The Net Book of Chocolate

For the d20 system

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Introduction: "The Food Of The Gods"

"What be this mystical substance, what is it about it that drives us to drink more and more. For I have tasted many wondrous foods from the four corners of the earth and beyond, yet I have never come across a food such as this.

Call my bravest knights from the front, for I have a more important quest for them. Whatever holds the secret of this must be a powerful creature. I must know where this comes from. Find me the source of this… this… Food Of The Gods!"

The Stories

Stories are told of many brave knights losing their lives while venturing deep into the wild savage wilderness. The search for the Food Of The Gods is said to have had four major expeditions. The first three only resulted in the discovery of gold but the fourth struck higher than that. Lord Cholt, Sir Walter, Sir Andrews, and Sir Grinich fought their way deeper than ever before and encountered a sight to stop beating hearts. A barbarian trading vessel larger than ever seen before, laden down by the weight of the Food Of The Gods. After a mighty struggle, with the unfortunate loss of Cholt, Walter, and Andrews the barbarians were dispatched and the skipper coerced into guiding the vessel out of the territory and back to civilised land.

Later, Grinich's squire wrote about the encounter. He was struck by how much the Barbarians valued the beans. He wrote:

"They seemed to hold these almonds [referring to the cacao beans] at a great price; for when they were knocked from their grasp in the battle, I observed that they all stooped to pick it up, as if an eye had fallen."

It was discovered later that the barbarians used the cacao beans as local currency. In fact, it is rumored that in the dark unsettled lands, this is still the case.

"I name this tea that we have made from the Food Of The Gods after the late lord Cholt. I name it Chocolate."

The Truth

The cacao tree (Theobroma cacao) is a tropical tree, found growing in Jungle and warm rain-forest regions.

There are three main varieties of cacao trees. By far the most common is Forastero. The rarest and most prized are the beans of the Criollo variety. Their aroma and delicacy make them sought after by the world's best chocolate makers. Finally, there is the Trinitario variety of cacao, which is a cross between Criollo and Forastero.

Now, deep in the most remote mountain jungles, grow a nearly unknown fourth variety of cacao-beans: the *Xucolotl*. It is this variety who gave the cacao its nickname of "Food of the God", for the magical properties it wields. This variety, if eaten raw, has a taste bitter than all the other varieties and is mildly poisoning. Nonetheless, it is the Xucolotl which must be used to create chocolate magical items or poisons. Also, when refined with the secret recipes detained by the **Cacao Guardians**, it is the most delicious of all chocolates (and no more poisoning).

Character Races and Chocolate

Before all, what must be understood is, that the sweet delicacy most people know under the name of chocolate, is in fact refined cacao. The cacao is first expurgated of half of the fat it contains, then it is powdered and mixed with sugar before being made into a paste from which will be made chocolate in a variety of forms (solid, powdered, etc.). However, cacao eaten raw is not sweet, but has in fact a bitter taste; something far much stronger than coffee for instance. As such, in this chapter read chocolate as a sweet food, while cacao is a raw one.

Dwarves

Dwarves are well known for their taste for strong foods and beverages. As such, for beverage they prefer cacao with chili pepper, something most other races are unable to ingest and even less appreciated. Dwarves sometimes make their horribly bitter-tasting cacao drinks with water, but most of the time they like to make it with wine. As for dessert, they prefer their chocolate dark and covered with sugar. In fact the darker and stronger it is, the better.

In any case cacao is an expensive luxury among dwarves, who must import it from afar. Would they live in mountain jungles however, they would still do not partake in its cultivation. For some reason it would be considered a frivolous past time for dwarves to take up the agriculture and refinement of the cacao bean; maybe because it just isn't very shiny. Now if there was a yellowy metallic colour cacao beans variety, then it might be worthwhile mining – er harvesting (or whatever you call it).

Elves

Elves being before all a refined race, only eat the most exquisite of chocolate delicacies. Also, they never eat more than a small amount of chocolate at a time; elves are not know for gluttony, and they almost never become chocoholic.

Developers of white chocolate, Elves also generally like to fill pockets of solid chocolate with sweet syrups that can be refined from forests surroundings. Elanion (the famous Elven Chocolate Chef) discovered that the sweet chocolates can have an intoxicating effect on Fey and subsequent (less reputable) Elven Chocolate Chefs have been known to taken advantage of some of the beautiful Fey kind.

The Elven chocolates are generally considered too light by the other races, and dwarves do not consider them to be any chocolate at all.

Half-Elves

As could be expected, where chocolate is concerned half-elves tend to have tastes in-between that of elves and humans. They will thus greatly appreciate chocolate in all forms, but it must be nonetheless a high quality chocolate.

Halflings

It seems that halflings become instant choco-holics as soon as they smell it. It is highly likely that it is halflings who cultivate the majority of the cacao plantations in the world. It is also likely that they are responsible for the large variety of ways in which chocolate can be ingested, from the original cocoa drink to the dark and light varieties of the solid chocolate, to the chocolate balls with liqueur laced berries inside them.

Among all the wonders that halflings are experts are making with chocolate, is an alcoholic, creamy and delicious beverage they call "Beilay Drink". Many a halfling would get drunk with it at the first opportunity, but the high price and low availability of that beverage makes it unlikely for most of them. It is the sweetest of alcohols, but is very difficult to find outside halflings communities.

Half-Orcs

Half-Orcs generally don't drink chocolate, but prefer to eat it solid. Now there is something funny about half-orcs. In front of others they will openly declare that sweet chocolate is a sissy food, and will rather ostensibly consume raw cacao with chili pepper (that their organism tolerate fairly well). However, once everyone has turned his back, a half-orc will often crave for chocolate, with the sweeter the better. It has probably to do with the fact that when they were children, half-orcs were often denied of tenderness; they may find in sweet chocolate an unconscious compensation to that deprivation.

Humans

Humans appreciate a variety of kinds of chocolate although an individual will often have his own favorite kind.

Humans are responsible for the famous “Chocolate-on-a-stick” fad that began in a cold Kiric winter. The subsequent scorcher of a summer has resulted in their now infamous sticky city streets. Of course anyone found guilty of possessing a chocolate-on-a-stick is given a hefty fine, and people in possession of more than 5 pounds of chocolates-on-sticks is considered to have “intent to sell” which attracts jail sentences.

Gnomes

Gnomes have developed the pallet and digestive system to appreciate the raw root of the cacao tree and will often build their homes under a cacao tree or simply plant a tree on top. For this reason, one should be careful when harvesting from unknown cacao trees unless an angry gnome comes out from underneath yelling at you “get away from my B@$ tree!!” (Ed - not that this has ever happened to me).

Often gnomes have such an intimate relationship with their cacao roots that they just refer to it as “root”. Gnomes often consume it in times of celebration or condolence. The phrase “What a joyous occasion, how about a root” has resulted in many an awkward situation for visitors.

A little known fact is that the pointy hat the gnomes are sometimes known to wear is often just a container for a bit of cacao root.

Prestige Classes

Cacao-Guardian

Author: Dominique Crouzet

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting 0	1st	2nd	3rd	4th	5th
1st	+0	+2	+0	+2	Resist chocolate sickness; Chocolate delicacies	3	1	—	—	—	—
2nd	+1	+3	+0	+3	Improved Cacao specialist (+3)	4	2	—	—	—	—
3rd	+2	+3	+1	+3	Improved Chocolate connoisseur (+3)	4	2	1	—	—	—
4th	+3	+4	+1	+4	Enhanced chocolate magic (+1 / -10%)	5	3	2	—	—	—
5th	+3	+4	+1	+4	Improved Cacao specialist (+4)	5	3	2	1	—	—
6th	+4	+5	+2	+5	Improved Chocolate connoisseur (+4)	5	3	3	2	—	—
7th	+5	+5	+2	+5	Enhanced chocolate magic (+2 / -20%)	6	4	3	2	1	—
8th	+6	+6	+2	+6	Improved Cacao specialist (+5)	6	4	3	3	2	—
9th	+6	+6	+3	+6	Improved Chocolate connoisseur (+5)	6	4	4	3	2	1
10th	+7	+7	+3	+7	Enhanced chocolate magic (+3 / -30%)	6	4	4	3	3	2

The Cacao Guardian is not a simple expert in chocolate; he is a religious character akin to a priest. This is due to the extraordinary properties of the cacao plant (especially the rare fourth, magical variety), that has rendered it sacred in the eyes of those who live near it, in the remote tropical lands where it grows. As such, the Cacao Guardian is much more than a simple cook. His duties include to search (and protect) for this sacred plant deep in the forest, and then prepare not only ritual food and beverages, but also magical potions and sweets. Chocolate is in fact a traditional privilege of the priesthood and the nobility in those distant lands. The Cacao Guardian's function is to keep this tradition alive. Then, as cacao is a sacred plant, and the products which are made with it are considered holy, a Cacao Guardian has a duty to develop combat skills, as to keep the secret of the "Food Of The Gods" from slipping into the hands of others who do not belong to the class. Otherwise, the Cacao Guardian gets his spells either from nature (like a druid), or from the Cacao God.

