

Author's Introduction: Some time back, I wrote a netbook for the expansion community called the Netbook of Breast Expansion. Having reviewed the work, I find that it is unfortunately, too narrow in focus, and, also, highly out of date, as it was written for D&D 3.0, and we're on 3.5 now, last I checked. In the manner of the Von Richten's Guides, this work will be written semi-in character. You may notice the conspicuous absence of Weight Gain in this work, as I feel the existing rules that WotC have for creatures becoming heavier seem to work fine, even if some people find them to be lame.

By way of further information, we assume that your campaign world runs under at least MOST of the laws of the real world, unless suspended by divine or arcane energies...

The D20 Netbook of Expansion

By

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(As Recorded in the Librum Scholomance by the Sages of the Tower thereof.)

Introduction on Growth

The most basic (and safest, from a victim's point of view) form of expansion is growth. People do not explode from growth (normally) nor does it (under normal circumstances) cause excessive pain as the subject reaches their utter limits. Interestingly enough, it is unique in that it can effect any living being. I once had the displeasure of seeing a vast and terrible dragon make itself that much more vast and terrible by means of a growth spell.¹

Growth spells can be divided into two broad categories, those that cause temporary growth, and those that cause permanent alteration to the cellular structure of a subject. The temporary ones that most mages are at least familiar with, commonly known as 'Enlarge' and 'Animal Growth' are examples of the first. "Plant Growth"

¹ It is believed that Redgear here is referring the wyrm Crimson Abyss, who assaulted the city of Scholomance with an army of Salamanders in the year 1530 af.

commonly known to Druids is an example of the latter, with the growth caused by the spell increasing the rate at which the cells of the plant divide. However, when these principals are applied to non-plants, or the natural limits of a species are exceeded, problems can result.

Rules: while even, uniform growth causes no problems other than a need to shop in the Big 'n Tall isle of the clothing store, asymmetrical or non-uniform growth can cause problems. Subtract the players original weight from their current weight and add it to their weight carried to determine if they are penalized by their new body shape.

Rules for Exploding

Obviously, not everyone who is inflated or otherwise forced to expand fails to pop with an almighty bang.

Once the breasts are larger then 12 feet in diameter, your chance to pop increases, starting with a cumulative 20% chance per round that you have expanded after having reached 12 feet in diameter, with the following bonus' based on size:

Small: +10%

Medium: 0%

Large: -10%

Now, mind you, these are bonuses to your chance OF popping. This is rolled each round you expand, as well as every time you suffer 'trauma'. 'Trauma' is considered running into any sharpened objects or being attacked. If attacked and damage is dealt then increase the % to pop by 5 + the attack bonus of the attacker and roll to pop immediately. Subdual damage is not considered an attack, no matter the source (Though it would make a nice bass drum sort of noise). Slashing attacks are considered an additional +1 to attack bonus (in addition to the BAB of whatever is making the attack), piercing are considered +2. Falling is considered an attack with the attack bonus being +1 for every 20ft traveled. If the subject does not pop the victim then return % to pop to normal. Popping deals 10d10 damage to the victim (Fort save DC 25 for half damage).

If the subject of the expansion has reached the size in question at least twice previously, they do not have to make any popping rolls (due to expansion. Any attacks are still rolled from 12 foot in diameter on) until they either reach a size that they have not reached previously at least twice without bursting, or 24 feet in diameter.

Also: Casting a healing spell on an expanding subject will reset the percentage to 20% regardless of size. However, the subject will have difficulty returning to normal, should the spell allow it, and will permanently have a bust that would normally belong to a creature one size category larger. (This is cumulative. Thusly, a medium sized creature would be stuck with basketball-sized bosoms the first time, and pumpkin sized ones the

next. This effect can be dispelled with a *remove curse*, *wish*, or *miracle* spell, or with certain surgeries.)

Constriction

Now, obviously, if the directions which expansion can occur in become limited, the remaining direction expands much more rapidly, causing uneven stress on the skin, and thus, for each direction that the expansion is restricted from, the rate at which the subject reaches a point where they become unstable enough to burst increases, thus, the size that can be attained before making popping rolls is reduced by 1/6 for each direction that expansion is restricted in. If they are already making rolls, increase the difficulty by 10%.

Note: In a sealed room, having no doors or other openings, the subject will not burst, unless spikes of some other form of trap with deals damage is present, due to the fact that the expansion will occupy all available space and begin applying pressure to the surrounding walls. However, the subject of the expansion will also be the subject of that pressure, which will deal 1d6 points of subdual damage per turn to them (and the walls) until they have taken damage equal to their total maximum hit points, at which time they begin to take regular damage.

