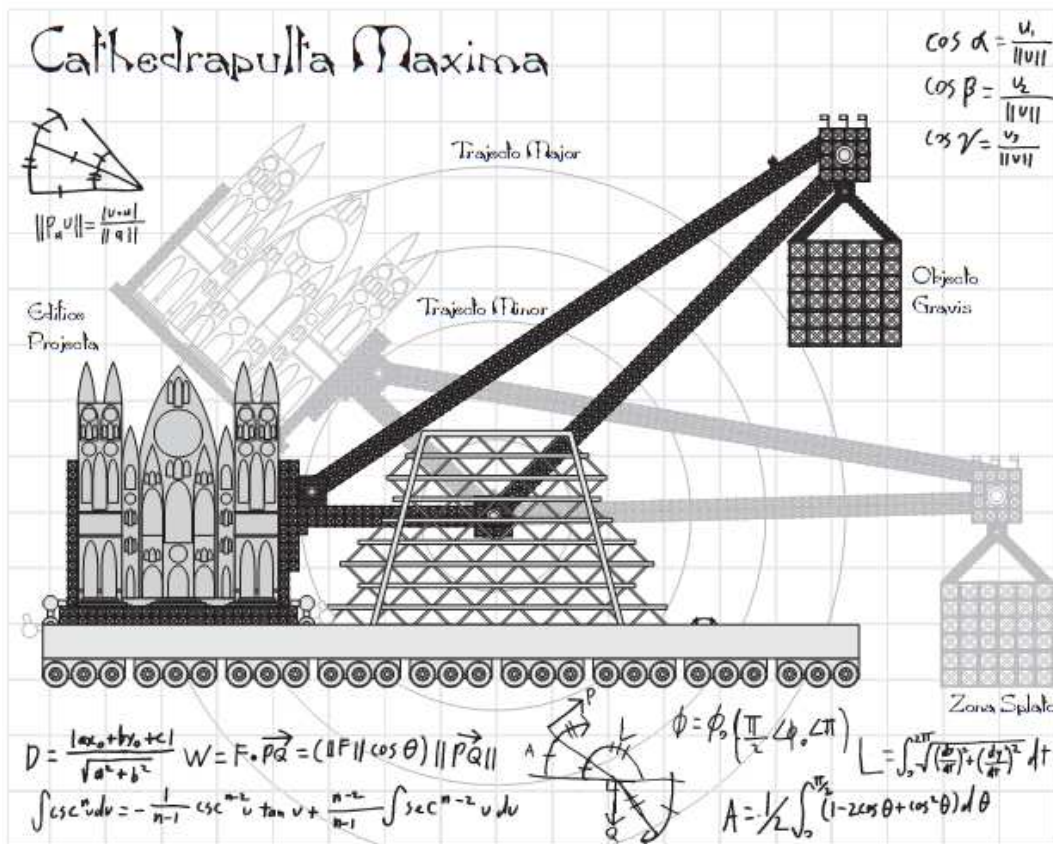


# STUFF

## The Equipment Guide



## What Is QAGS?

QAGS (pronounced "kwags") is the Quick-Ass Game System, sold separately. QAGS emphasizes fun and ease of play over math. All stats and mechanics in this book refer to QAGS, but can be easily converted to other systems.

## How Do I Use This Book?

GMs can find simple props or even adventure seeds (the Love Ray can provide hours of fun, and the Cathedralpult can be the basis of a whole campaign). Players can flip through the book and beg for some of this equipment, though GMs can always ignore these pleas. If the GM decides to allow a certain item in the game, she should request payment in the suggested cost of Yum Yums. If the players insist on gaining access to all the items in this book, and the GM is feeling adventurous, the GM may choose to introduce the time-and-space-spanning Hex Company into her game. Then the text of Stuff can be used as an in-game catalogue. Check our webpage for upcoming tips on how to use this fictional company in your games!

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For more information about Hex  
and The Death Cookie online magazine!



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## INTRODUCTION

Welcome to the all new Hex Stuff catalogue! We bring you the best miscellaneous merchandise, imported from the finest nooks, crannies and lint-filters of the world. This year's catalog has been extensively revised and updated to reflect the availability and legality of the items we sell. It also has a big whopping lie in the introduction.

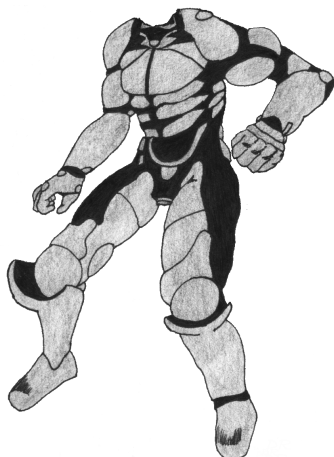
We feature a wide range of products, sure to appeal to tastes everywhere. Our staff of buyers deals daily with ethically-challenged pawn shops, fences and disgruntled government employees worldwide, to bring you the rare and wonderful treasures you've come to expect. Whether you're a reprobate, a true degenerate, or just slumming, this catalog has the Stuff you need!

Our guiding philosophy at Hex Industries has always been "Show Us the Yum Yums" and we're making it easier than ever to do just that. This year's catalog includes a sleek, ultra-modern format, a wide range of shipping options, and our personal guarantee that we will not be over-sold.

You can always trust the quality and reliability of Hex products. It's true, we staff our inspection teams with monkeys, but they're Tibetan assmonkeys—the rarest and most intelligent monkeys found in the rectums of influential Eastern European leaders! If it's good enough for the colons of the former Soviet Union, it's good enough for you.