Usually, become Cacao Guardians peoples indigenous to those lands where cacao trees grow, and who learned from an early age to revere it as a sacred plant. Nonetheless, at times some foreigner tasted chocolate and was so struck by it, that thereafter he couldn't but turn to the worship of this holy food. In any case, the most likely classes to become Cacao Guardians are druids and clerics. Then, occasionally some ranger has been known to devote himself to the protection of the natural places where cacao trees grow, and then eventually become a Cacao Guardian in his own right. Other classes will rarely become Cacao Guardians, although there is a story of a bard who took this class to charm peoples not only with her songs but also with her food. In any case, those classes whose ethic holds some degree of austerity and discipline are unlikely to become a Cacao Guardian. As such, paladins and monks almost never take this class.

Requirements

To qualify to become a Cacao Guardian, a character must fulfill all the following criteria:

Feats: Chocolate-connoisseur, Cacao-specialist.

Craft – cooking: 8 ranks.

Knowledge – nature: 4 ranks.

Knowledge – religion: 4 ranks.

Fort and Will save: +3 (the character must be able to resist the sickness resulting from ingesting too much chocolate, as well as withstand the desire to eat always more of it).

Class Skills

The Cacao Guardian's class skills (and the key ability for each skill) are: Alchemy (Int), Appraise (Int), Climb (Str), Concentration (Con), Craft (Int), Identify chocolate (Int), Jump (Str), Knowledge (nature) (Int), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), Swim (Str), and Wilderness lore (Wis).

Skill Points at Each Level: 4 + INT modifier.

Class Features

All of the following are class features of the Cacao Guardian prestige class:

Hit-Die: d8.

Weapon and Armor Proficiency: Cacao Guardians are proficient with simple weapons and with the machete (treat as a scimitar). They are proficient with light and medium armors but are prohibited from wearing metal armors (thus they may wear only padded, leather, or hide armor).

Spells: Cacao Guardians cast divine spells. To cast a spell a Cacao Guardian must have a Wisdom score of at least 10 + the spell's level, so a Cacao Guardian with a Wisdom score of 10 or lower cannot cast these spells. Cacao Guardian bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 + spell's level + Wisdom modifier.

The Cacao Guardian is a divine spellcaster who needs to prepare his spells beforehand just like a cleric. This is done by getting a good night's sleep and spending one hour in prayer or meditation. The Cacao Guardian can prepare and cast only spells from his own list. He casts them at his Cacao Guardian's level.

Resist Chocolate Sickness: Cacao Guardians are totally immune to any sickness (or poisoning) that could result from ingesting too much chocolate. They can eat as much as they want of it without ill effects.

Chocolate Delicacies: Cacao guardians in taking the class learn all the secrets to extract the cocoa from the cacao beans, and transforming it into chocolate. They likewise learn to prepare several beverages and foods (cakes, etc.) with chocolate. Their skill is such, that any "masterwork" chocolate, cake, beverage, etc. they prepare do not induce chocolate sickness if over ingested.

Improved Cacao Specialist: At 2nd level, the Cacao Guardian gets an improvement with his *Cacao Specialist* feat, gaining a +3 bonus with it instead of the normal +2. This bonus then increases to +4 at 5th level, and +5 at 8th level.

Improved Chocolate Connoisseur: At 3rd level, the Cacao Guardian gets an improvement with his *Chocolate Connoisseur* feat, gaining a +3 bonus with it instead of the normal +2. This bonus then increases to +4 at 6th level, and +5 at 9th level.

Enhanced Chocolate Magic: At 4th level, when the Cacao Guardian casts a spell with the *Chocolate* descriptor, he increases the DC to save against that spell by +1. Also, when creating chocolate magic items (see chapter on new magical items), he reduces the XP and gold cost by 10%. Then, upon reaching 7th level, this bonus increases to +2/ -20%; and upon reaching 10th level, to +3 /-30%.

Cacao Guardian Spell List

Cacao Guardians choose their spells from the following list (note those spells marked with a * are new spells from this netbook):

Cacao Guardian Spell List: (divine spells)

0 level: *Create water, Cure minor wounds, Delicious Aroma*, Detect magic, Detect poison, Know direction, Light, Purify food & drink, Resistance, Summon chocolate toffee*, Turn milk to chocolate beverage*.*

1st level: *Chocolate shape*, Chocolate to Earwax*, Cure light wounds, Detect animals or plants, Entangles, Goodberry, Invisibility to animals, Pass without trace, Remove chocolate sickness*, Sanctuary, Shillelagh.*

2nd level: *Barkskin, Biggy's Chocolaty Fingers*, Charm person or animal, Delay poison, Hold animal, Satiate ravenous monster*, Spiritual weapon, Summon box of chocolate toffees*, Tree shape, Warp wood, Wood shape.*

3rd level: *Cure moderate wounds, Curse of the chocolate maniac*, Diminish plants, Minute meteor surprises*, Neutralize poison, Plant growth, Poison, Prayer, Remove disease, Speak with plants, Sweet Dream*.*

4th level: *Antiplant shell, Chocolate storm*, Control plants, Cure serious wounds, Dispel magic, Divine power, Freedom of movements, Pass Chocolate*, Quench, Repel vermin, Wall of chocolate*.*

5th level: *Awaken, Chocolate feast*, Commune with nature, Cure critical wounds, Flesh to chocolate*, Hallow, Insect plague, Righteous might, Sweet and Erotic Dream*, Tree stride, Wall of thorns.*

Choco-Charlatan

Author: Dominique Crouzet

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Chocolate of charming (+2); Delicacies of deceit (1st)
2nd	+1	+1	+3	+1	Sneak attack +1d6
3rd	+2	+1	+3	+1	Chocolate of charming (+3); Delicacies of deceit (2nd)
4th	+3	+1	+4	+1	Sneak attack +2d6
5th	+3	+2	+4	+2	Chocolate of charming (+4); Delicacies of deceit (3rd)

Choco-Charlatans are a rare kind of thieves who use their greediness for chocolate as a means to satiate their greed for money.

The story began when a halfling thief traveled to the distant tropical land where cacao trees grow, and he stole a whole cargo of cacao beans, as well as the secrets to transform them into delicious chocolate. Then, when he came back home his fellows of the halfling thieves' guild were delighted with it, and soon became chocoholics of the worst sort. However, as the guild members became obsessed in getting more cacao beans and prepare them, the guild's business was soon about to collapse, while its coffers were emptied in traveling to that distant land to get more cacao. Something had to be done; but the halfling thieves would not become vulgar merchants, and had to find another way. So they eventually came up with a brilliant idea: they would use chocolate as a Trojan Horse to infiltrate their victims' mansions and better be able to rob them. The Choco-Charlatans were born…

Choco-Charlatan are thus a weird breed of cook and thief, with most of the time a penchant for gluttony, at least where chocolate is concerned. They use their ability to make delicious chocolate beverages and foods to charm their victims so they may con or rob them more easily afterwards. As such, the typical Choco-Charlatan is an innocuous-looking sympathetic halfling cook so *goooood* at preparing chocolate delicacies, that you may never believe he could be there to steal your wealth. Otherwise Choco-Charlatans are careful to not let their business go away due to open competition in the chocolate market. They thus go to great lengths to never divulge their cooking secrets, but also discreetly eliminate any other peoples who would establish a commerce of chocolate in the area where they operate. So, the truth is that only the Choco-Charlatan's smile is as sweet as the food he cooks for his victims; his true objectives are as bitter as raw cacao.

Candidates for this class are usually halfling rogues and bards. Very rarely does any other race or class become a Choco-Charlatan.

Requirements

To qualify to become a Choco-Charlatan, a character must fulfill all the following criteria.

Alignment: any non-good.

Bluff: 8 ranks.