Thusly: Tizzt, having regained a more 'normal' size and taken a few levels of sorceress, finally catches Cleo in a ten by ten room (ahh, the good ol' ten by ten room!) and casts a *bloat* spell on her using the quicken spell and extend spell feats, causing her to rapidly fill with water. Cleo, removing her restrictive robes, casts *bloat*, catching Tizzt in the room with her. Both sorceress' focus on their spells, trying to cause the other to fill more rapidly, however, due to the feats applied to the spell, Cleo is expanding much more rapidly, and within five rounds, her breasts are beginning to press against the two walls on either side of her. Now that she is restricted on three sides (two walls and the floor) she has to start making popping rolls, starting at 20%, which she easily makes. Tizzt, on the other hand, has swollen to almost 256 pounds of tit, as Cleo's spell expires. Tizzt is in no danger of bursting (throwing her back out, yes, bursting, no) and calmly sits in the doorway to watch the show. Cleo, due to the extend spell feat, continues to expand, now rolling a 40% chance of popping, which she squeaks by with. Her bust feels extremely tight to the touch, and is making ominous stretching sounds. Casting cure moderate wounds on herself (being a nymph, she can cast druid spells as if she was a 7th level druid.) she resets the % to 20%. On the next round, she now nearly fills the room, and makes her 20% roll. (Tizzt, meanwhile, is seriously thinking about that *reduce* spell she knows, just in case she needs to make a break for it.) However, she is now brushing the ceiling, and has only one direction to go. Thusly, she has to roll against 50%. She makes it, barely, and probably will not make it next turn. Tizzt, however has grown impatient, and draws a knife from her belt, and throws it, connecting and forcing Cleo to make a roll against popping at 59%. Needless to say, she fails miserably, and bursts.

Inflating with Air

This is a rather simple modification of the above rules. Instead of gaining weight, the character's weight is either unchanged, or reduced by the amount that they would otherwise gain, due to being inflated with buoyant gasses. If they are reduced to less than they weigh, they begin to float. If they are reduced to more than twice their weight, they rise in the air until they meet an object that arrests their flight, or simply continue to rise into the sky at their base movement speed.

Popping, Part Two

Now, as you may know, pressure drops with increased altitude, which would cause an increase in volume. Thusly, for every round beyond five that the character continues to rise, add 5% to their popping roll.

Example

Tizzt, having finally burst Cleo, needs to escape from the dungeon now. She has managed to lose some 'weight' but is still rather top heavy. She discovers a long shaft that seems to lead to the surface, but has no hand holds and is too wide to climb. Using her *water to hydrogen* spell, she inflates her breasts, doubling their size from the 32 pound monsters they were to a volume that would be the same as they were at 64 pounds each, for a grand total of 128 pounds. However, Tizzt only weighs 110 pounds, so her inflated chest generates eighteen pounds of lift, causing her to rise, slowly, up the shaft. Upon reaching the surface 5 rounds later, she releases the gas with a loud belch, and lands safely out of the dungeon.

Feats

Voluptuous

Rules: Treat this character as though she were one size category larger for explosion tests.

Prerequisites: Cha 13+, Female, Must be taken at character creation.

Pleasurable Inflation

Rules: If a character with this feat casts a spell which causes inflation or growth, the target must make a will saving throw or be overcome with pleasure and the desire for the inflation or growth to continue indefinitely.

This feat is applied automatically.

Prerequisites: the ability to cast arcane or divine spells, the ability to cast one spell involving inflation or growth.

Hard to Pop

Rules – The character receives an additional saving Fort throw in the event that they fail a popping check. If they succeed, they do not explode, however, the increasing pressure means that they will take a -1 on each successive popping check.

Prerequisites: Con 13+

Improved Elasticity

This character possesses unusually elastic skin, allowing them to expand twice as large as normal.

Prerequisites: Elasticity

Elasticity

This character has very elastic skin, and can reach sizes half again the norm for their size and race. Must be taken at character creation.

Growth Oriented Spells

Baneful Strength

Necromancy

Level: Wiz/Sor 6, Clr 5, FIM 3

Components: V,S

Casting Time: 1 Action

Range: Touch

Target: One Creature

Duration: Special

Saving Throw: Negates

Spell Resistance: Yes

Initially, this spell seems a boon, increasing the targets muscle mass and Str by +2, and an additional +2 every 24 hours afterwards. However, upon reaching 2x their

original Str or better, the subject receives a permanent -1 to their Dex, and an additional +2 Str -1 Dex every day after that, as movement becomes more and more difficult due to their increased muscle mass. Upon reaching 0 Dex, the target is crushed to death by their own expanding musculature.

Enhance Training

Necromancy

Level: Wiz/Sor 2, Clr 1, FIM 1

Components: V

Casting Time: 1 Action

Range: Touch

Target: One creature other than the caster.

Duration: Special

Saving Throw: Negates

Spell Resistance: Yes

This spell has the simple effect of enhancing the effectiveness of any strength training that a target may be undergoing. The caster may choose to either increase or decrease the time the training takes by 1/3. If the time is increased, any bonus to Str that would be gained is increased by +1.