As always, if you aren't thoroughly satisfied with your Hex product (and survive its malfunction), we happily accept all returns, with a full Yum Yum-back guarantee. Just send the item to our Returns Warehouse on the ass-end of Pluto, in a certified, time-dilated beryllium sphere. You should expect your refund within 4-6 geological epochs.

## — ARMOR, PERSONAL —



Hamlet agonized over the slings and arrows of outrageous fortune, but the discerning customer knows that the slings and arrows of Bob, the guy trying to kill you, are the first thing to tend to. Outrageous fortune is a fickle foe, egregious optimism is seasonal, and exuberant flatulence may come and go, but Bob's a wily fellow, and determined too.

Every year, Bob has something new to make short shrift of shuffling your soul off this mortal coil. Bullets. Rocks. Lasers. Pointy sticks. Countless flavors of cutlery and shrapnel of all shapes and sizes. We know he's a goof, but eventually even goofs get lucky. Isn't this the year to make

an investment in thwarting Bob? If not for yourself, then for the family name. No one wants to be related to a doofus struck down by a goof. But what's the best way to do that, you ask? Defense in depth, my friend, that's the key to ruining Bob's plans, and that starts with personal armor. Point defense lawn gnomes are flashy, and training Fido to sniff the paper for explosive residue is sure to impress at the country club, but don't neglect the fundamentals.

We offer a comprehensive line of personal armor, from high quality museum grade replicas to the finest in advanced synthetic and ceramic composites. You want steel? We've got you covered. Ceramic/metal hybrid sheeting? Got it, and in plus sizes to boot. Advanced aramid fibers? In stock, and in fashionable faux-flannel carriers.

Want custom work done? Our trained craftsmen will construct armor to your specifications, out of any material you care to specify. Wood, cheese, beef by-products, you name it, we'll fashion it into state of the art (and flavorful) protective garments.

Never before have there been so many ways to keep Bob at bay. Pick the one that fits your style today.

*(No warranty provided on protective garments made of foodstuffs. Bob is a fictitious character, and any resemblance to any other Bob trying to kill you is strictly coincidental.)*

#000196

2 Yum Yums/armor point

***Each armor point prevents one point of damage; however, each point also subtracts one point from any endurance, swimming, or dancing test.***

## ASSMONKEY

These small, playful, furry creatures were once in plentiful supply in their natural habitat. Sadly, because of the decadent excesses of the 19th century, the assmonkey is now an endangered species. Scientists estimate that fewer than 30 assmonkeys still live in the wild. Please help support Hex in our efforts to save the assmonkey. By adopting an assmonkey, you will agree to give the lovable little scamp the warm, safe environment that he or she needs to survive: your anus. When your assmonkey reaches maturity (after only 6 months), he or she will be removed and taken to a laboratory, where he or she will choose a mate and breed. The newly formed assmonkey family will return home to live inside your cozy rectum. When you adopt an assmonkey, you'll receive a free kit to help you better understand your role in the protection of this majestic creature. The kit includes one baby assmonkey; a fully illustrated 25-page book entitled *Assmonkeys and You*; a collection of toys for your assmonkey to play with; special vitamins that will allow your assmonkey to thrive; literature, buttons, and bumper stickers to pass out to other potential assmonkey hosts; and a t-shirt proclaiming "THERE'S A MONKEY IN MY ASS!" So please, give a little of your time and yourself to this cause. You'll be glad you did.

#812845

2 YUM YUMS

*An assmonkey gives its host one extra Yum Yum per session, but also causes the host to lose one Health Point per session.*

## BODY PIERCINGS



Body piercings are very popular with certain cults and sects, like the Punk movement and the high school freak crowd. They are an outward sign that one is fundamentally different from subscribers to "the System." At least, that's what freaks like us tell ourselves as we get that third stud through the genitals. Really, body piercings are about power. They are an effective method of intimidation and/or distraction. If a pierced-up punk says "Excuse me, coming through," you'll get out of his way a little faster. Likewise, if some rock star with a faked British accent is

talking out of his ass, you probably won't even notice - you're too amazed by all that steel hanging off his face. Now, is all that power really worth a big hole in yourself? You decide.

#134791

3 Yum Yums

*Body piercings give the possessor a +1 modifier to all Nerve rolls made to intimidate someone.*

## CATHEDRALPULT



More properly called the Great Cathedralista of St. Ballistolio, the Cathedralpult was the largest evangelical siege engine ever built. While many history books gloss over their influence, evangelical siege engines were a staple of European warfare for centuries, seeing common use well into the mid-1300s. Even as late as the 1650s, lightweight Cathedralpults saw occasional service in Cromwell's New Model Army.

Their origins date back to the Late Dark Ages, when besieging armies would use catapults to fling rocks, flaming pitch and itinerant friars into the castles of their foes. It was the monks of the order of St. Ballistolio who expanded upon this concept, reasoning that if launching a friar into someone's midst was good, using an entire church was even better. The earliest known usage of a purpose-built evangelical siege engine was during the War of the Boysenberries. A catapult-like device was used to lob a confessional booth and priest into a castle courtyard near Devonshire. Larger implementations soon followed. Over the years payloads progressed from small thatch-roofed structures through rough stone masonry to hewn-stone edifices.

Construction of the Great Cathedralista and its payload began under great secrecy in 1284 and was completed in 1297. Unfortunately, the siege it was built to participate in had ended in late 1290. Not wanting to waste the time and money already spent, it was decided to relocate it to a more convenient spot. 1297 through 1299 were spent lifting the Cathedralista with giant screw jacks and mounting it with wheels. The newly mobile siege engine was ready just in time to participate in Edward I's invasion of Scotland. Unfortunately, nothing more is known. Records of its ultimate fate have never been unearthed. Three Royal Geographic Society expeditions have uncovered nothing, and hopes are not high for the fourth, scheduled to depart later this year. Regardless, the story of the Great Cathedralista of St. Ballistolio continues to inspire and fascinate historians to this day.