Craft - cooking: 8 ranks.

Disguise: 4 ranks.

Forgery: 4 ranks.

Feat: Chocolate expert.

Class Skills

The Choco-Charlatan's class skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Identify chocolate (Int), Innuendo (Wis), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex).

Skill Points at Each Level: 8 + INT modifier.

Class Features

All of the following are class features of the Choco-Charlatan prestige class.

Hit Die: d6 (six).

Weapon and Armor Proficiency: Choco-Charlatans are proficient with all simple weapons and light armors.

Chocolate of charming: In appearing an innocuous cook and having peoples eat his delicious chocolates, the Choco-Charlatan allays any suspicion directed at him, and makes himself greatly appreciated. This gains him a +2 bonus to all his Bluff and Diplomacy checks, and a +2 increase to any DC necessary to unmask him as a fraud (with Gather information, Search, Sense motive, and Spot checks). Then, this bonus

increases to +3 at 3rd level, and +4 at 5th level. For this bonus to be effective however, the character upon whom it is to be applied must have eaten chocolate made by the Choco-Charlatan (and know it was he who did it) during the last day + 1 day / Cha positive modifier of the Choco-Charlatan.

Delicacies of Deceit: To become a Choco-Charlatan a character must already be an efficient cook expert at preparing chocolate foods and beverages. However, upon taking the class the character learns special recipes to make chocolate products who are not only delicious, but more important (for his criminal intents) wield special effects detrimental to those who ingest them. At 1st, 3rd, and 5th level the Choco-Charlatan acquires one special recipe among the following:

- ***Chocolate of Death:*** *This is simply the ability to put a poison (of the kind that must be ingested) into a chocolate. The recipes does not tell how to manufacture the poison, only how to merge it in the chocolate so as to be undetectable by normal means. This is also the ability to do it safely, and make the chocolate harmless if just handled (it must be eaten for the poison be effective).*
- ***Chocolate of Impotence:*** *One or two hours later after ingesting this chocolate, the victim will feel weary for 1d4 hours, with the effect of suffering a -1 penalty to all attack rolls, saving throws, and skill checks involving Strength.*
- ***Chocolate of Lust:*** *This chocolate is in fact an aphrodisiac, which could be of some use in some stratagem involving seduction. The consumer of this chocolate will, one or two hours later, feel a real urge for some kind of physical activities, although the person with whom s/he would be compelled to do it is beyond the scope of this chocolate. Nonetheless, seduction attempts on a character so affected would gain a +6 circumstances bonus to the roll.*
- ***Chocolate of Slumber:*** *one hour or two after ingesting this chocolate, the victim will feel the desire to go sleeping; but once asleep she will go into a deep slumber for 2d4 hours, increasing by +10 any DC to awaken her during that time. Ideal to perform a robbery during that time.*

All these recipes take 1d4 hours + 1/creature to be affected, to gather the necessary components; and then one full hour to prepare. The cost is of 3d10 gp per creature to be affected (assuming a normal creature of medium size), and has DC=20 with Craft-cooking skill to make it successfully (not take 10 or 20 here, it is already counted). Then, these chocolates are treated as poison for purpose of determining who can resist them, or what can counter them. The DC save against these chocolates is of 10 plus any point of Craft-cooking skill check above 20. Note that the Choco-Charlatan can prepare these recipes with any form of chocolate food or beverage. However, once the ingredients have been gathered, the chocolate must be cooked and eaten within one day, or loose its potency. For each day of delay, the DC's save against it reduces by 2 points.

Sneak Attack: The Choco-Charlatan may well appear as an innocuous and sympathetic cook, he is nonetheless a ruthless criminal who won't hesitate to eliminate anyone who would go against him, and especially competitors in the chocolate market field. So, the Choco-Charlatan gets *Sneak Attack* exactly as a rogue does. At 2nd level he does +1d6 of damage with a sneak attack, and +2d6 at 4th level. Note this is cumulative with Sneak Attack gained from a previous class.

New Feats & Skills

Simply put: chocolate doesn't grow on trees. It's not like a fruit that you can catch then eat. Chocolate is a by-product made from *cocoa* which has to be extracted from the cacao beans first. As such, it appears that making chocolate from cacao beans, and making delicacies from chocolate are two different things requiring to be skilled in many areas.

NEW SKILLS

Craft: Dutching (Int)

You know how to produce chocolate from cacao beans. The process first involves to roast the cacao beans, and then press (with a simple hydraulic press) the *nib* (the center of the bean) to remove half of its fat. What remains is pulverized into a fine powder known as *cocoa*. This powder is then treated with alkaline salts (potassium or sodium carbonates), as to become easier to mix with water. The final product has a dark color and a mild taste. This *cocoa* powder can thus be used to prepare chocolate beverages, or be mixed with sugar and other materials to produce solid chocolate. The name of this process: *dutching*, comes from the fact that it's inventor was a Dutch.

Check: See craft skill in SRD.

Identify Chocolate (Int; Trained Only)

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Identify Chocolate is a class skill for Chocolate classes and cross class for all other classes.

Check: Use this skill to identify types, origins, and age of chocolate products. A +2 bonus is gained if the product is smelled and a +3 bonus is gained if the product is tasted

DC	Task
10	Identify type by tasting
15	Determine age (with 10% margin of error)
20	Determine origin (by continent)
25	Determine origin (by creator's race)
30	Determine origin (by city or clan)
35	Determine origin (by individual)

Retry: You may only retry by tasting. Tasting the chocolate consumes one tenth of a pound (more if it is really yummy)

NEW FEATS

Cacao Specialist [General]

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You get a +2 bonus to any skill check that is related to cacao beans and their use.

Prerequisite: having at least 2 ranks in Knowledge-nature (or herbalism) skill.

Benefit: You get a +2 bonus to your skill check when using any of the following skills: Appraise (to appraise a cargo of cacao beans), Craft-dutching, Knowledge-nature (cacao trees and varieties), Profession-farmer (to cultivate cacao), Search (to find cacao trees in the jungle), and Spot (to discern something about a cacao bean, etc.).

Special: This feat can be taken only once.

Chocolate Connoisseur [General]

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You get a +2 bonus to any skill check that is directly related to chocolate.

Prerequisite: having at least 2 ranks in Identify Chocolate skill.

Benefit: You get a +2 bonus to your skill check when using any of the following skills: Appraise (to appraise a box of fine chocolates), Brew (to make chocolate beverages), Craft-cooking (to create chocolate food), Identify Chocolate, Profession-Chocolateer, Search (to find chocolate in a city), and Spot (to discern something about a chocolate product).

Special: This feat can be taken only once.

Craft Chocolates [Item Creation]

You can create magical chocolates, which carry spells within themselves.

Prerequisite: Spellcaster level 3rd+, Chocolate Connoisseur feat.

Benefit: This feat works exactly as the *Brew Potion* feat (see SRD), except that instead of doing liquids that carry spells in themselves, you create solid chocolates with the same function. Note that magical chocolates will always have exotic tastes, and seem to contain almonds, liquors, etc. Magical chocolates cannot have the taste of normal (non magical) plain chocolate.

New Spells

All the following spells except one (*) get the *Chocolate* descriptor. A spell with chocolate related effects but without this descriptor, is considered a fake by any real connoisseur (Accept no imitation!). As for spell level, "Cht" means in fact the *Cacao Guardian* class. These spells are:

Biggy's Chocolaty Fingers. (level 2) Subject must stop 1d4 rounds to lick his fingers.

Chocolate Feast. (level 5) Feast of chocolate for one person/level cures and blesses.

Chocolate Shape. (level 1) Sculpts chocolate blocks to suits you.

Chocolate Storm. (level 4) Burning shower of chocolate does 2d4 dmg/round and hampers movement and vision.

Chocolate to Earwax. (level 1) One pound of chocolate per level turned into disgusting matter.

Curse of the Chocolate Maniac. (level 3) Victim can only eat chocolate or starve, and suffers relevant sickness effects.

Delicious Aroma. (level 0) Subject distracted for 1d10 rounds.

Flesh to Chocolate. (level 5) Turns subject creature into chocolate statue.

Minute Meteor Surprises. (level 3) One exploding missile /level for 1d4 damage each.

Pass Chocolate. (level 4) Subject horribly sick for one round per level.

Remove Chocolate Sickness. (level 1) Cures any illness resulting from ingesting cacao or chocolate.

Satiate Ravenous Monster. (level 2) Calms monster's ravening hunger for 1 minute/level.