Greater Growth

Necromancy

Level: Wiz/Sor 8, Clr 7, FIM 4

Components: V, S, M, 1200 XP

Casting Time: 1 hour

Range: 10 feet

Target: One living being other than the caster

Duration: Instantaneous

Saving Throw: Negates

Spell Resistance: No

The target grows to twice normal size, and 8x normal weight, over the course of a few moments (2 rounds). This growth is permanent, and not dispelled by magic. The effects may be temporarily reversed by a Reduce or similar spell, but can only be permanently reversed by a Wish. Any non-magical clothing or armor worn is destroyed, magical items receiving a saving throw with a bonus equal to their bonus. If they grant no bonus, consider them a +1. The subject takes 1d6 damage if bursting out of armor made of anything more durable than cloth, and 2d6 out of anything made of metal, such as plate mail. The target receives all bonuses and penalties for any size class increase.

Lesser Growth

Necromancy

Level: Wiz/Sor 4, Clr 4, FIM 2

Components: V, S, M, 1200 XP

Casting Time: 1 hour

Range: 10 feet

Target: Special/One living being other than the caster

Duration: Instantaneous

Saving Throw: Negates

Spell Resistance: No

The caster selects a particular part of the target, and causes it to grow. Possible choices for this spell are: hair, claws, teeth, horns, wings, breasts, legs, arms, tentacles, genitals, hips, eyes, or ears. The selected part will grow to twice its original size over a period of four rounds, though the caster may halt the growth at any time before that, rounding growth up to the nearest full round, i.e. if Tizzt the drow sorceress has her breasts targeted by this spell, at the end of round one they will be 125% of her original size, round 2 150% of her original size, Round 3 175%, and round 4 200% or double her original size. If, half way through round 2, she kills the mage casting it, she'll still grow to 175% of her original size, the nearest full round being round 3. (Note: This spell cannot grow any NEW appendages. It can only increase what already exists, however, the caster may choose the shape the growth takes, larger ears becoming long and pointed like elves, etc.)

Table of Effects:

Hair: Hair will be twice as long and thick. If in the form of a fur coat, gains Energy

Resistance: Cold 5

Claws/Teeth/Horns: damage inflicted is increased by 1 dice size, i.e. 1d6 becomes 1d8

Legs/Wings: Movement Speed/Flight Speed increased by +10 Feet

Arms: Str +1

Genitals: Dm's Discretion

Tentacles: Double reach

Eyes/Ears: +4 bonus to Search checks

Breasts/Hips: Cha +1

(Note: These bonuses are permanent, however, they are only received at +150% Increase and higher.)

Dryad's Doom

Necromancy

Level: Wiz/Sor 5, Clr 5, FIM 2

Components: V, S

Casting Time: 1 round

Range: 10 feet

Target: One living being other than the caster
Duration: Permanent
Saving Throw: Negates
Spell Resistance: No

The target of this curse inflates with air when exposed to light. The rate at which they inflate varies with the intensity of the light.

Time it takes a target to reach maximum volume based on continuous exposure to light.

Candle – Slow, on the order of days

Moonlight – slow, takes several hours

Daylight – medium, takes around an hour

Noon in the Desert/Positive Energy Plane – about ten minutes.

Bloat

Alteration
Level: Wiz3/Sor2
Components: VS
Range: Line of Sight
Target: One Creature
Duration: Five Rounds
Saving Throw: None
Spell Resistance: Yes

This spell opens tiny portals to the plane of water in the target, rapidly filling the target's breasts with water. This influx of fluid causes the target's breasts to swell, doubling in size every round. This water remains even after the spell expires, usually rendering the target immobile. After a few hours, the water begins to leak out of the nipples, and after a few days the target is usually back to their old size.

Water to Hydrogen

Transmutation
Level: Wiz1/Sor1,
Components: V
Range: Touch
Target: two objects containing water
Duration: Instantaneous
Saving Throw: Negates
Spell Resistance: No

This spell converts a volume of water to double that volume of hydrogen. (Note: Hydrogen is a flammable lighter than air gas. If any container of hydrogen is struck with fire, it must make a Fort save or explode. The item is destroyed [or takes 10d10 damage, if living] and creates a *fireball* effect, centered on the item.)

Water to Helium

Transmutation
Level: Wiz5/Sor5,
Components: V
Range: Touch
Target: two objects containing water
Duration: Instantaneous
Saving Throw: Negates
Spell Resistance: No

This spell converts a volume of water to triple that volume of helium. (Note: Helium is a non-flammable lighter than air gas.)

Deep Breath

Alteration
Level: Wiz4/Sor4
Components: S
Range: Touch
Target: Self
Duration: Special
Saving Throw: None
Spell Resistance: No

This spell allows the caster to open her mouth and inhale, causing her breasts to inflate with air. They will continue to inflate until the caster closes her mouth.