#000455

52,490 Yum Yums

*Assuming one has found or drawn up the appropriate blueprints, building a Cathedralpult takes 100+10d20 workers 5+3d20 years to construct. This assumes a basic medieval level of technology. More advanced eras will be able to build the Cathedralpult more quickly, but not by much. Once completed, the Cathedralpult may only be fired once. It will fling a*

*cathedral one mile straight ahead, hitting everything within a half-mile radius of the impact site. The flying Cathedral inflicts 50+5d20 points of damage to everything in range.*

## CHAINSAW



A chainsaw is a motorized tool with an elliptical rotary 'blade' made up of dozens of sharp, flexible chain links. It is also the Bad-Assinest weapon to be conceived of by any man, woman or child in the history of time. Nuclear warheads may be more effective on a mass scale, but nothing can match the visceral gruesomeness of an up-close-and-personal goring on the end of a good chainsaw. It is also a well-known fact that actual Demons From Hell are susceptible to the mind-boggling destructive power of a

chainsaw, which can only lead us to the conclusion that it is a Holy Weapon as well. A chainsaw is also good for cutting down trees.

#719111

25 Yum Yums

*The Chainsaw functions as a +25 weapon in combat. It gives a +8 to chop down trees. Chainsaws will damage unholy creatures such as demons.*

## COMPLETE WORKS OF SHAKESPEARE

It's a well-known fact to any English major worth his salt (and at last appraisal I was worth a full 200 lbs. of salt!) that "Complete Works" is a shameful misnomer. English majors will also know what "misnomer" means.

Although the standard volume does a fine job of including such pop hits as *Romeo and Juliet* and *Titus Andronicus*, the real works of art are largely left out. Sure, sure. . .the historical plays are fine, but anyone can look up history. What about the 'Prophecy Plays', *Vandal of the Rhine*, *Queen Diana*, and *Star Wars*? What about the touching sequence of sonnets, "My Catamite," that have been cruelly relegated to the apocrypha? How many people now know that "Nothing will come of nothing" is actually a running gag from the early comedies *Prince Lear*, parts I through IV? It's shocking, really. Shocking and sad.

#13479

3 Yum Yums

*The Complete Works of Shakespeare can be used as a +1 weapon at short range. It also makes the character who carries it look well-educated.*

## DUCT TAPE



One wonders what it is about ducts that requires such a potent and versatile product to tape them. This is the most useful stuff anyone can have, anywhere, at any time. Period.

No matter how dark things look, no matter how grim the odds, if you still have some duct tape and the limbs to use it, you may yet prevail. Throughout history, the sound of scales shifting and odds turning has always been the throaty braaaaattt of duct tape tearing from the roll.

For generations, duct tape has been

the unsung hero of this great land of ours, taming mighty rivers, bridging bottomless canyons. It is the dull silver heart and soul of...

What did you say? "What's the big deal"? "Just tape," you say?

Do you mean to tell me you've never found yourself in the midst of such a catastrophe that nerves of steel and tape colored to match were your only salvation? Is your life so empty of challenge and adventure that you have never, ever, once in your life had to improvise with duct tape? Never packed a box, fixed a leak, repaired a tear, or patched a lung? Do you expect me to believe that you have never had to staunch the bleeding of your comrades in a muddy, rain-soaked trench near the Ardennes? Amazing. What is our generation coming to?

#568749

3 Yum Yums

***Duct tape provides a +2 to any repair, building, or first aid attempt. Duct tape offers a +1 to any Body rolls involving climbing, holding, or swinging.***

## FLAK JACKET

Not to be confused with the Falk Jacket, a medium length trench coat smelling heavily of cigars. A flak jacket is an armor vest designed to stop shell fragments and shrapnel from disemboweling the wearer. That's pretty much it.

Now, the Falk Jacket, that's interesting. Made to exacting specifications, it is the pinnacle of the smoking jacket's evolution. Sporting a jumbo humidor in each pocket, it can carry enough cigars for even the most voracious.



cious aficionado. The belt buckle doubles as a cigar cutter, while the left sleeve conceals a match book dispenser so that even the most absent-minded connoisseur need never fear misplacing his light. In every respect, it is the perfect gift for the cigar smoker in your life.

#984350,1

Flak Jacket- 4 Yum Yums Falk Jacket- 7 Yum Yums

*The Flak jacket adds +3 to all defense rolls. The Falk Jacket adds +5 to all smoking-based rolls.*

## FLIPPO LIGHTER

The Flippo windproof, shockproof, waterproof lighter is the ultimate in hand-held nicotine delivery system ignition devices. From the depths of the Hudson to the peaks of Hoboken—anywhere you need a light, Flippo is there. For the non-smokers out there, the Flippo has a myriad of uses. You can use it to set things on fire. You can use it to... set other things on fire. Plus you can... Well, okay, it does one thing, but it does it really well. Besides, the utility of having a lighter on hand cannot possibly be underestimated. Flippo Lighter Company studies (conducted on far fewer convicted pyromaniacs than our competitors would have you believe) have shown that the average American encounters 2.63 things each day he wants to set on fire. Why be caught unprepared? Buy Flippo. Use Flippo. Buy more Flippo Fuel. Remember our motto: Burn, Baby, Burn. (The Flippo Lighter Company does not, in any form or fashion, condone setting small children on fire. Only children over the age of 15 should be set on fire, and then only under close parental supervision.)

