealth 2—Stinkhand

The Gninja squeezes two handfuls of poop into a sticky paste which he can use to climb walls, and even hang upside down.

Stealth 3—Dutch Oven

For the cost of a large bean, the Gninja can thicken the mists in a large area, dampening fires which flicker and sputter in the damp air. The Gninja and all allies with him get an additional two small beans on any stealth tosses.

Spirits

The mists are full of ghosts, spirits, and demons and the Gninjas have learned special tactics to deal with and even compel them. Complications to this power set include the absence of spirits in the immediate area, and the commanded spirit failing at the task at which it was commanded.

Spirit 1—Holy Shit

The Gninja makes use of specially purified implements and ritual actions to specially effect spirits. All tosses against spirits get an additional bean.

Spirit 2—Pass the Gas

The Gninja can render sources of gas such as pots of cooking beans into a number of large beans (GM's discretion) to distribute amongst the Gninjas as he wishes.

Spirit 3—Ghost Dump

For the cost of a large bean, the Gninja can use his command of the mists to shackle and command a nearby ghost or demon of moderate power.

Gninja Magic

Some Gninja can use the mists to create magical effects. Complications to this power set include pockets of magic-poor mist, misalignment of magic forces, and unknown magic wards.

Magic 1—Hard Push

Using the flow of the mists, the Gninja can shove at a distance with the strength of a grown man.

Magic 2—Number Two

The Gninja can create an illusion of anything he has recently seen by manipulating the mists around him.

Magic 3—Light it up!

For the cost of a large bean, the Gninja summons a spark and uses the inherently flammable nature of the mist to create an enormous flash of flame. People and animals are stunned and burned, and combustibles may catch on fire. This power is accompanied by a great flash and bang, and may ignite a conflagration—it isn't at all subtle.

ADVENTURE DESIGN

Lay out the complex, town, dungeon, whateverthefuck, and note various defenses, pitfalls, challenges, and shit, and set DCs. Give the players a partial map with some inaccuracies. This represents the intelligence the Gninja Gnovices were able to gather.

Give the adventure a number of Resource Beans that represents the skill and preparedness of its defenders. Every time the Gninjas don't pass a DC, mark off a resource bean. The defenders have pulled out all the stops or gotten lucky somehow to thwart the Gninjas.



When all of the resource beans are used up (and each few missed DCs after that at the GM's discretion), the Gninjas get an additional small bean on all their tosses, representing the fact that the defenders have played all their hidden tricks and their luck has gone sour. Each time a Gninja doesn't pass a DC after that, it represents the defenders bolstering their defenses through neglecting some other area. These can be in game areas (the guards at the west gate took an extra toss to defeat because the guards at the east gate were withdrawn to support them) OR in out-of-game areas.

These out-of-game areas represent the infrastructure and support system of the enemy Lord's fiefdom being damaged or destroyed because the resources that support them were diverted or neglected to oppose the Gninjas! Thus, it's entirely possible for a Gninja squad that don't pass numerous DCs to not only eventually succeed (they always succeed because Gninjas never fail!) but to also leave the enemy fields on fire, the peasants revolting, and the Lord's summer home captured by enemy forces! Gninjas are badass!

This is a work of satire created by Martin Ralya and Matthew Neagley of Gnome Stew (www.gnomestew.com). No challenges to any of the trademarks or copyrights that were mangled and shat upon in this PDF are intended. If D&D 5e really is set in Ass'Wor'ld, just remember: You heard it here first!