Long Drink

Alteration
Level: Wiz4/Sor4
Components: VS
Range: Touch
Target: Self
Duration: Special
Saving Throw: None
Spell Resistance: No

This spell allows the caster to drink enormous quantities of water, filling the breasts like water balloons. This water can be retained for months, allowing the caster to survive without fresh water until the water stored in their breasts is used up.

Symbol of Inflation (credit to Blooberboy)

Transmutation

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 10 min

Range: see text

Effect: One symbol

Duration:: See text

Saving Throw: None

Spell Resistance: None

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a symbol of inflation inflates one or more female humanoid creatures within 60 feet of the symbol (treat as a burst). The target(s) suffer growth effects described in the list below. The number of effects is determined by rolling 1d4 and then rolling d% to determine the nature of the effect(s).

d% EFFECT

01-25: breast expansion

26-50: butt expansion

51-75: belly expansion

76-100: giant size (Increase size category 1d4 categories)

If the same effect is rolled twice, reroll

While bursting out of her equipment, the character takes damage depending on what she is wearing at the moment. Normal clothing, amulets and jewelry tear apart causing no lethal damage, but equipment such as armor, thick belts, gauntlets, and helmets cause damage that can kill the wearer. Light armor deals 1D4 points of damage, medium armor 1D6, and heavy armor 2D6 points of damage.

Items

Rubber Ring

This magical Ring allows the user to expand indefinitely, without fear of popping due to over-inflation. Requirements: Caster Level 18, *wish*.

Whistle of Inflation

This whistle targets one female mammal, and as long as air is blown into the whistle, the target will continue to inflate. Requirements: Caster Level 19, *deep breath*

Wondrous Items

Cleavage Eggs

The Cleavage Egg appears at first glance to be an elaborately painted fowl egg, which faintly radiates Necromantic magic if examined. Inside the Cleavage Egg is a ready-to-hatch infant bird held in stasis, which hatches when warmed between a woman's breasts. The egg has one additional effect: If a maiden is presented with such an egg, as long as she keeps it in her possession, her breasts will grow, only stopping once they are large enough to securely and comfortably nestle the egg between them.¹ If the egg is abandon² after being given to a woman (which is the only other way to stop the growth), the infant bird inside will wither and die, however, the bird will remain in stasis indefinitely³ otherwise.

Cleavage Eggs have been observed made from the eggs of most varieties of barnyard fowl, including chickens, guinea fowl, peacocks, geese, and ducks. The largest one thus far recorded, however, contained a Fethris⁴, though this may have been meant as

¹ It should be noted that in villages where this practice is common, it is not considered an insult to offer an egg like this to a maiden, but rather a sign that you are showing an interest in her, similar to a bouquet of flowers. However, it must also be stated that giving one to an unsuspecting female travelers, particularly slender elf women, is a common prank in certain villages as well, as the elf will not (typically) abandon the egg and willingly kill the innocent baby bird inside, assuming they have any idea at all what is going on.

² 'Abandon' here is a specific condition meaning that the egg has been tossed out in the trash, or otherwise discarded. An egg left unattended in a protected location suffers no harm, as long as it is not left exposed to the elements.

³ Indeed, the practice of creating these eggs is fairly old, with some adventurers unexpectedly making large sums by rediscovering species and breeds thought extinct preserved in deep ruins and other old but sheltered locations.

⁴ A large, flightless bird used as a riding animal on the plains around the southern city of Port McCaffery. The eggs are approximately the size of a man's head. Needless to say, a woman would have to be absurdly buxom to carry something this large in her cleavage.

a weapon of revenge, as it was disguised as an enormous Faberge egg. Requirements: *Enlarge, Sleep*, a bird egg near hatching, paint.

Poisons

G'roon Liquor

Type: Consumed DC 15

Damage: Special

Price: 400gp

The g'roon is a shrub found on small islands with large, head-sized fruits, the taste of which seems to directly stimulate the pleasure centers of the brain, leading to uncontrolled gorging, as well as being a powerful aphrodisiac.

If the subject eats a small amount of the fruit (approx one ounce per 50 pounds of body weight) per day, the effect is a slow, steady growth over time, though the growth of secondary sex characteristics seems to take place at a higher rate than the rest of the body.¹

However, in the event that the subject gorges on the fruit, or drinks distilled liquor made from it, the growth is massive, sudden, and uncontrollable. Some medium-sized humanoids have been recorded reaching heights of over 1500 feet tall². This is followed by a massive metabolic crash as the subject's body, no longer aided by magic, requires massive amounts of nourishment, which is probably unavailable, causing them to quickly starve to death³ within about two hours. It is believed that g'roon plants create new islands to colonize in this way, with coral and mangroves quickly adding on to the bulk of such a massive corpse.