#999435

5 Yum Yums

*The Flippo Lighter has 25 Health Points, and will continue to function until it has reached 0 HP. A Flippo lights cigarettes automatically, and gives a +3 to any arson attempts. When used in conjunction with a Falk Jacket, a Flippo allows a character to smoke anytime, anywhere.*

## HAGGIS, CANNED

Really, this entry should be "Haggis Wrappers, Canned." Haggis itself isn't too useful. I mean, there may be some use for a sheep's stomach stuffed with grain and roasted over a fire. This use is more than likely not as food, however, so allow me to draw a veil over the matter before you speculate too much. As I was saying, the **wrappers** are immensely useful. First, make sure the cans have nice big color serving suggestion photos. Ones with educational cartoons entitled "The Making of Haggis" are even

better. Once you have the cans, remove the wrappers. Gently, now, as we'll be reusing them next paragraph.

Once you get the wrappers off, you can put them on other cans. Cool, huh? Now don't give me that look. What do you mean, "What good is this going to do me?" Ingrate. After all the neat stuff we've shown you. All right, let me spell it out for you: not even the most dedicated customs official in the universe is going to want to inspect something claiming to be haggis. Nor is he likely to want to confiscate it and thus have to be in contact with the container. So that can is going to get the shortest inspection in the history of customs services. Heck, even the luggage is going to get short shrift, particularly if you exclaim, "Whoops, looks like one leaked," as you open the bag. Mind you, if you're traveling through Scotland, all bets on this one are off.

#13479

3 Yum Yums

*Canned Haggis wrappers give a +3 to appropriate concealment rolls.*

## HARPOON

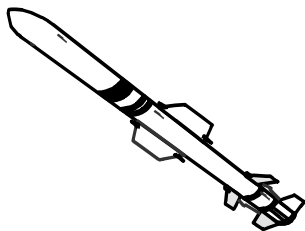
The concept of the harpoon - a long, pointy stick with a rope attached - has been claimed as the invention of just about every culture on Earth. Whether it was intended for hunting deer, whales, or dolphins is usually inconsequential. I mean... it is just a long stick and some rope, after all. Sure it's an impressively effective long stick, but it's not exactly like the damned thing took a lot of imagination! Anyway, you can pick one of these up just about anywhere, for just about any reason. You can even make one yourself with only moderate effort. Then you can go spear things with it.

#000043

2 Yum Yums

*A harpoon is a +2 missile weapon, +5 against whales.*

## HARPOON MISSILE



Okay, Queequeg, you figure you're a badass, right? You can nail a whale's eye from 50 yards in heavy surf, skewer sea-lions blindfolded, and snag the last helping of chicken brisket from the far end of the table. That's nice and all, but when a radioactive mutant dinosaur rears his ugly head above the surf, you're gonna want something more than an over-glorified toothpick and some string. The

Harpoon anti-shipping missile is exactly what you're looking for.

Harpoon can meet all of your present and future anti-giant-sea-monster needs. It can be fitted to planes, ships or submarines with a minimum of fuss. With an attack range of 90 miles, you can avoid the embarrassment of losing your task force to the monster's thermonuclear halitosis or boomerang toenail clippings or what-not. A flight speed of Mach 0.85 gives you timely delivery, while a 500 pound high-explosive warhead ensures spectacular results on arrival. And arrive it will, thanks to the advanced guidance features standard in every Hex-approved, McDonnell Douglas brand Harpoon. Not sure how far down-range the monster is? Tell Harpoon the bearing and launch. The missile's powerful active radar seeker will quickly locate and home in on the most likely target in that direction. Pesky protesters in the way? No problem. Harpoon can blow them to smithereens too! Or if the week-kneed fools who sign your paycheck insist, you can have Harpoon steer around their little flotilla before switching on its radar.

Now, sure, you can buy ex-Soviet surplus for a lot less—I'll grant you, it's not bad product for what you're paying. But all you get is product. No 24-hour phone support, no next day on-site/on-ship service, no extended warranty plans. Nyet, nada, nil. Plus, who knows? They may decide to give everything back to the proletariat any day now.

#181219

51 Yum Yums

*A Harpoon missile does 25+5d20 points of damage to every person and/or object within 25+5d20 yards. Ouch!*

## HERBS, SEMI-MAGICAL



If you think this has anything to do with Elves, bugger off. We don't peddle that kind of herbs around here. Nossir, these herbs have a sense of tradition! I'm talking about American Indians,

15<sup>th</sup> century Middle Eastern assassins, Cheech and Chong. . . .

While requiring no actual interference from any licensed magic-workers, these herbs can impart strong, seemingly magical abilities to those with the courage to partake of them. Reportedly, powers of flight, super-strength, and even invincibility have been imparted. Wow, now that's some cool shit, man!

Unfortunately, most civilized nations and city-states have strict regula-

tions regarding semi-magical herbs. Some nations actually jail their own citizens for use of them! Civilized, indeed. The point is, you'd probably need some kind of pseudo-criminal character to obtain these things. C'est la vie. Try the corner outside the Quiki-Mart.

#000420

2 Yum Yums

*Semi-magical herbs give the user a perceived +5 in Body, Brain, and Nerve, but require periodic Brain rolls. A user who fails will "zone out" and suffer a -1 penalty to all actions.*

## JET BOOTS

According to Greek myth, a boy named Icarus escaped from the Cretan labyrinth using homemade wings, but when he flew too close to the sun, the wings fell apart. The story of Icarus teaches us one very important lesson: don't use cheap glue when flying miles above the earth. We here at Hex would never use cheap glue! As you can see, we used staples. And we'd also never try to fly with wings, when we have Rocket Technology!