Summon Chocolate Toffee. (level 0) Creates one delicious chocolate toffee.

Summon Box of Chocolate Toffees. (level 2) Creates a box full of delicious chocolate toffees.

(*) Suyt's Wrapped Box of Chocolates and Flowers for Forgotten Anniversary of any Kind. (level 1) Summons a box of chocolate plus flowers, but with some flaws...

Sweet Dream. (level 3) Sleeping subjects in 30 feet radius cannot be awaken unless kicked, slapped, wounded, etc.

Sweet and Erotic Dream. (level 5) Sleeping subjects in 60 feet radius cannot be awaken unless wounded and succeeding a Will saving throw.

Turn Milk to Chocolate Beverage. (level 0) Transforms one gallon of milk into a delicious chocolate beverage.

Wall of Chocolate. (level 4) Chocolate plane creates wall with 15 hp + 1/level, or hemisphere can trap creatures inside.

Biggy's Chocolaty Fingers

Illusion (phantasm) [Mind affecting, Chocolate]
Level: Cht 2, Sor/Wiz 3
Components: S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature (see text)
Duration: 1d4 rounds
Saving Throw: Will negates
Spell Resistance: Yes

Biggy the Halfling discovered that the best way to stop attackers isn't necessarily with force. This spell makes the creature believe that his fingers are covered with chocolate. The creature is forced to stop and lick its fingers clean before performing any other actions. Creatures with intelligence scores of 2 or lower and creatures with claw attacks are not affected by this spell.

The Somatic component of this spell requires the caster to point with one hand and lick the fingers of the other.

Chocolate Feast

Conjuration (creation) [Chocolate]
Level: Cht 5
Components: V, S, M, F
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Feast for one creature/level
Duration: 1 hour + 12 hours (see text)
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell brings forth a great feast of chocolate under all its forms (beverages, cakes, etc.). The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and are healed of 1d4+4 points of damage after imbibing the chocolate beverage that is part of the feast. The chocolate food that is consumed creates an effect equal to bless that lasts for 12 hours. During this

same period, the people who consumed the feast are immune to magical fear and hopelessness. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated. Note that feasting on all this chocolate doesn't induce any chocolate sickness.

Material Components: a cacao bean, and the dishes and bowls in which the feast will appear.

Chocolate Shape

Transmutation [Chocolate]
Level: Cht 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: One touched piece of chocolate no larger than 10 cu. ft. + 1 cu. ft./level
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell enables the character to transform one existing piece of chocolate into any shape as the caster wishes. For example, the character can make a chocolate dagger, medal, or statuette. Unlike similar spells (*Stone shape* and *Wood shape*), Chocolate shape enables a good level of detail, so fine chicken or rabbit sculptures of chocolate are easily obtained. Note also, that the caster actually doesn't sculpt the chocolate as a sculptor would, but directly obtains the result he wishes for. There is a 30% chance that any shape that includes moving parts simply doesn't work.

Chocolate Storm

Evocation [Chocolate]
Level: Cht 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Cylinder (up to 30 ft. radius and up to 20 ft. high)
Duration: 1 round/level
Saving Throw: Reflex partial
Spell Resistance: Yes

This spell creates a shower of burning hot chocolate in the area of effect. The spell does 2d4 of burning damage per round. Targets with fire protection must still make a save for one-quarter damage. If they miss the save they take half-damage. Furthermore, this storm blocks all sight (even darkvision) within it and causes the ground in the area to be slippery with melted chocolate, slowing movement to one-half normal. Then, any creature in this chocolate mud that attempts to move must succeed at a Reflex save or fall down instead. The chocolate extinguishes torches and small fires. The chocolate disappears in 1d4 rounds once the spell ends.

Chocolate to Earwax

Transmutation [Chocolate]
Level: Cht 1, Sor/Wiz 2
Components: S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One pound of chocolate per level.
Duration: Instantaneous
Saving Throw: Reflex negates (object)
Spell Resistance: No

This spell causes up to 1 pound of chocolate per level to turn into earwax. The chocolate keeps the same shape, color, and smell. Tasting the chocolate however will instantly reveal the horrid waxy taste. Eating one of these chocolates results in the devourer being unable to do anything other than claw at his tongue in a stunned state for one round attempting to remove the taste. This part of the effect is not magical.

This disgusting spell is usually used as a minor punishment on those who would not show the proper respect to the Cacao Guardian, or would destroy cacao trees, etc., but would nonetheless still want to benefit from the "Food Of The Gods."

Material Component: small amount of earwax (which can be obtained during the casting of the spell).

Curse of the Chocolate Maniac

Enchantment (compulsion) [Chocolate]
Level: Cht 3, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

The target of this spell can thereafter only feed on chocolate, no other food. Any other food has now a revolting taste in his mouth and stomach, and so is immediately regurgitated /vomited unless succeeding a Fort save at DC=25. The result is that the victim will starve if he cannot eat chocolate in place of any other meal. But there is moreover a secondary effect in the form of aggravated chocolate sickness. So, unless the victim is immune either to poisons or diseases, or can benefit from a *Remove disease* or *Neutralize poison* spell, he will suffer from a cumulative loss of 1 Constitution point per day. When the victim reaches 0 Constitution points, he/she dies.

The curse cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. *Remove curse* counters *Curse of the Chocolate Maniac*.

Material Components: a chocolate that the target must taste (can be tricked or forced doing it).

Delicious Aroma

Transmutation [Chocolate]
Level: Cht 0, Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1d10 rounds
Saving Throw: Will negates
Spell Resistance: No

This spell causes a delicious chocolate odor to tickles the subject's nose. This odor will distract the subject for 1d10 rounds, essentially giving him a penalty of -4 to any skill or D20 check to notice something happening in the vicinity (Spot, Listen, etc.). Common sense apply to using this spell: it will have no effect on a fighting creature, neither it will distract a subject for not seeing something in plain sight or just in front of him. However, it could help a thief's pickpocket attempt. Undead and creatures without sense of smell (like constructs) are not affected by this spell.

Flesh to Chocolate

Transmutation [Chocolate]
Level: Cht 5, Sor/Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This hideous spell turns the unfortunate victim and all possessions it carries into a mindless, inert statue of chocolate. As such this spell is similar to a *Flesh to stone* spell, but far worse, for where a stone statue could be reverted back to its original state later, it is much more difficult with a chocolate statue. In fact, if the unfortunate victim is kept intact, it can be brought back to life without problem. However, the main problem is that a chocolate statue usually finishes eaten or melt very quickly. As such, if the statue resulting from this spell is broken or damaged, the being (if ever returned to its original state) has similar damage or deformities. The creature is otherwise not dead (its soul doesn't pass on), but it does not seem to be alive either (when viewed with spells such as deathwatch). Only creatures made of flesh are affected by this spell.

It is said that in some distant land where magic is extremely common (all chariots driven by magic instead of horses, continual light and decanters of endless water in every home, etc.), during a special feast peoples eat rabbits and chickens turned into chocolate statues by use of this spell.

Material Components: a pinch of cacao.

Minute Meteor Surprises

Evocation [Chocolate]
Level: Cht 3, Sor/Wiz 2
Components: V, S, M, F
Casting Time: 1 action
Range: Long (400 ft. + 10 ft./level)
Target: One target per meteor
Duration: 1 round/level.
Saving Throw: None
Spell Resistance: Yes

This spell enables to fire missiles made of peanuts covered with chocolate, that explode upon impact for 1d4 of damage each. The caster must succeed a ranged touch attack, using the blowpipe that serves as a spell focus, to hit the target. However, the caster doesn't suffer any penalty for range to his attack rolls. The caster can fire a maximum of one **M**inute **M**eteor **S**urprise per level. He has the choice of firing one per round, with each firing taking only a partial action; or to fire 2 to 5 simultaneously (only one attack roll) on the same target, taking a full round action. The spell ends when the caster has fired his maximum number of missiles for his level, or at end of spell duration, whichever comes first.

Material Components: Chocolate covered peanuts. The focus for this spell is a blowpipe carved from cacao tree wood. Note that the chocolate covered peanuts must be prepared in advance; and need to succeed a Craft-cooking check at DC=15.

Pass Chocolate ("Chocolate Yawn")

Transmutation [Chocolate]
Level: Cht 4, Sor/Wiz 5
Components: V,S,M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature (see text)
Duration: 1 round per level
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell causes the target to go through three stages of very unpleasant digestive activity. The target must make one initial fortitude save for the primary effects, and one fortitude save per round for the duration of the spell for the secondary effects.