¹ A drow alchemist who was shipwrecked on one of these islands survived on fish and rainwater she managed to collect in a barrel. However, during a dry spell, out of desperation, she had to supplement it with water pressed from g'roon fruits. Fortunately for her, it was highly diluted, but in a little over a year before she was rescued, she grew from 4'2" to slightly more than 6'5" in height, and, despite being impressively physically fit from the effort involved in fishing, had developed incredibly wide hourglass figure. So much so that her breasts, when confined by a shirt, protruded six inches wider than her torso on both sides.

² In confined areas and other such locations, the victim takes crushing damage from this.

³ Two anecdotes suggest that if enough nourishment is acquired within a short time (about two hours) the subject will survive. One is a story related about 100 years ago that a man who was so unfortunate managed to survive by catching, and consuming, a kraken. The other relates of the bizarre tale of a woman who ate the fruits, and then, in desperation, stripped the island of vegetation, including the entire grove of g'roon fruits. Due to her already immense size, the effects were uneven, her belly and innards absorbing the bulk of the effects, the rapid growth of which caused her to lose her balance, and fall into a miles deep oceanic trench, and drown. The resulting tidal wave caused by her fall destroyed the populations of several near by costal cities.

Pregnancy

This section falls between growth and inflation for obvious reasons, since it combines aspects of both. Or perhaps it would be better to say both are going on.

In a world where mages regularly use magic to enhance their potency, and druids cast spells to increase the fertility of living things, accidents happen. Spells are miscast, potions mixed badly, and gods decide to play tricks on even the most devout clerics. Sometimes these can result in abnormal pregnancies.

Abnormal Pregnancies

For purposes of this section, we will look at only those pregnancies which are abnormal due to extremely unusual circumstances, and not caused by disease, mutation, or other naturally occurring malformations. This will include situations such as magically altered infants, extreme multiple births, and the side effects on the mother of conceiving a infant with certain extra planar and draconic entities.

Magic Babies

Rules: If a subject is more than 1/3 of the way through a pregnancy, and is either the target of, or caster of, a spell, either divine or magical, roll 1d6 for an alteration to the fetus. Magic Items do not require this test, unless they cast a spell at a target. Spells which directly target the unborn child do not cause any harm, unless they specifically state otherwise in their descriptions.

1-3: No Change to the infant

4 and up: Infant has been altered. Roll to determine if the result is positive or negative.

Positive and Negative Alterations: To determine which table should be rolled on, roll 1d20 and apply the following modifications: +1 per level of a spell with the "good" descriptor. -1 per level of a spell with the 'evil' descriptor. +2 if the mother has a good alignment. -2 if the mother has an evil alignment. +1 per 5hp the spell heals. -1 per 5 hp of damage the spell deals. Once the modifications are applied, if the result is 10 or less, roll on the Negative Effects table. If it is 11 or more, roll on the Positive Effects table.

Positive Effects: Positive effects are generally viewed as good omens in good societies or are otherwise beneficial. Each of these may only be taken once. In the event that the same result is rolled twice for the same infant, roll again.

Roll 1d12

- 1: Born with blindsight 60 feet. If the child's race already has the benefit of blindsight than add 20 feet to the range.
- 2: Born with a +1 bonus to all saving throws.
- 3: Born with a +1 bonus to Fort saving throws
- 4: Born with a +1 bonus to Will saving throws
- 5: Born with a +1 bonus to Reflex saving throws
- 6: Born with a +1 bonus to any one stat (NPC's DM's choice, PC's player's choice)
- 7: Born with Magical Resistance 15% + 5% per any levels gained.
- 8: Born with Regeneration (1 hp per turn)
- 9: Apply Half-Celestial template to infant
- 10: Born with a spell-like ability: Choose a spell of no higher than second level. This spell may be used once a day as a spell-like effect.
- 11: Apply half-dragon template to infant (metallic)
- 12: Roll Twice on this table. Re-roll any further 12's rolled.

Negative Effects: Negative effects are ones that either cause the child to suffer penalties, or otherwise are viewed as ill-omened in good societies. In the event that the same result is rolled twice for the same infant, roll again.

Roll 1d12

- 1: Born with a -1 penalty to all saving throws
- 2: Born with a -1 penalty to Fort saves
- 3: Born with a -1 penalty to Will saves
- 4: Born with a -1 penalty to Reflex saves
- 5: Born with a -1 penalty to a stat (DM's choice)
- 6: Apply the half-fiend template to the unborn infant.
- 7: Radically different coloration of skin. The color change can either

be advantageous or disadvantageous to the child, depending on whether the new color will give him/her a camouflage appearance or make him/her a laughing stock. A child's color can change to any other color. The color change is left to the DM and is limited only by the imagination.