Jet boots are, very simply, regular boots with small-but-powerful rocket engines strapped to them. Some models even have limited steering capability, but most of the time the effectiveness doesn't justify the cost. Regardless, all jet boots allow the wearer to fly in a generally upward direction, and even horizontally, depending on the angle of the wearer's legs. Professional jet-booters are a spectacular lot, but decidedly few in number - there's really not much room for error in those early practice sessions. Jet boots are only recommended for the very brave, very stupid, and/or very suicidal.

#002020

20 Yum Yums

*Piloting Jet Boots requires a successful Body (or related Gimmick or Job) roll. Failing this roll means the user has swerved wildly out of control, and has two more chances to make the roll before crashing disastrously. A roll of a "20" means that the Jet Boots cease functioning, and the user begins to plummet.*

## JUNIOR CHEMISTRY SET

Remember when you were a little kid, and you asked for that Red Ryder air-powered BB rifle? Remember how your parents decided you could cause too much destruction with a gun, so they gave you an "educational" chemistry set instead? Do you remember how surprised your 3<sup>rd</sup> grade science teacher was when you put that block of thermite in her desk? No? You mean your parents got you the gun? Damn, you

don't know what you missed! A Junior Chemistry Set is easily the best way to express your innermost creative/destructive urges! With enough imagination, and the occasional vials of contraband substances, you can make literally anything! So shuck out the \$25, and get cracking!

#13479

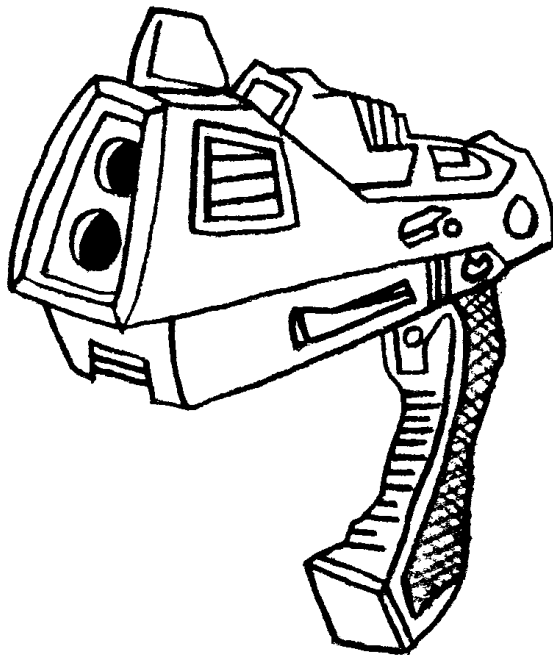
3 Yum Yums

*The Junior Chemistry Set can be used to make anything, though some things are harder to make than others. Below are some standard minimum-success requirements for commonly-made substances.*

JUNIOR CHEMISTRY SET SUBSTANCE TABLE

Substance	Difficulty	Substance	Difficulty
Napalm	11	Nitroglycerin	16
Glue	12	LSD	17
Stinkbomb	13	Aphrodisiac	18
Thermite	14	Super Mutagen X	19
Cyanide	15	Massive Explosion	20

## LOVE RAY



Over the centuries, humans have wasted countless hours trying to woo and seduce other humans. Why do I say "wasted"? Because they could have saved themselves a lot of trouble with the Love Ray. This handy, pistol-shaped device is compact, portable, and – best of all – environmentally friendly. The Love Ray harnesses safe, clean, orgone energy to beam tender affection and/or burning desire into the heart of your intended. Simply take aim and fire! Now that special someone will have eyes

only for you. The Love Ray is even adjustable – its settings include "Attraction," "Infatuation," "Obsession," "Lifelong Passion," and "Orgiastic Abandon"(check your dictionary!) There are only a couple of problems. Sometimes the Love Ray wears off at inopportune times. And sometimes, despite the user's fondest wishes, the Love Ray doesn't wear off at all.

#636498

15 Yum Yums

*The Love Ray requires the usual roll to hit. Instead of taking damage, the target rolls Nerve against the Love Ray's Number (usually a 12). A roll of 20 means the target is permanently affected. A failed Nerve check means the target is affected for 1D20 hours.*

## MR. POOKUMS BRAND TEDDY BEAR

Whether you are young or simply young at heart, it's time for you to grow acquainted with your loveable new plush sidekick, Mr. Pookums. Mr. Pookums is more than just a teddy bear – he is your companion on life's difficult journeys. Just look at some of his talents: he lulls you to a comfortable sleep, he always appreciates your fine, imaginary cuisine, and he listens really, really well.

#000006

1 Yum Yums

*Mr. Pookums gives +1 in Nerve to young players and those who are young-at-heart..*

## NO. 2 PENCIL

No doubt you're familiar with this staple of elementary school classrooms. You've probably been using one to write clever remarks in this book since page three or so. Frankly, we here at Hex would like to congratulate you on your choice of writing implement, as you've selected not only an affordable, efficient and widely available tool, but also (probably unwittingly) the favored weapon of acclaimed American ninja and radio superstar G. Gordon Liddy. With nothing more in your well-trained hands than a simple pencil, you too can eradicate legions of evil-doers with your well-aimed stabs. And the best part is that they'll never trace the puncture wound to your pencil, baby. The damned things are all identical! And hey, if you somehow fall under suspicion, just find a pencil sharpener, and WHIRRR! No more Exhibit A.