Primary effects:

1st round: victim feels stomach churning uncomfortably, and is in a staggered state (ie can only take partial action)

2nd round: victim cannot control his fluid bowel movements, and is in a stunned state (ie cannot take actions and attackers gain a +2 to hit)

3rd round and thereafter: victim spasmodically erupts fluid chocolate from both ends, and is in a helpless state (ie can take no actions and cannot

defend themselves). Note that this "chocolate" substance is in no way consumable, and has a revolting odor…

Secondary effects:
For each round that the spell is in effect the victim receives a fortitude save to attempt to avoid the secondary effect for that round. If this save is failed then the victim is subjected to a severe stomach cramp that deals 1 point of temporary strength and constitution damage.

The material component of this spell is simply soured or polluted water which is poured onto the ground.

Remove Chocolate Sickness

Conjuration (Healing) [Chocolate]
Level: Cht 1, Clr 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell is much similar to *Remove disease* and *Neutralize poison*, but its scope is restricted to effects resulting from ingesting chocolate or raw cacao, including magical items like a *Chocolate of Sickness*. This spell is typically used to cure the bilious attack that typically results from eating too much chocolate. Note: Since the spell's duration is instantaneous, it does not prevent to again get other chocolate /cacao sicknesses later.

Satiate Ravenous Monster

Illusion (phantasm) [Chocolate, Mind-affecting]
Level: Cht 2, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One ravenous creature.
Duration: 1 minute/level
Saving Throw: Will negates.
Spell Resistance: Yes

This spell temporarily calms a creature's hunger in making it believe its mouth is filled with delicious chocolate. Note that creatures that would not like chocolate are nonetheless fulfilled by the taste provided by this spell (altering it to suit their needs, like maybe bloody flesh with chocolate…). The result is thus that a ravening monster that would eat the caster (like a troll, dragon, shark, etc.) ceases to feel the need of doing it for spell duration. It could thus be a good way to discourage a monster from devouring you; but also could distract a creature from attacking you for any other reason, but in this case it gets a +4 bonus to its saving throw. In any case, if the creature is attacked during spell duration, it ends it; and once the spell ends, the creature's hunger resumes as normal.

Material Components: a chocolate which must be thrown toward the creature's mouth.

Summon Chocolate Toffee

Conjuration (creation) [Chocolate]
Level: Cht 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One chocolate toffee per two levels.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This cantrip calls into existence an absolutely delicious chocolate toffee. These cannot be created directly inside the mouth or body of a creature.

Summon Box of Chocolate Toffees

Conjuration (creation) [Chocolate]
Level: Cht 2, Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One chocolate toffee.
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No

This spell calls into existence a full box of absolutely delicious chocolate toffees. The box has a heart shape, and is covered in red-pink silk, with a nice ribbon onto it. The amount of chocolates inside the box equals to a normal single meal (although normally, peoples are supposed to eat only a few chocolates at a time).

Suyt's Wrapped Box of Chocolates and Flowers for Forgotten Anniversary of any Kind

Conjuration (creation)
Level: Sor/Wiz 1
Components: V
Casting Time: free action (as a quickened spell)
Range: Close (25 ft. + 5 ft./2 levels)
Duration: 1 hour per level
Saving Throw: No
Spell Resistance: No

This spell calls into existence a box of temporary hastily wrapped chocolates, a Happy Anniversary card, and a bunch of nice looking flowers.

There are 12 chocolates in the box and 1 of them is unfortunately affected with the equivalent of a *Chocolate to Earwax* spell. The Happy Anniversary card is for the correct type of anniversary

75% of the time. If examined closely, the bunch of nice flowers will reveal that they were either picked from the recipient's garden, or are actually made out of cheap fabric. In any case the chocolates are best immediately after the spell has been cast. This is because their taste and shape degenerates as time passes, until near end of spell duration when they have become really bad.

The wizard Suyt first created this spell after one particularly nasty incident of forgetting his fifth wife's birthday. He now permanently dedicates one of his spell slots to this spell. He has discovered that this spell gives him just enough time to duck down to the market and buy some nice cheap jewelry to make up for the earwax that will be consumed.

Sweet Dream

Enchantment (Charm) [Mind-Affect, Chocolate]
Level: Cht 3, Sor/Wiz 4
Components: S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area, Target: One or more sleeping creatures in a 30 foot radius spread
Duration: 10 minutes per level
Saving Throw: Will negates
Spell Resistance: Yes

This spell causes every creature in the area of effect that is already sleeping, to start to dream about a magnificent chocolate dimension where everything is sweet and lovely. The dream is so compelling that no amount of noise or disturbance will awaken them. However, slapping or wounding them awakens the subjects of this spell. Awakening a subject is a standard action. Creatures that are not awakened in this manner are woken up at the end of duration of the spell with a shock as the chocolate dimension collapses on them.

Creatures that are awake and in the area of effect briefly think about chocolate and how it would be nice to eat some, but are otherwise unaffected. A creature that falls asleep in the area of effect is subject to the spell just as someone who was asleep at the time of casting.

Sweet and Erotic Dream

Enchantment (Charm) [Mind-Affect, Chocolate]
Level: Cht 5, Sor/Wiz 6
Components: S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area, Target: One or more sleeping creatures in a 60 foot radius area
Duration: 10 minutes per level
Saving Throw: Will negates
Spell Resistance: Yes

As *Sweet Dream* except if affects more subjects, and they are more difficult to awaken. The dream is in fact even more compelling, with the chocolate dimension adding scantily clad members of the dreamers sexual preference serving the chocolate to them. As such, the subjects of this spell are oblivious to whatever amount of noise or disturbance around them; but moreover being slapped, dragged on the ground, etc. won't awaken them neither. Subjects of this spell who are wounded get a Will saving throw to awaken, with a bonus of +1 per point of damage above the first (i.e.: 3 points of damage = +2). A failed save results in the sleeper only mumbling something about chocolate and resuming sleep.

Turn Milk to Chocolate Beverage

Transmutation [Chocolate]
Level: Cht 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: Touch
Effect: One gallon of milk.
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No

This spell turns up to one gallon of pure milk into a delicious beverage of chocolate milk.

Wall of Chocolate

Evocation [Chocolate]
Level: Cht 4, Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Anchored plane of chocolate, up to one 10-ft. square/level, or hemisphere of chocolate with a radius of up to 3 ft. +1 ft./level.
Duration: 1 minute/level
Saving Throw: See text
Spell Resistance: No

This spell creates an anchored plane of chocolate or a hemisphere of chocolate, depending on the version selected. A wall of chocolate cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Fire, including fireball and red dragon breath, can melt a wall of chocolate. It deals full damage to the wall (instead of the normal half damage suffered by objects). Suddenly melting the wall of chocolate creates a great cloud of steamy fog that lasts for 10 minutes. Note that the chocolate created by this spell has a mediocre taste when eaten, and isn't nourishing at all.

• **Chocolate Plane:** A sheet of strong, hard chocolate appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a

wall of chocolate 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, etc.). The plane can be oriented in any fashion as long as it is anchored. A vertical wall needs only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides. The wall is primarily defensive in nature and is used to stop pursuers from following the character and the like. Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level. Even when the chocolate has been broken through, a smell of chocolate remains. Any creature stepping through it (including the one who broke through the wall) must succeed a Will save at DC=15, or stop to sniff the delicious aroma and eat chips from the wall for 2d4 rounds.

• **Hemisphere:** The wall takes the form of a hemisphere whose maximum radius is 3 feet +1 foot per caster level. Thus, a 7th-level caster can create a hemisphere 10 feet in radius. It is as hard to break through as the chocolate plane form, with same effects of aroma. The character can create the hemisphere so that it traps one or more creatures, though these creatures can avoid being trapped by the hemisphere by making successful Reflex saves.

Material Components: a chocolate.

New Magical Items

Chocolate Beverage of Healing

Magic Item Type: Potion

Item Description: This tasty dark brown liquid is a superior healing potion that behaves like a potion of *Cure moderate wounds* (heals 2d8+3), *Neutralize poison,* and *Remove diseases* at the same time. However only one such potion can be consumed in any 24 hour period. Consuming another results in an additional effect of a Chocolate of Sickness.