8: The child's eyes are abnormal for the species. Roll 1d6 to determine the types of eyes:

- 1) Catlike, gains low-light vision
- 2) Change color at random (not always the same color for both)
- 3) Function normally but are solid black
- 4) Function normally but are solid white.
- 5) Have a transparent inner eyelid. (May see normally under water, gain a ref save vs any spell or effect which causes blindness)
- 6) Function normally but glow with an eerie inner light.

9: Apply the half-dragon template to the unborn infant. (chromatic)

10: The infant initially appears normal, but after birth begins to grow horns. Whether these horns are merely ornamental or if they are enough to grant a head butt or gore attack is at the dm's discretion.

11: The child is born with a tail. The exact nature of this tail is up to the dm.

12: Roll Twice on this table. Re-roll any further 12's

Sidebar: Gods and Devils

In the unlikely event that the same infant should roll all of the entries on either the positive or negative tables, the following will result:

Should a single infant receive all the bonuses on the Positive Effects table, without acquiring any penalties off the Negative Effects table, the mothers womb will begin to glow, and the infant will come to full term within one hour, without harming the mother, who will then give birth (no checks required, it's an absurdly easy and swift birth). The infant will emerge with small white wings, and over a period of 1d6 rounds transform into a full grown Astral Deva, and then depart for a higher plane. However, it may, at the DM's discretion, look in on 'Mom' every now and then. (As an alternative, the DM may choose, if the mother is of the correct alignment and high enough level, the Deva may join its mother as a level 1 cohort, which levels up over time, using the rules for Astral Deva's found in *Savage Species*, pg 155.)

Should a single infant receive all the 'bonuses' on the Negative Effects table, without acquiring any bonuses off of the Positive Effects table, the infant transforms into a powerful half-dragon succubus, which grows to full size inside the mother's womb over a period of 1d4 hours. Any other unborn infants present in the womb are consumed by their ravenous 'sibling'. Every 10 rounds, the mother takes 1 point of constitution drain

and must make a fortitude save or take 2d12 damage from the rapid growth of her 'offspring'. A successful Knowledge: Arcana or Knowledge: The Planes check (DC 25) will allow the mother give the demonic infant a True Name and command it. Any opposed checks made by the succubus will be at -12, due to the rather intimate knowledge it's 'mother' has of it. If the mother's check is successful, she will cease taking damage from the rapid growth of her 'daughter' who upon reaching full size will teleport out of her mother's womb. Should she fail, or the succubus succeed at an opposed test, she will continue to have to make Fort saves and take ability damage until either A) she reaches 0 Con or 0 Hp, at which point her womb cannot stretch any further and her belly bursts, or B) the succubus reaches full size within her, and then tears it's way out, dealing it's mother 10d10 damage. (If the mother survives this, the succubus will likely become a cohort, regardless of the mother's alignment, due to her possession of the succubus true name. Simply roll up a level 1 succubus [*Savage Species*, pg 195] and apply the chromatic half-dragon template of your choice. The succubus' loyalty and, possibly, alignment are at the DM's discretion.)

If, by some remote or bizarre chance, a single infant receive EVERY ability or bonus listed on BOTH tables, it will be born a half dragon of a type determined by the DM.

Sidebar: Other Magic Effects and the Unborn

Casting spells is not the only magical event that can cause alterations in the makeup of a baby if done after more then 1/3 of the pregnancy has passed:

Level Drain: If a subject has reached 1/3 of the way through a pregnancy and is subjected to level drain, there is a 5% chance per level lost that they will have to roll on the Negative Effects table. Further, there is a 1% chance per level lost of a miscarriage.

Planar Travel: If a subject more then 1/3 of the way through a pregnancy visits a strongly aligned plane (example: an elemental plane, the Nine Hells, The Seven Heavens, etc.) there is a 30% chance that the infant she carries will be born with a template appropriate for that plane. (Example: half-elemental, half-fiend, half-celestial, etc.) An infant may only acquire one template this way.

Planes to avoid while pregnant: Limbo ('nuff said), Negative Energy Plane (ditto), Positive Energy plane (mother gains additional hp at 2x normal rate.)

Magical Ageing: If any aging effect is inflicted upon the pregnant woman, the aging effect is split between the mother and child equally, until the infant reaches the point it would normally be born. Due to increased development rate, the mother takes 1d6 damage and -1 point of Con as temporary ability drain per month the infant is aged in this manner. The child must make a fort save using its mother's save score (unmodified) or suffer a permanent -1 to all stats.

Excessive Pregnancy

So, what happens when you discover that your apprentice goofed while making the fertility potion you drank before last night's wild romp in the hay, and instead of conceiving three times as many offspring as normal, you've conceived three *hundred* times as many offspring...?