#000002

1 Yum Yum

*A #2 pencil gives a +1 to attack rolls.*

## PERSONAL BODY SHIELDING

In the future, material armor will be, quite frankly, totally gauche. Honestly, how cool would you look carrying a Bigfiss Lay-zer 4500 in one hand, and a tattered leather buckler in the other? Answer: Not Very. We have it from reliable sources that in the future, Hex will release a chic, energy-based armor that encapsulates the entire body. If they have any marketing savvy, it will also come in a wide range of designer colors.



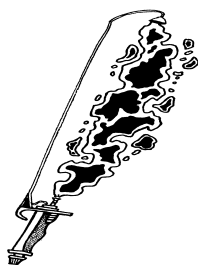
Of course, armor that relies entirely on photo-magnetic phenomena will have the occasional drawback. It's weightless, sure, but if you turn it on anywhere near the computer banks of your Galaqs E-Type Star Shuttle, you'll frag the entire system, and probably be stuck on that podunk planet forever. Don't worry; you may be trapped, but you're virtually immune to physical harm.

#223196

20 Yum Yums

*Personal Body Shielding adds +5 to defense. If the wearer of the PBS rolls a "20" at any time while using the PBS, the system fails (dead battery, circuit meltdown, etc.)*

## PHOTO-CUTLASS



Sure, the previously-mentioned Lay-zer 4500 will get the job done, but it lacks a certain... romance, don't you think? A certain sense of swashbuckling savoir-faire. We think every small, desperate band of rebels struggling to overthrow a vast, ruthless interplanetary dictatorship deserves some kind of energy-based sword. To that end, our brilliant engineers have developed the Photo-cutlass, a hacking, slashing, whirling plasma dervish the like of which has not been seen since... well, it sorta rhymes with "Mantom Phenace." Anyway, the point is, you need a real bad-ass weapon, right? But not quite as bad-ass as a Chainsaw, right? You want something with panache. Well, here you go. Now go kick some tyrant butt.

#001138

25 Yum Yums

*A Photo-cutlass gives +4 to attack rolls. It can be used to cut through anything, and, with a success of 12 or better, can even deflect missile attacks.*

## POCKET COMPUTER

The pocket computer is a flexible 3"x3" piece of cloth-textured plastic that contains a very powerful and compact computer. You simply sew the machine onto your shirt sleeve, the back of your pants, or the front of your shirt. You now have access to your notes, applications, and e-mail wherever you go.

Well, okay, for e-mail you'll need a cellular suspender system and bulk storage platform shoes for all your documents. On-board video is minimal, so you'd best tack on a 3D accelerator cummerbund and bow-tie MPEG decoder while you're at. A DVD medallion is a must for any sort of multimedia work, and for net surfing, you'll need the satellite link Stetson. The battery back-up bell bottoms and "Flasher RAM" trench coat are useful, but not totally necessary.

One more word of advice. Don't go with the back of the pants installation. Every time you type a message, you'll look like you're scratching your butt. That was the principal downfall of the ill-fated Berkeley SmartAss® program.

#000986

8 Yum Yums

*A Pocket Computer gives a +2 to all attempts to retrieve information. The full ensemble gives a +4 to computer-based rolls, and a -4 to any attempt to look cool.*

## ROCK

According to that old genius Webster (not the one played by Emmanuel Lewis, the other one), a rock is "1. n., a mass of stony material." What ol' Webster doesn't let you in on is that a rock is possibly the single most versatile tool in existence, with the glaringly obvious exception of duct tape (which many civilizations are forced to do without). With a rock, you can kill a man as if you were armed with a No. 2 Pencil. You can build bridges. When a rock is used in conjunction with a towel, the opportunities are as limitless as the number of apocryphal Shakespeare scripts an infinite number of monkeys can type. And the best part is rocks are everywhere!!! Unless you end up stark naked on Uranus, odds are good a rock or two will be handy. Just be creative. Be inventive. Be one with your rock.

#000001

1 Yum Yum

*A rock can be used as melee or missile weapons. In either case, it gives a +1 to damage.*



## Rope, 70'

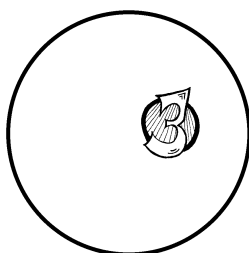
In run-down castles, ancient temples, and underground labyrinths, it's always been the same, hasn't it? Remember all those 50' pits you tried to climb down using a standard-issue 50' length of rope? Remember how the amount of rope required just to secure the climb left a deadly twenty foot drop at the bottom?? Well, worry no more. With the extra length on this baby you can safely descend into any sulfurous, inky-black subterranean 50' pit with a few feet to spare! Just pray that your next expedition doesn't take you to some place where they dig 70' pits.

#000070

1 Yum Yum

*Whenever a rope comes under heavy use or strain, roll a D20. On a 20, the rope breaks.*

## SCRYING BILLIARD



For ages untold, wandering gypsies have foretold the futures of the curious. Not only did they charge too much, but they were, more often than not, completely wrong. Luckily for you, we've come a long way in divination technology since the days of poking around in some predatory bird's crap. Yessir, you have the ultimate option available: the Scrying Billiard. Though not legal for use in any actual game of pool, this amazing orb tells the future

with uncanny accuracy. No gypsy's crystal ball ever replied hazily, and most gypsies would be run out of town before you could try again later! Not so with the scrying billiard. You can carry it around and get updates on the metaphysical world every few minutes. We do recommend you use the darker solid-colored balls; for some reason, they just work better.