Weight: 0 lbs
Caster Level: 5th
Prerequisites: Craft Chocolates feat or Brew Potions feat, *Cure moderate wounds*, *Neutralize poison*, *Remove diseases*.
Market Value: 1000 gp

Chocolates of Charming

Magic Item Type: Wondrous Item

Item Description: This box of 12 chocolates have a subtle magic effect on them resulting on the consumer (of any one chocolate) being charmed by the holder of the box unless a Will Save against DC 14 is made. A successful Will Save does not reveal to the consumer that magic is involved (as would normally be the case) only spells that detect enchantments or magic will reveal that magical effects are in action. The effects are otherwise those of a *Charm person or animal* spell.

Weight: 0 lbs
Caster Level: 3rd
Prerequisites: Craft Chocolates feat, *Charm person or animal*, *Summon box of chocolate toffees*.
Market Value: 1500 gp (box of 12). Creating a box of 12 in fact reduces the price (1500 instead of 150 x 12 = 1800 for 12 potions of Love).

Chocolates of Healing

Magic Item Type: Wondrous Item

Item Description: This box contains 12 chocolates; each of them having the effects of a Cure light wounds spell (cures 1d8 + 3).

Weight: 0 lbs
Caster Level: 3rd
Prerequisites: Craft Chocolates feat, *Cure light wounds*.
Market Value: 500 gp (box of 12). Creating a box of 12 in fact reduces the price (500 instead of 50 x 12 = 600 for 12 potions of light healing).

Chocolate of Sickness

Magic Item Type: Wondrous Item

Item Description: This small chocolate (in the shape of a triangle) smells sweet and looks enticing. However when bitten into the inside turns out to be a horrible desiccated coconut filling. The consumer must make a fortitude save (DC 15) or be compelled to vomit and take 1d4 temporary points of Constitution damage from the violent expulsion of the substance. Regardless if you save or not, each time you see chocolate in any form during the next week, you must make a fortitude save (DC 10) or vomit again taking 1 point of temporary Con damage. Saves must be made each round until the you can no longer see, smell, or taste the chocolate.

Weight: 0 lbs
Caster Level: 5th
Prerequisites: Craft Chocolates feat, *Poison*.
Market Value: 300 gp

Hot Chocolate

Magic Item Type: Wondrous Item

Item Description: This mug containing a chocolaty soup is extremely hot. It is mainly used as a heat source. When held in two hands, The mug of hot chocolate gives the holder five points of damage reduction to cold based attacks and dangers. Sipping the substance will however cause 5d6 damage to the individual. In desperate situations, the contents can be hurled at a creature that is no more than 20 feet away, dealing 10d6 damage on a successful ranged touch attack. However, using the mug for this purpose makes it loose its magic (the chocolate contents are spilled, and cannot be renewed). It should be noted that most of the time (75% chance), the mug has a hermetic cap, which is much useful to carry the mug safely in a bag. However, when the cap is closed the magic doesn't function; it must be open for the magic to operate.

Weight: 0 lbs
Caster Level: 7th
Prerequisites: Craft Wondrous Item and Craft Chocolates feats, *Resist elements*, *Heat metal*.
Market Value: 1500 gp

Chocolate Rod

Magic Item Type: Wondrous Item

Item Description: This small chocolate stick is metal bound at the base and is about 1 foot in

length. The Rod has two main abilities. If the rod is eaten, it will re-grow from the base at the rate of 1 inch per hour. If the rod is stuck in soil, metal end first, the chocolate end will sprout branches and yield a crop of 1d4 cacao beans. This process takes eight hours.

Weight: 0 lbs
Caster Level: 10th
Prerequisites: Craft Rods and Craft Chocolates feats, *Plant growth*, *Chocolate Feast*.
Market Value: 2000 gp

Magic Cacao Bean

Magic Item Type: Wondrous Item

Item Description: When planted, this item will sprout into a magic cacao tree about 15' tall. The tree yields a harvest of 1d100 beans per month. But more importantly at the top of the tree is a gate to the demi-plane of Cacao (see chapter on Chocolate Adventures). This demi-plane can be climbed into from the top of the tree; the climber appears to simply vanish from the prime material plane. Only the one who planted the bean can open the gate; anyone else who would climb to the top would not find any gate unless the bean planter is there maintaining it open. As soon as the bean planter goes through the gate, or leaves the tree's top, the gate is sealed, and undetectable except by specific magical detection spells or devices. Beware however, as it is rumored that dangerous, foul tempered chocolate giants live on this demi-plane.

Weight: 0 lbs
Caster Level: 10th
Prerequisites: Craft Chocolates feat, Chocolate feast, *Commune with nature*, *Hallow*, *Plant growth*.
Market Value: 1500 gp

Holy Chocolate

Magic Item Type: Special Item (not magical)

Item Description: Holy chocolate is a chocolate beverage that has undergone the same process that turns water into holy water. The difference is that holy chocolate deal 2d8 to undead; all other effects are the same.

Weight: 0 lbs
Caster Level: 1st
Prerequisites: *Bless Water*, *Remove chocolate sickness*.
Market Value: 50 gp

Creatures & NPCs

This chapter introduces a new monster, the Chocolate Golem; plus three NPCs using the prestige classes of this supplement. For each of the three sets of statistics are given two different descriptions, which only are clues on how you may alter them to fit with your own adventures.

Creatures

Chocolate Golem

Type:	Large Construct
Hit Dice:	9d10 (49 hp)
Initiative:	-1 (Dex)
Speed:	20 ft. (can't run)
AC:	18 (-1 size, -1 Dex, +10 natural)
Attacks:	2 slams +10 melee
Damage:	Slam 2d8 + 5
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Breath weapon
Special Qualities:	Construct, magic immunity, damage reduction 10/+1
Saves:	Fort +3, Ref +2, Will +2
Abilities:	Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1
Climate/Terrain:	Any land
Organization:	Solitary or gang (2-4)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	10-18 HD (Large); 19-27 HD (Huge)

Chocolate golems are the weakest of all golems, but are nonetheless similar to other golems with respect to their basic characteristics and how they are constructed (see SRD rules on golems).

Construct: They do not need to breath, sleep, or eat. Are immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Breath Weapon (Su): Every 3 rounds, as a free action the chocolate golem can release a cloud of pestilent cacao steam. It lasts 1 round, and fills a 10-foot cube area just in front of the golem. Those caught in it must make a Fortitude save (DC 15), or be affected as if having ingested a *Chocolate of sickness* (be compelled to vomit and take 1d4 temporary points of Constitution damage; then cannot tolerate chocolate for a full week duration).

Magic Immunity (Ex): Chocolate golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Cold-based effects slow them (as the spell) for 2d6 rounds, with no saving throw. Fire-based effects damage them normally (saving throw allowed), but also haste them (as the spell) for 2d6 rounds (1d6 if save succeeded). Any chocolate spell cast at a chocolate golem in fact cures 1d4 points of damage per level of the spell.

Construction: The chocolate golem costs 40,000 gp to create, which includes 10 Xucolotl beans. The feats required to create a chocolate golem are *Craft wondrous item*, and *Craft chocolates* (*Craft arms and armor* isn't required). Creating the body requires a successful Craft (Dutching) check (DC 15). The creator must be 10th level and able to cast chocolate spells. Completing the ritual drains 1,000 XP from the creator and requires bull's strength, geas/quest, limited wish, polymorph any object, and protection from arrows.

NPCs

The Con-Cook / The Deceiving Nurse

The Con-Cook is a thief who poses as a cook, while spying for the thieves' guild he belongs to. He almost never do the "dirty job" himself (robbery, murder, etc.), but rather provide his fellows with the relevant information, and lend some help when they come for the robbery (typically with giving chocolates of slumber to the guards, inhabitants, etc.). Then, once the crime has been committed, the con-cook will wait a few days before leaving, so as not appear suspicious.

The Deceiving Nurse is a middle-aged plump woman who seeks employment in nobles families. Once there, she waits for the best moment to commit robbery (and murder when hired for), once she knows the place well and has become a trusted servant. However, despite she does all she can to appear the kind of fairy godmother, children usually instinctively don't like her.

Rogue-5 /Choco-Charlatan-3

Characteristics: Medium humanoid, hp 35, Init +2, Spd 30, AC 8 (touch 10, flat-footed 10); Atk +5 (+7) melee (1d4 +2, crit: 19-20 x2, dagger +2); AL CN/NE; SV Fort +1 (+2), Ref +6 (+8), Will +1 (+5); Abilities: Str 10 (+0), Dex 15 (+2), Con 12 (+1), Int 13 (+1), Wis 14 (+2), Cha 16 (+3).