In this section we're talking about really unimaginable goof ups, pregnancies that without magic would be absurdly impossible. You may note that these rules do not take the character's stats into account when assigning them encumbrance. This is to reflect the limited mobility that pregnancy causes, not how much they can actually lift. Immobility in this context is the fact that they will be unable to move very far in this condition, due to the stress it's putting on internal organs and structures, not that they could not, in theory, move a mass as large as themselves in their condition. DM's may permit a certain amount of superhuman derring-do in the event that the subject is in danger or feels threatened, but otherwise, most pregnant women prefer NOT to trek fifty miles through the wilderness to the Dungeon of Certain Doom while eight months pregnant under NORMAL circumstances...

Any additional penalties listed are in addition to the standard rules for pregnancy (*Guide to Unlawful Carnal Knowledge*, pg)

Lowest level: five to nine times the normal number of offspring.

At this level, the mother to be accumulates merely accumulates penalties at a faster rate than normal, and should be considered heavily encumbered if not totally immobile for the final 1/3 of the pregnancy. She'll be hungry frequently, and require 75% more nourishment than is usual for her species. While some magic items, like a Ring of Flight or a Periapt of Weightlessness, may look attractive to a subject in this condition, they should be avoided or used very sparingly. This is due to the fact that their effects will interfere with the babies turning, which in turn causes complications at birth.

Additional Penalties: -2 Con, -3 Dex in last 1/3 of pregnancy. (Note: These penalties cannot reduce the subject below 1)

Medium Level: Ten – twenty times as many offspring as is normal.

At this level, far more serious health concerns can occur. The first is that in the latter half of the pregnancy, the mother may be simply incapable of eating enough to feed her progeny, requiring to eat double (or better!) the usual amount of food. The body simply isn't designed to support that much nutrient processing. The other concern is internal damage to the mother, due to the rapid development of so many offspring at once. From 50% of the way through the pregnancy on, the mother has to make a Fort saving throw once a day, or take 1d3 damage, and from 75% of the way through on, this increases to 1d6. From the beginning of the second third of the pregnancy on, she should

be considered lightly encumbered, in the latter half of the second third, heavily encumbered, and for the last third, immobilized. Even characters with great physical strength will be only able to move themselves short distances (as in 20-40 feet) before tiring. Furthermore, due to their increasing size, women may find doors and small hallways to be obstacles from half way through the pregnancy on. Ring of Regeneration and Ring of Sustenance are highly recommended solutions to the problems facing mothers in this predicament. Periapt of Weightlessness becomes a necessity during the last 1/3 of the pregnancy, in order that A) movement around one's own home is possible, and B) that none of the infants are crushed or deformed by the sheer weight of their siblings. (Note: Subjects this pregnant will require the aid of a Surgeon, Sorcerer, or Cleric to deliver successfully at this size, due to difficulties.)

Additional Penalties: -1 Con -2 Dex from beginning of second 1/3 of the pregnancy on, -3 Con, -4 Dex from the beginning of the last third of the pregnancy on. (Note: These penalties cannot reduce the subject below 1)

High Level: More than Twenty times the normal number of offspring.

This is highly dangerous territory. By the end of the first 1/3 of the pregnancy, the subject will accumulate all the penalties she would have as if she fully pregnant with the standard number of offspring. Eating enough for the subject to feed herself will become impossible. If magic is not used to sustain the subject, use the Starvation rules in the DMG. At the beginning of the second third of the pregnancy, once a day the subject will make a Fort saving throw, or take 1d3 damage. At 50% of the way through the pregnancy, this increases to 1d6, and again at 75% to 1d8 per day. The female is heavily encumbered from beginning of the second third of the pregnancy on, and immobile from 50% on. The magic items mentioned in other section go from being useful to be required for survival at this point, and Ring of Sustenance may require being supplemented with a Clear Spindle Ioun Stone, in order to meet the subjects nutritional requirements. (Note: Normal delivery is IMPOSSIBLE at this point, and the subject may not even go into labor due to the womb being too stretched. A cleric or surgeon [preferably both] will have to operate to deliver the babies.)

Sidebar: So, how Big is she?

This is a bit tricky. In general, a normal pregnancy can be approx 25-50% of a woman's total size. For sake of simplicity, we'll use 30% as a rule of thumb. So, calculate 30% of the character's size, divide by the normal number of offspring, and then multiply by the number of offspring she's having. (note: if this indicates that a size category increase is warranted, the subject only receives the penalties for the increase, and no bonuses.)

Example: Our friend Tizzt the Drow Sorceress has goofed again, and gave her friend Lildora the High Elf thief a bad fertility potion. Lildora weighs approx 120 dripping wet,

so under normal circumstances, would be about 160-180 pounds fully pregnant. However, she's conceived not one, not two, but 200 offspring! Woops! This means at 24 months (high elves taking 2 years to gestate), she'll weigh approx 7200 pounds, and be approx 20 feet in diameter, and is a huge creature (but only gets penalties for it!). Anything smaller than a barn door is probably an obstacle to her, and to move at all, Tizzt better have coughed up some working magic items...