#000008

8 Yum Yums

*Determine the Scrying Billiard's response to a divination by rolling a D20 on the table below. Alternatively, find a suitable prop that can perform this function.*

Roll	Result	Roll	Result
1-2	"Yes"	12-13	"I Can't Tell You Now"
3-4	"No"	14-15	"Ask Again Later"
4-6	"Maybe"	16-17	"It Is Certain"
7-8	"Without a Doubt"	18-19	"Definitely Not"
9-11	"Reply Hazy"	20	The Correct Answer

## STAKE (aka PITON, SPIKE)

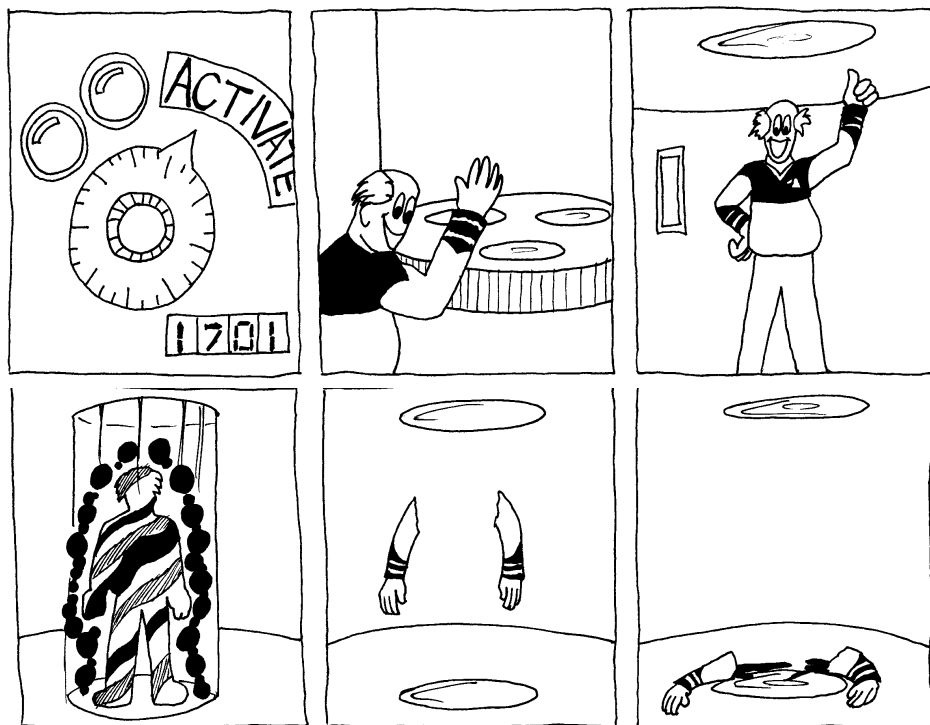
Oh, you'll get a lot of use out of these babies – spiking open doors, staking vampires, driving pitons into the earth – but did you ever stop to consider what it all means? Why is it you have this obsession with thrusting long, hard objects into gently yielding surfaces? If I were you, I'd give this some thought... and you might want to check out our Love Ray, listed above. It sounds like you might need some company of an erotic nature. If I know your type, though, you'll probably still want to crawl around in crypts and make your way up lonely mountain passes. So here's your spikes, boys. Go get 'em.

#000121

1 Yum Yum

*A stake gives a +3 modifier to wedge open doors, stake vampires, and climb mountains.*

## TELEPORTER



Most sci-fi fans are familiar with the idea of a hand-held device that can memorize and "beam" a human being's molecular structure to distant places. While I personally find the whole concept revolting to the very

core of my being, we at Hex strive to make our equipment catalog the most thorough available. So we got the boys in the lab to throw something together for you astronaut-wannabes.

The Hex Teleporter is, we admit, a little quirky. It tends to forget body parts on occasion, and its range isn't that great, compared to what some people are used to. Ship-to-planet? Maybe. A few hundred meters is more likely. Still, it's not a bad thing to have when you need to get somewhere nearby in a hurry. Just be careful - you wouldn't want to leave an arm or a leg or a head behind, would you?

#985955

100 Yum Yums

*The Hex teleporter has a set score of 17. Every time the teleporter is used, roll against that number. If the teleporter fails its roll, roll 1d20 and consult the Teleporter Mishap Table.*

TELEPORTER MISHAP TABLE

Roll	Result	Roll	Result
1	Nothing Happens	12-13	Roll on Time Travel Destination Table
2-3	Correct destination, but bodies are switched	14-15	Wrong destination, and bodies are switched
4-5	Correct destination, but bodies are altered	16-17	Wrong destination, and bodies are altered
6-7	Correct destination, but bodies are mangled	18-19	Wrong destination, and bodies are mangled
8-9	A few degrees off the correct destination	20	User is Atomized
10-11	Relevant Plot Location		

## TIME MACHINE

The Hex time machine may not look like much – it's a large gray cube with lots of blinking lights on the inside – but you'll find that it meets every requirement of the 2176 Time Travel Safety Act. Our paradox buffers are state-of-the-art. Not only can you pick flowers in the Cretaceous era without fear of changing history, you can even kill your great-great-great-grandfather with no fear of erasing yourself from existence! (Not that we would recommend killing your great-great-great-grandfather.) Any changes you make in history merely cause alternate timelines to diverge harmlessly from your own timeline. All of history is your playground!

Think of the fun you can have! Of course a time travel machine is an extremely complex piece of equipment, and using it properly takes years of dedicated training. If you act now, though, we'll throw in our new pamphlet, *Time Travel for Dummies*, at no additional charge!