Race: 1) HALFLING: +1 to AC, Att, and saves; +2 to Climb, Jump, Move silent, Listen, and Fear saves; +4 Hide; 20 base speed. 2) HUMAN: Escape artist +11 (+13), Run feat.

Skills: Bluff +10 (+15), Craft-cooking +10 (+11), Diplomacy +8 (+11), Disguise +10 (+13), Forgery +4 (+5), Hide +10 (+12), Identify chocolate +7 (+8), Listen +8 (+10), Move Silently +10 (+12), Pick Pocket +10 (+12), Read Lips +8 (+9).

Feats-Abilities: Chocolate connoisseur, Iron will, Skill focus (bluff). Sneak attack (+4d6), Evasion, Uncanny dodge (Dex bonus to AC), Chocolate of charming (+3); Delicacies of deceit (Impotence and Slumber).

Possessions: Dagger +2 AC, Ring of mind-shielding, Chocolate of Sickness, Potion of Haste, and Potion of Non-detection.

The Savage Chocolate-Doctor / The Horticulturist

The Savage Chocolate Doctor is a wise-man from the distant jungles where the cacao-trees grow. He normally is much wary of strangers from the civilized world, as until then he always encountered them as raiders and slavers. Convincing him of one's good intents could thus prove difficult.

The Horticulturist is the only specialist of cacao cultivation of the civilized world. He learned the trade when he was younger. Having traveled to the distant land where cacao trees grow, he "fell in love" with them and had the chance of being inducted as a Cacao Guardian. Then, he came back home and began the growing of cacao trees among gnomish communities.

Ranger-2 /Druid-3 /Cacao-Guardian-7

Characteristics: Medium humanoid, hp 85, Init +2, Spd 30, AC 14 (touch 12, flat-footed 12); Atk +9/+4 (+11/+6) melee (1d6 +2, critical: 18-20 x2, scimitar +1); AL N/NG; SV Fort +11 (+13), Ref +3 (+7), Will +8 (+11); Abilities: Str 13 (+1), Dex 14 (+2), Con 15 (+2), Int 14 (+2), Wis 17 (+3), Cha 15 (+2).

Race: 1) HUMAN: Climb +8 (+9), Swim +7 (+8), Run feat. 2) GNOME: +1 to AC, and Att; +2 to Alchemy, Listen, and Illusion saves; +4 to Hide; Low light vision; 20 base speed.

Skills: Appraise +6 (+8), Craft-cooking +10 (+12), Craft-dutching +10 (+12), Concentration +8 (+10), Identify chocolate +10 (+12), Knowledge-nature +12 (+14), Knowledge-religion +4 (+6), Profession-horticulturist +15 (+18), Wilderness lore +10 (+13).

Feats-Abilities: Brew potions, Cacao specialist (+4), Chocolate connoisseur (+4), Craft chocolates, Lightning reflexes. Track, Favored enemy (+1: vermin), Nature-sense, Woodland stride, Trackless step, Resist chocolate sickness, Chocolate delicacies, Enhanced chocolate magic (+2 / -20%).

Possessions: Scimitar +1, Ring +2, Chocolate Rod, and 8 Chocolates of healing.

Spell (3rd Druid): 4/ 3/ 2:

• 0 Level— *Create water, Detect magic, Detect poison (x2).*

• 1st Level— *Cure light wounds (x2), Heat metal.*

• 2nd Level— *Charm person or animal, Tree shape.*

Spell (7th Cacao-Grd): 6/ 5/ 4/ 3/ 1:

• *0 level— Delicious Aroma*, Detect magic, Detect poison, Purify food & drink, Summon chocolate toffee*, Turn milk to chocolate beverage*.*

• *1st level— Chocolate shape*, Chocolate to Earwax*, Entangles, Remove chocolate sickness*, Sanctuary.*

• *2nd level— Biggy's Chocolaty Fingers* (x2), Spiritual weapon, Warp wood.*

• *3rd level— Cure moderate wounds, Curse of the chocolate maniac*, Sweet Dream*.*

• *4th level— Pass Chocolate*.*

The Ultimate Choco Villain / The Guardian of the Secrets

The Ultimate Choco-Villain reigns on a peculiar order of assassins. The order's headquarter is located in a remote mountain jungle. There, promising members are shown the chocolaty paradise which awaits them if they perform well for the order; and are subsequently trained into murderous choco-charlatans fanatically dedicated to the will of their leader: the Ultimate Choco-Villain.

The Guardian of Secrets is the leader of the Cacao-Guardians, in the tropical lands where the cacao trees grow. He is responsible for overseeing that all which pertains to the Food of the Gods is kept secret from unworthy hands. He is also an arbiter among the various cults leaders and the upper nobility of his culture. His status is equal to that of a high-priest elder.

Cleric-5 /Cacao-Guardian-10 /Choco-Charlatan-5

Characteristics: Medium humanoid, hp 100, Init +2, Spd 30, AC 17 (touch 15, flat-footed 15); Atk +13/+8/+3 (+17/+12/+7) melee (1d4 +4, crit: 17-20 x2, dagger +3 keen); AL LE/LN; SV Fort +12 (+16), Ref +8 (+13), Will +12 (+21); Abilities: Str 12 (+1), Dex 14 (+2), Con 13 (+1), Int 15 (+2), Wis 18 (+4), Cha 18 (+4).

Race: 1) HALFLING: +1 to AC, Att, and saves; +2 to Climb, Jump, Move silent, Listen, and Fear saves; +4 Hide; 20 base speed. 2) HUMAN: Heal +8 (+12), Read lips +5 (+7), Wilderness lore +10 (+14), Run feat.

Skills: Appraise +6 (+8), Bluff +9 (+15), Concentration +10 (+11), Craft-dutching +8 (+10), Craft-cooking +15 (+17), Diplomacy +10 (+14), Disguise +9 (+13), Forgery +4 (+6), Identify chocolate +15 (+17), Knowledge-nature +11 (+13), Knowledge-religion +5 (+7), Move Silently +5 (+7), Profession-chocolateer +10 (+14), Sense Motive +5 (+11).

Feats-Abilities: Cacao specialist (+5), Chocolate connoisseur (+5), Craft chocolates, Craft wondrous items, Iron will, Skill focus (bluff, sense-motive). Resist chocolate sickness, Chocolate delicacies, Enhanced chocolate magic (+3 / -30%). Sneak attack (+2d6), Chocolate of charming (+4); Delicacies of deceit (Death, Impotence, and Slumber).

Possessions: Dagger +3 Keen, Bracers or armor +5, Cloak of resistance +3, Hat of disguise, Ring of teleportation (as helm), Potion of Fly, 4 Chocolates of Charming, 6 Chocolates of Healing, 2 Chocolates of Sickness, and Magic Cacao Bean.

Spell (5th Cleric): 4/ 4+1/ 3+1/ 3+1:

• 0 Level— *Detect magic (x2), Detect poison (x2).*

• 1st Level— *Command (x2), Cure light wounds (x2), Change self.*

• 2nd Level— *Hold person, Resist elements, Undetectable alignment, Invisibility.*

• 3rd Level— *Bestow curse, Dispel magic, Summon monster III, Nondetection.*

Spell (10th Cacao-Grd): 6/ 5/ 5/ 4/ 4/ 2:

• *0 level— Create water, Delicious Aroma*, Purify food & drink, Summon chocolate toffee* (x2), Turn milk to chocolate beverage*.*

• *1st level— Chocolate to Earwax*, Entangles, Pass without trace, Remove chocolate sickness*, Sanctuary.*

• *2nd level— Biggy's Chocolaty Fingers*, Charm person or animal, Satiate ravenous monster*, Summon box of chocolate toffees*, Tree shape.*

• *3rd level— Curse of the chocolate maniac*, Minute meteor surprises*, Poison, Sweet Dream*.*

• *4th level— Chocolate storm*, Dispel magic, Pass Chocolate*, Wall of chocolate*.*

• *5th level— Chocolate feast*, Flesh to chocolate*.*

Demi-Plane of Cacao

Somewhere in the Astral plane is a small demi-plane, no larger than a big island: the demi-plane of Cacao. In this fabled place grow thousands of cacao-trees amidst lush jungles. On this plane dwell chocolate giants and the spirits of deceased Caco-Guardians. This island is home to the Cacao-God. However beware, because the place is not just a chocolaty paradise, but contains with its own dangers.

