

# SKULL FULL OF BONG HITS: THE NECROMANCER'S CURSE



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**A role-playing game by Nick Aubergine**

Skull Full of Bong Hits: The Necromancer's Curse  
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## **Foreword:**

The following manuscript was drafted in under 24 hours. It has not been play-tested, and if you think you are going to have a good game by playing it exactly as written, you are probably crazy.

If you do, however, try to actually play this, please let me know! You can hop over to The Forge (<http://www.indie-rpgs.com>) and share your results. Or if you if you just thought this game was awesome or a good laugh or offensive or it killed your cat or whatever, you can drop me an e-mail at [nick.aubergine@gmail.com](mailto:nick.aubergine@gmail.com)

“Using drugs will kill. So be for real.” —Sylvia Scott Gibson

To play this game, you will need

- some imaginative friends
- a bunch of blank cards (3x5 index cards are fine)
- some mind-blowingly awesome tunes to listen to.

Tastes will vary, but something along a psychedelic prog metal vibe is what you're going for here. Have a bunch of shit cued up ahead of time, though, because nobody wants to be that guy who sits and dicks with the music player right there in the middle of the game while everyone is waiting

## Introduction

Okay, so you found this sick bong at a yard sale. It appears to be made from an *actual human skull*, it's got like these big crystals in the eye sockets. All the metal bits are ornately worked. You offered the lady thirty bucks, and she took forty, but she clearly just thought it was some crap junking up the basement. What a steal! You can't wait to get this home and show it off to your buddies.

HOWEVER! Unbeknownst to you, mortal, the drug paraphernalia now sitting in your den is the skull of the forgotten necromancer Arak-Tobin! Long ago, before history, before time, the demilich lured the brave and foolish to his dungeon fortress, where he would devour the souls of the treasure seekers. But although Arak-Tobin had laid preparations to conquer death itself, he had he not anticipated that as his notoriety grew, adventurers would grow disinterested in journeying to his

lair to meet what was increasingly inevitably understood to be certain doom. He devised another plan. After millenia of quiet desperation, the demilich allowed looters to enter his lair unscathed, to steal his tomb's artifacts, to sell them to archaeologists, so that he might unleash his evil upon an unsuspecting modern world. **HOWEVER!** The archaeologists dismissed the bejeweled skull as cheap *Conan the Barbarian* replica crap, and got rid of it at a museum charity auction. The remains of the once-mighty necromancer went neglected again, until some bored pothead found them and came up with the realization that *you could smoke weed out of that*.

## **Setting up**

Choose a nominal year in which play starts, in the real world. It should be within the lifetime of the youngest player at the table. Everyone should make a character, preferably a young adult, about college age. Go around and tell everyone who your guy (or gal) is. Just a brief sketch will suffice. Lean on stereotypes here, you're not writing a Tolstoy novel or anything.

For each character, you'll need a small stack of blank cards. Come up with about four or five Ambitions for your character. You should try to be sincere and not silly for this part. Pick some real-world ambitions you might have held once in your life, or at least something you can at relate to in a genuine way. Write each Ambition on a card. Then turn the cards face down and shuffle them, and put the resulting little deck of cards in front of you. This is

your Accomplishment deck.

Okay, now start telling a story with your friends! For the first scene, you'll probably want to describe your newly-minted alter egos getting together to smoke pot out of the recently acquired apparatus. Describe the space these stoners are hanging out in, like a basement rec room with shag carpeting and fake wood paneled walls or whatever. Describe the skull, how it's got this big tube sticking out of the back and how it's got a smaller hole bored through the forehead to put the weed in it and how you smoke out of it and it makes the bubbling sound, but it's an *eerie*, *otherworldly* bubbling sound, like death itself.

## **The Other World**

The special power of the skull bong is that smoking out of it causes the souls of the users to be teleported *into another world*. In this world, our characters are mighty archwizards, known and feared throughout the land, each more powerful than any worldly king known to us ignorant modern people, to be sure. To keep each of these powerful magi from stepping on one another's toes, we'll say they're each masters of a different kind of magic. Have everyone figure out which now.

You should start playing some music right now.

So, when our startled slackers arrive on the scene, it turns out they are already in the middle of something interesting going on. If you're stuck for ideas, roll on Table A to get inspiration.

The rule for how to decide what happens next is, figure out what the most awesome course of events could happen, and *that's what happens!* If you really reach an impasse and you can't agree on whether something happens, roll two dice. If you roll a seven or better, *that's what happens!*



Helpful tip: Hey look, the aforementioned rule is crap! Please feel free to substitute with rules from some other RPG or card game as better suits your fancy.

Whenever you do something that's really noteworthy, maybe defeat the black demon of Maalchebzhor or thwart the impending junta of the mercantile league, take the top card off your Accomplishment deck and write it down. You can keep it on display and show it off. As you accumulate Accomplishment cards you become a more storied, legendary figure.

The rule for how long the characters stay in the other world is, they stay as long as interesting stuff is happening. Once there is a lull in the interestingness of things happening in the other world...

## **Return to the mundane**

Turn off the music now.

When the characters return to the real world, they find

that much time has passed. Roll one die, the result is how many years have passed since they entered the other world. Add this the calendar year and figure out what year it is now.

So great is the power of the skull that the user need not fear for food or paying the rent or any of the basic upkeep you'd need to not die after neglecting yourself for several years. Arak-Tobin needs to keep you alive, for now. Bizarrely, no one even acknowledges you've been gone for an unusually long time. All is as though you have gone about your affairs all these years. But there evidence of neglect going on. Maybe everything is covered in a layer of dust, maybe the ceiling is leaking now, maybe you've all got long Rumpelstiltskin beards. Describe the scene. Describe some scenes of the characters trying to re-adjust to normal life. Importantly, the characters are physically older now too.

The novelty of this will wear off pretty soon. And so the characters will gather again, to activate the skull...

You may, at this point, turn your remaining Ambition cards back over and reflect upon them. Maybe you want to tell a story about how your stoner dude makes some small effort towards pursuing these. However, your Accomplishment cards are on the table permanently, you may not return them to your deck. Turn your remaining Ambition cards back over and shuffle them before proceeding.

## **Return to other world**

When the characters return to the other world, some indeterminate amount of time has passed, but it's basically like they haven't been gone that long. Whatever they missed in the interim, their archwizards have been doing well for themselves, and they have returned just in time for another interesting adventure.

Play moves back and forth from the mundane world to the other world. Add a die to the year every time they return to the mundane world.

## **Singularity**

When the year in the mundane world goes past the year that you, the actual people playing the game are in, things start getting pretty fucked up. Now, instead of reflecting back on historical trivia on what was going on back then, you're have to start inventing a history. Events should progress along a decidedly paranoid and strange path. Whatever future you're entering, it sure isn't that tidy, efficient science-fiction future that leads to spacemen and eradication of disease and that. It's basically the same old shit, just with the details changing to make life unfamiliar, except everyone around you goes about their business looking at you strangely when you do something which demonstrates your failure to keep up with the times.

## **Endgame**



The game ends when a) the Singularity condition, described above, has been triggered, and b) no one has any Ambition cards left. At this point, the characters have nothing left but to live the life offered by the skull, and Arak-Tobin has completely absorbed their souls.

## **Credits:**

Title inspired by a Cannabis Corpse song. (Check YouTube.)

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