#985964

200 Yum Yums

*Piloting a time machine to the desired destination requires a successful roll against any science-related Job or Gimmick, or against Brains at half if the pilot has no suitable Words. A failed roll sends the machine to a random destination; roll 1d20 on the table below. After each trip, the time machine requires 1d20 x 5 minutes to recharge its batteries and allow another trip through time.*

TIME MACHINE DESTINATION TABLE

Roll	Destination
1	Nothing happens and the controls short-circuit.
2	Globe Theatre during the very first performance of <i>Hamlet</i>
4	Limbo
5	In the trenches of World War I
6	Aboard the Titanic
7	The Age of Dinosaurs
8	The Old West
9	Cyberpunk future
10	Devastated post-apocalyptic future
11	A happy utopian future
12	An alleyway in Victorian London
13	In the crowd, the night the Beatles debuted
14	An important moment in a user's past
15	The height of the Roman Empire
16	July 4, 1776 in Philadelphia
17	Aboard a pirate ship
18	An alternate timeline
19	An important moment in the user's future
20	1 second ago

## TOWEL



Towels can save your life. They can dry you off, whether the offending liquid in question be water or life-draining Pakpak slime. You can thwart the winds of a chilly arctic desert with a towel. You can sleep under one, wear one, eat off of one in disreputable taverns, or (depending on your choice of partner) use one as a prophylactic. There's practically nothing a good towel can't do, so we strongly suggest you pick one up.

**WARNING:** Don't try to use a single towel as body armor. Any dolt can tell you you'd need at least 8 towels for that.

#006842

5 Yum Yums

*Eight towels give the wearer a +1 for defense. Other uses are determined by ingenuity of bearer. GMs are encouraged to let any good plan involving a towel succeed.*

## X-RAY

Every boy dreams of sneaking a peek at the hidden treasures of his female classmates. Well, maybe not the ones who realized early on that they *really* like hanging out in the guys' locker room. And maybe not the blind boys - their dreams of vision are probably less specific. At any rate, many boys would like to see what everyone over the age of 30 tells them they shouldn't see: female flesh.

To that end, Hex has scoured the globe for the highest quality X-Ray Glasses that 30 box tops (plus shipping and handling) could buy. With the aid of these spectacular spectacles, you can see right through clothing! You can see the bones in your hand! And, if you order the special Deluxe Model, you can cause radiation poisoning and reproductive disorders! A real hoot!

#403298,9

15 Yum Yums for Regular/30 Yum Yums for Deluxe

*With a successful Brains roll, the wearer can use X-Ray Glasses to see through thin, lead-free barriers, up to 1/4" thickness. A character failing his Brains roll will still see something, but it is only an optical illusion. Deluxe Model X-Ray Glasses allow the wearer to see through any barrier up to 6' thick, excepting any thickness of lead. They are also a violation of many countries' weapons bans, and should be regulated accordingly.*

## ZEUS-IN-A-BOTTLE

Do you remember those long rainy days of childhood, when you longed for the awesome power of an ancient Greek god to make everything sunny and warm again? Well now, thanks to high-energy particle physics and the Hex Bottling Company, you can. . .with new Zeus-in-a-Bottle! Zeus—famed in Greek lore as ruler of all gods and master of creation—is at your command. Just tell him what type of weather you want, then vigorously shake the bottle until he gives in to your demands. Place your order now, because supplies are limited.

Warning: Please use responsibly. The Hex Company, and all subsidiaries, are exempt from liability in the event of any devastation, madness, or unwanted pregnancy resulting from users opening and/or tampering with Zeus-in-a-Bottle.

#409891

11 Yum Yums

*To use Zeus-in-a-Bottle, make a Nerve check. A success allows the user to change the current weather. Nothing happens on a failed roll. On a roll of 20, Zeus breaks free and wreaks massive destruction. Deliberately opening the bottle has dire consequences subject entirely to the GM's whim.*

## Credits

The Bunkermates of Hex Games

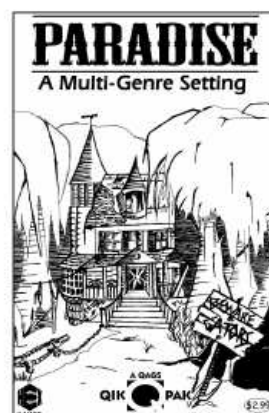
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## Also Available



We at Hex Games know you're a busy person. You've got bills to pay, work to do, and not a lot of time to spend on games. When you role-play, you want to have a fun and exciting experience, not spend hours looking up rules and cross-referencing charts. QAGS' adaptability and unique candy-based mechanics allow you to play exactly the game you want with just a few minutes' preparation, and without any adolescent posturing or number-crunching. Whether you want to run a short and silly game or an epic story, QAGS will meet your needs. The witty, sometimes irreverent, and always entertaining writing style of QAGS makes it almost as much fun to read as to play. \$5.99

The first setting for QAGS, this Qik Pak gives you complete descriptions of the people, places, and local color in and around the small town of Paradise. You can use Paradise as an add-in location for your existing fantasy, science fiction, western, or post-apocalyptic setting, or as the starting point for an all-new campaign. Paradise is also full of adventure hooks that can be used whether the characters are Paradise natives or outsiders. \$2.99



# Didn't read the manual for that new toy, didja?



Lucky for you, we've compiled QAGS STUFF, a new equipment guide full of toys and examples of how to use them.

This book features listings for:

- Jet Boots
- Pocket Computer
- Personal Force Fields
- Anti-Ship Missiles
- the dreaded Cathedralpult

And if that doesn't win you over, QAGS STUFF is about 5% the price of other equipment guides!

Whether you're playing in a fantasy, horror, modern-day, or science fiction game, QAGS Stuff has everything you need. It's chock-fulla the damndest things, from pointy sticks and armor to time machines and the mighty Cathedralpult. Stuff is fun to read and the equipment inside can be easily adapted to any game system.



Item #9001