Demi-plane of Cacao Traits

The demi-plane of Cacao has the following traits:

- **Normal Gravity.**
- **Normal Time.**
- **Finite size:** The demi-plane of Cacao is a mountainous tropical island about 100 miles long, for 25 miles large.
- **No Elemental or Energy Traits.**
- **Mildly Neutral-Aligned.**
- **Enhanced Magic:** All spells that have the Chocolate descriptor are empowered, extended, and maximized. All other spells function normally.

Demi-plane of Cacao Links

The demi-plane of Cacao can be reached through a pool in the Astral plane, which color is (unsurprisingly) chocolate brown. Otherwise, Magic Cacao Beans (see magical items) create cacao trees which also act as a portal to the demi-plane of Cacao.

Travelers always reach the demi-plane of Cacao the same way, whatever mean they use to get there. That is, they always "emerge" from a seemingly infinite sea of clouds, on the shores of a vast mountainous and tropical island covered with jungles. There is no water around the island, only clouds. If one jumps into that sea, he will fall and eventually find himself in the Astral plane. If one came climbing a magical cacao tree, going back that way will bring him back on the material plane after having gone through the sea of clouds first.

Because the demi-plane of Cacao doesn't connect to the Ethereal Plane and the Plane of Shadows, any magic that relies on those planes do not function there.

Demi-plane of Cacao Inhabitants

The demi-plane of Cacao is home primarily to cloud giants whose skin is deep brown in color, and who exclusively eat cacao-based foods. Then, in the jungles is found a typical wildlife, except that predators are not great cats or the like, but giant insects. No other supernatural monster is native to that plane. However, an occasional fiend sometimes wanders in this place, looking for cacao beans with which they would do who knows what. However, the main inhabitant of the demi-plane of Cacao is the Cacao God; a deity of lesser status (demi-god or similar) who lives in a great chocolate city on the highest valley of the highest mountain. The city is guarded by huge golems of chocolate, and inhabited by the spirits of former Cacao Guardians.

Features of the Demi-plane of Cacao

The weather always remains the same on this mythical island: a clear blue and sunny sky during the day; a dark blue quiet sky and a very light rain during the night. This island is entirely mountainous, and covered with lush jungles. There is nonetheless eternal snow on the highest peaks. The jungles contain a rich vegetation, not only cacao-trees. Nonetheless, the caco-trees grow everywhere, but the Xucolotl variety is found only in the highest valleys. It is possible to come to this plane to collect cacao beans, but this has a tendency to attract angry/hungry denizens of the plane (giants insects, chocolate giants, etc.). There is also a problem with the fact that along the four well known variety of cacao trees that are found on the material plane, are poisonous variants indistinguishable at first sight from the normal ones. There is typically a 25% chance that any cacao bean harvested on the demi-plane of cacao reveals as poisonous once ingested (a Detect poison spell can help make the difference). Note however, that these varieties cannot grow on the material

plane. Natives of the plane are immune to the poisonous effects of these varieties.

All over the island are scattered a few stone castles of enormous size where reside cloud giants. There is also in a hidden valley a strange cottage which belong to a hag (green hag of maximum strength). This cottage is in fact entirely made of comestible materials, that all contain chocolate one way or another: cakes, candy, etc. The cottage can be eaten, and is thus a favorite of children (especially Hansel and Gretel). Because the cottage is highly magical however, insects, pests, rodents, and other animals do not try to eat it. The Hag never eats her cottage but uses it as a bait to attract imprudent travelers (preferably of small size like halflings) whom they eat voraciously. If the hag is killed and her cottage destroyed, a new one will appear with a new cottage 2d4 months later.

The main feature of the demi-plane of Cacao however, is the Chocolate City. This city of temples and pyramids is entirely made of chocolate rather than stone. This chocolate may be gnawed at (it is very solid), but regenerates continuously so anyone who would feast on it may not deteriorate the city. This city is home to many peoples who are in fact all spirits of former Cacao Guardians. They live here a peaceful life of pleasure and laziness, and nourish themselves only with chocolate.

Adventures Hooks

• Things are not going well in the fabled city of Chocolate. While the Cacao God had to leave the plane for some times, an efreeti and a red dragon have teamed up to terrorize the inhabitants by melting their houses. The dragon and efreeti have discovered that the chocolate is worth a fortune in other planes and are intending to ferry the “Brown Gold” to distributors. However, even if the god cannot be there, fate sent the bold adventurers to take care of the threat…

• While climbing a strange tree, the adventurers emerge from a sea of clouds close a great castle…

Chocolate Adventures

Search for the Food Of The Gods

An old manuscript has been talked about town describing the unusual Xucolotl bean. The wizard's guild (university) is interested in obtaining this document. Will the characters buy the manuscript from a dodgy looking source in the Red Dragon Inn? Will they give it to the University? Will they adventure into unknown regions to obtain samples of the bean themselves? An opportunity for exotic adventures:

• A tropical island, archipelago, or remote land. The Xucolotl beans grow deep in mountain jungles. Any cacao bean found elsewhere is of one of the three normal varieties; but how tell the difference when your are not a specialist?

• Deep in the appropriate jungle, is an old aztec-like pyramid, the lair of a necromancer / lich / evil spirit, etc. This one seized the production of the Xucolotl beans to his evil ends. Will the PCs find the captive Cacao Guardian, free him, and help him thwart the necromancer's scheming?

• In conclusion, the Cacao Guardian could give a few Xucolotl beans to the PCs. Unfortunately however, these beans cannot be cultivated but in these special regions. On the other hand, the Cacao Guardian could be glad to induct one of the PCs as a new Cacao Guardian, so that chocolate could be revered in other parts of the world.

Chocolate Slave Ship

An expedition to find Gold in far off lands proved fruitless, but slaves were taken in place of the valuable metal. These slaves have a rather strange attachment to horrible bitter beans, for each of them keeps their own collection of these things.

Extract from captains log: *"One month into the return journey and things aren't going well, my first officer has contracted a strange illness. He cannot keep any food down and he is withering away to nothing. The ships doctor has caught him gnawing all kinds of brown materials. I greatly fear that it may be these native slaves that have contracted the illness to him."*

• The PCs could easily save the first officer on the brink of death, with a *Remove Curse* spell. The officer could then remember that one of the slaves seemed to be much revered by the other slaves, as if he was some sort of witch-doctor. Maybe this slave was the one who brought the curse on him? Nonetheless, when the PCs learn it, the slave had already been sold to a mysterious woman.

• After careful investigation, the PCs could learn that the slave was bought by a wizard. Yet, to find this wizard should prove difficult and take much time (at least a couple weeks), during which it is learned that all slaves disappeared without leaving a trace, and that several other peoples contracted the terrible illness which had first affected the officer. There is even a rumor telling that a human statue made of a strange, yet rather delicious to eat substance, was discovered nearby.

• When the wizard is found, she will tell that her slave escaped, as it happened that he was a powerful "sorcerer" of sorts. But the real truth is, that she obtained from him the secrets of Chocolate spells in exchange for his, and his kinsmen freedom and return to their home land. As such, the ex-slaves were innocent of those recent events…

The Secret of Chocolate Cultivation

The discovery of Cacao is common knowledge now but the cultivation of the trees is still a mystery. The cravings around the land are becoming unquenchable and each trip to harvest cacao is a dangerous expedition. Surely there must be some way to grow the trees locally. Maybe the Gnomes know. It has been rumored that there is a clan of Gnomes that grow the trees above their homes.

• Nonetheless, the PCs are not the only ones interested in this rumor. The local Halfling thieves' guild also wants to get the gnomes' production. A halfling Choco-Charlatan thus tricks the PCs into bringing her along with them. This may happen as follows: The PCs were hired by a wealthy cacao merchant and owner of several "chocolate houses", to investigate on this rumor. However, unknown to all, his best cook, a charming gnome, is in fact a halfling Choco-Charlatan in disguise who infiltrated the merchant's business. Her goal is to get to the gnomes and then do his best to get the gnomes' production for the guild.

• As such, when the PCs find the gnomes, the halfling calls upon her fellows to come. Then, she proposes to prepare a feast of chocolate for all, but will use her great cooking skills to poison PCs and gnomes alike. The thieves attack when everyone is sick…

• If the PCs capture the halfling cook, they should be able to get the secrets of her abilities (i.e.: Choco-Charlatan prestige class).

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