Sidebar: Side Effects of Super Pregnancies

These are side effects DM's may or may not wish to use.

Mega Development of Mammary Tissues: In mammals, typically, hormones secreted during the latter stages of pregnancy cause the breasts to grow and produce enough milk to feed the offspring growing inside. However, in situations where there are excessive numbers of offspring present, or Periaps of Weightlessness are used frequently, hyper development of these glands may occur. [In the Example given in the 'So, How Big is She?' Sidebar, the breasts would grow to a size large enough to produce milk to feed 200 babies. One can only imagine how big that would be, but assistance with feeding the babies is probably a given.] The DM may force the character to take a penalty to Dex for the duration of the infants nursing, and for up to three months afterward, as the tissue shrink and/or the character adjusts to their newfound assets.

Excessively stretched skin: Even though a Ring of Regeneration will prevent stretch marks, a female who has a medium level pregnancy and up will be left with a mass of excess skin that will take months to properly shrink back, if ever. Depending on how much is present, the Dm may wish to put Dex and social check penalties on the subject until such time as the condition is finally alleviated.

Other Damage: The DM is encouraged to consider other side effects, aside for the obvious need to care for large numbers of children, such as internal damage due to spines, etc, depending on the nature of the beast...

Supernatural Offspring

First and foremost, as any woman who has will tell you, not even regular pregnancies compare to ones involving offspring who are the result of a union with a being not only other than human, but other than worldly.

Angelic infants and demonic brats.

Most women who have conceived with an extra planar being of the same or similar alignment to themselves report that the pregnancy was very pleasant and easy,

however, though impregnated by being of an opposing alignment found the pregnancy draining and difficult. Beings of exactly the same alignment almost always bare identical multiple births, usually 2 and 3x the normal number.

Adventure Idea: Demonic Sire

Encounter: The party comes across a village where all the males have been slain and the women carried off, leaving only young girls, who run and hide at the site of men. The villagers have been carried off by a balor intent on creating an army of half fiends, using magic to speed gestation and increase the number of offspring conceived at once. By the time the party finds him, his plan is nearing fruition, in more ways than one!

Adventure Idea: Bursting with Goodness

A chaotic good sorceress has managed to get a chaotic good outsider to help her have a child. The problem? The combination of fertility potions and celestial potency has left her pregnant with a small army, and while this pregnancy is easier than it should be, she needs the party to find a powerful artifact to help her before she gets too much bigger...

Fire Breathin' Babies

Half dragons are about average for mothers to be, other than the constant internal poking and prodding. They are however, riskier to give birth to. The real challenges are when baby learns to breath fire (or whatever) or starts spontaneously casting spells!

She gave birth to a What?

In a pregnancy involving lycanthropy, if it is the father that is a natural lycanthrope, there is a 50% chance that the baby will be a natural lycanthrope. However, in the event that the mother is the lycanthrope, there is a 50% chance that it will be born a natural lycanthrope, and if born as a non lycanthrope, it has a 50% chance of being infected with lycanthropy during birth. There is further a 1% chance that the offspring will be born in their animal form.

Magical Diseases:

Infernal Fruitation Disease

Lasts for 3d4 days, each day there is a 50% chance you will swell more, 25% you will shrink some, and 25% you will stay the same. Each time you swell more your chance to pop increases (Beginning as 40%+Size, Medium size = 0, Small = 10, Large = -10, etc). This is rolled each day at the beginning as well as every time you suffer 'trauma'.

'Trauma' is considered running into any sharpened objects or being attacked. If attacked and damage is dealt then increase the % to pop by 5+ the attack bonus of the attacker and roll to pop immediately. Subdual damage is not considered an attack, no matter the source. Slashing is considered +1 to attack bonus, Piercing is considered +2. Falling is considered an attack with the attack bonus being +1 for every 20ft. If the roll does not pop the victim then return % to pop to normal and heal damage dealt.

At the end of the infection you roll one last time to see what happens to you. If you roll swell you continue to swell until you pop (Roll again 50-50 chance of swelling more or popping, increase popping chance by 5% each time you swell). If you roll shrink you return to normal, if you roll stay you're stuck. Remove disease will not effect the infection, can only be cured by a Miracle or Wish spell or the antidote.

Infection is spread by contact with the juice from a victim, all damage to the person is healed and they must make a Fort Save (DC 25) or be infected immediately. Disease only effects Humanoid, some Monstrous Humanoids and Giants.

Popping deals 10d10 damage to the victim (Fort save DC 25 to half) anyone within splash radius must make a Fort Save DC 25 or be infected immediately. Popping after the infection period deals 10d10 damage, fort save (dc 25) for half, Deals 1d10 damage to anyone within the splash radius. 7 or more damage dealt by splash requires a fort save (dc 13) or is infected. Splash is 5ft +5 per times victim swelled.