

“Kender Horticultural talents account for their only two exports: Dew Drink and Kenderpak. The former is a golden alcoholic beverage distilled from Sundews, which Inns and Taverns sell for 5 steel per bottle. The latter is a highly concentrated and nutritious sweetbread, which merchants sell for an average cost of four times the costs of a week's normal rations. One loaf which retains its freshness up to two months, is equal to two weeks rations and weighs no more than three pounds.” from DL15 TSR module 9231 *“The Mists of Krynn, pg.116- 'The Kender.'*

ANTI-KENDER AD&D2E GAME MECHANICS. KENDERPAK & “The Giggling Kender”

Kenderpak is the Dragonlance equivalent of Tolkien's 'Lembas' bread; however for some DM's it has the potential to be an interesting item with which to base an amusing slightly anti-Kender game mechanic around. For DM's who prefer to use Kender as Npc's only or as antagonists in whatever situation they find themselves in- Kenderpak & The 'Make a Kender Laugh' mechanic are recommended for the sheer enjoyment of the DM- if you despise Kender this will work in your favor.

The consistency of Kenderpak implies that it is a multi grain substance that could possibly EXPAND like oatmeal or yeast when subjected to water and change in temperature. For a Kender; due to their small size, biologically Kenderpak would be perfect as a survival food; consumption of Kenderpak would expand in the Kender's stomach hence keeping them nourished. (This expansion to the Kender lore ('pardon the pun or BUN') would work either to the players benefit or detriment at the whims of the DM

For Humans if they don't acquire a small piece and 'prepare' it first while it can potentially keep them nourished it could also have an adverse effect, making them severely constipated and gaseous. (save vs. Con) in 1d12 hours after consuming 'raw kenderpak'. The victim suffers debilitating gastric hilarity that can cause 1d4 damage each round the character doesn't find an appropriate place to squat; (DM rolls 1d4 and says to the player. “You find relief, however the earth shattering heaves of your bowels remind you that Kenderpak while handy in keeping one alive can also induce gastric agony as

your PC holds onto their stomach and rides out the intense bout of flatulence Kenderpak incurs. (The character cannot make a stealth use for 1d4 days and suffers a -1 to charisma or stealth following due to persistent latent flatulence.) Even an Ansalonian cleric's only remedy is a dose of cod liver fish oil to use as a laxative while one waits for it to run its course.”

Kenderpak is sold in a dense packed multigrain “Brick” or a lighter baked “Loaf” there is RAW Kenderpak which is highly nutritious and in its purest form provides a +1 buff to any Kenders consuming it for 1d6 rounds. A piece eaten by a human once again a (save vs. con) if the DM prefers can have them roll a save vs. poison. Kenderpak is one of the few substances even Dwarves have trouble digesting if not prepared and consumed properly. Kenderpak does not spoil even under the worst conditions despite being full of grain and yeast it will hold its consistency until its baked into a loaf.

Naturally any Kender in a dungeon would find this handy; except when unwary Humans eat too much Kenderpak, it can indeed make them painfully constipated! The substance when introduced to water; expands due to an active ingredient in the dough and grain. Unleavened Kenderpak is dense caked and very powdery; once warm water is added to the substance and left to rise it can be baked in an oven again for a more palatable Human consumption. Kenderpak has enough active yeast within its consistency to even use as mash base for Alcohol from the grains. This is why its valuable outside of Kender settlements if used responsibly.

This gives Kenderpak a check and balance concerning its use among DM's a clever PC could use Kenderpak to trick Bandits into eating too much and it incapacitates them. A foolhardy PC cutting off a piece to chew on in a dungeon with little rations or after being handed a piece by a well meaning Kender.

“Hey, look what I brought back from Northern Ergoth guys! There's enough for everyone!” The Kender broke off a piece of dense cinnamon smelling grain & dough packed into a hard powdery cake. Tas bit off a small bit and chewed it emphatically. “It tastes good just like this when I carry it around, but hey did you know you can add water to it and it expands; and it

also makes some of the best Meatloaf! Yeah, be careful and don't eat too much if you're a human or a dwarf. Well, you can eat a little bit. To me I think Kenderpak loses its consistency and taste and flavor when you turn it into waybread, but its really the only way Humans can eat it. Caramon Majere once made the mistake of eating a piece of Kenderpak raw and it smells so good I don't blame him, but boy did he regret eating too much. His butt sounded like 27 ducks while he waited for it to clear his innards. Raistlin and Tika both know you have to add water to it and then wait for it to rise in a pan and bake it before a human can eat it. It gives me the farts though 'Giggle!' it has lots of fiber!"

MAKING KENDER LAUGH.

Kender are well known for making other people laugh simply by being Kender; it's another thing entirely to MAKE a KENDER laugh and do it among other Kender to witness it. (DM note: This is harder than it seems; Imagine being an unknown 'comic' onstage in front of a room of A list comics and being told to make them genuinely 'laugh' with you, not AT You.)

Kender find things amusing that a human would find wildly inappropriate; not necessarily to mock the person but as such they may not understand why a human on fire screaming at the top of their lungs is screaming instead of rolling on the ground like a smart person to put the fire out.

A curious phenomenon among Kender; if you can get one Kender to laugh it can affect an entire group of Kender around them; just like the Taunt mechanic being detrimental to humans; making a Kender laugh can have adverse consequences to a group of Kender or even a single Kender who doesn't have a companion around to snap them out of it. Any character that can do a successful ability check (based on Charisma or Int) and can make a Kender laugh- runs the risk of that character being unable to do anything for the 2d4 rounds because like Beavis and Butthead they can't stop giggling. For every 1d4 Kender in the party you have a 25% chance of incapacitating them all. This makes the Kenders unable to do anything but laugh and giggle uncontrollably to the point of agony. Afterwards all Kender suffer a-1 to Con

and Str from their stomach muscles hurting from laughing too hard.

“The Kenders watched as the foolish Dragon Highlord slipped out of his saddle and screamed on the way down as he fell into the ravine... The party of Six Kender thought it was so hilarious they doubled over from laughter they didn't notice the vengeful dragon swooping back around and one Kender looked up with tears in his eyes from laughing so hard. Long enough to utter “Ha! Ha! Here comes the Dragon! Oh he's mad! Hey.. guys that Dragon is coming back... ha.. hah. Hah! Oh boy, whoops!” The Dragon vaporized them with its breath...