

FROM THE VATS



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A compendium of the vivimantic arts

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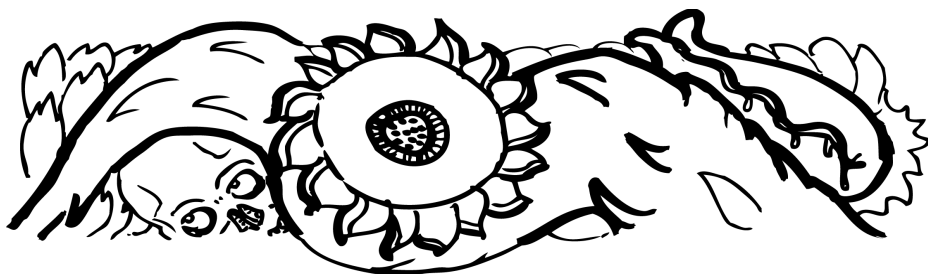
Compilation & Layout: Gavin Norman.

Creations: Vance Atkins, Seana Davidson, Kelvin Green, Matt Hildebrand, Derek Holland, Anders Hedenbjörk Lager, Ben Laurence, Jim Magnusson, Gavin Norman, Alex Schröder, Noah Stevens, Christian Sturke, Michael Wenman.

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Table of Contents

The Submerged Spire of Sarpedon the Shaper.....	3
Introduction.....	3
Wandering Monsters Within the Spire.....	4
Approaching the Spire.....	7
Level 1.....	8
Level 2.....	8
Level 3.....	9
Level 4.....	12
Level 5.....	14
Restocking the Submerged Spire.....	25
Guidelines for Underwater Adventuring.....	27
The Sepulchre of the Clone.....	28
In Corporis Malum.....	29
Monsters.....	30
Magic Items.....	44
Spells.....	48
Open Game License.....	52



Using This Book

Within these pages you will find adventures, monsters, magical items, and spells around the theme of the school of vivimancy: the study of bio-sorcery. Much of the content can be dropped into any campaign without the need for further material, however reference is sometimes made to the vivimancer class, a magic-user sub-class specialising in flesh-warping, genetic meddling, neural manipulation, and vat growth. This class was first presented, in a basic form, in [*Theorems & Thaumaturgy*](#) (available in PDF on a Pay-What-You-Want basis). The later [*The Complete Vivimancer*](#) greatly expands on vivimantic magic and is the ideal companion to the new content presented in this book.

I hope you enjoy these creations and find something to use in your games.

The Submerged Spire of Sarpedon the Shaper

By Ben Laurence

Introduction

"Sarpedon was a pioneer in the construction of biological forms. He held in contempt the usual method of sewing rotting pieces of flesh together with wires or hinges, and referred to its practitioners as morons and hatchet men. In its place, he developed a method of mixing living forms that he compared to the blending of notes into harmony. He likened himself to a composer in the music of flesh and bone..."

Excerpt from *The Lives of the Sorcerer Lords*

The Shattered Isles were once the high-points of a mountain range along which the Sheer Veil ran. This great wall defended the mighty kingdom of Ghinor against her wild foes to the North. Fashioned from cyclopean stones, it wound up and down with the curves of the mountains, dizzying steps plummeting and rising along its spine. Ghinor fell six centuries ago, its northern end submerged by the siege engines of the Archivists. For a long time the Shattered Isles lay empty, until man began to creep across the Earth once again. The Shattered Isles then became home to the Sorcerer Lords and their slaves. Beneath a veneer of ostentatious social pleasantries, they engaged in ceaseless rivalries, and bitter subterfuges. But the age of the Sorcerer Lords too is long past, and the Shattered Isles are once again uninhabited, their shade-haunted shores housing the mysteries of a forgotten age.

The Submerged Spire of Sarpedon the Shaper lies to the west of the Isle of the Dismemberer. On the northwestern shore of this island, crumbling steps spill from the shore directly into the sea. There, a seaweed choked stone path can be glimpsed winding down into the depths. At low tide, a quarter mile along the path, a lone onion dome may be seen poking through the waves. In the twilight of the sorcerer lords, The Submerged Spire was the jewel of the Shattered Isles. Within his submarine redoubt, Sarpedon penetrated ever deeper into the organic mysteries. Now, its forlorn dome the roost of seagulls, its secrets slumber beneath the waves.

Simple rules for running an underwater adventure, as well as suggestions for restocking the Spire between dives, can be found at the end of the adventure. For more on the world in which the Spire lies, visit www.maziriansgarden.blogspot.com.

The monsters and magic items found in the adventure are described in detail in the later sections of this book.

Wandering Monsters Within the Spire

For every 3 turns spent within the Submerged Spire, there is a 1 in 6 chance of encountering a wandering monster. There are two exceptions to this rule:

- Within dry areas (1, 22-23, 25-32), no wandering monsters will be encountered.
- Within the Open Room of the Central Tower (6), wandering monsters should be checked for every turn.

1d8 Encounter

1 *Mako Shark*: HD4, AC4, MV15, Att: Bite 2d6.

2 *1d6 Shadows*: HD2+2, AC7, MV12, Att: grasp 1-4 + strength loss. These are the shades of Sarpedon's experimental subjects. They steal furtively throughout the spire, always watching, appearing as the queer shadows cast by their former mutated forms. In the dark waters of the Submerged Spire, Shadows surprise on a 1-5. They will bide their time until a lone party member is vulnerable, and then attempt to swarm him. They ignore armor when striking, and if they succeed on a to hit roll, the victim loses 1 strength for 1d6 turns.

3 *Necrophidius*: HD3 (24 hp), AC2, MV18 (on land) / 9 (swimming), Att: Bite 1d8+save vs. magic or be paralyzed for 1-4 turns. Special: +2 on surprise rolls, immune to sleep and charm, piercing and slashing do ½ damage, and may perform the dance of death: all viewing must save vs. magic or be hypnotized and rendered defenseless for 1d4 rounds.

This is the creature whose lair is in area 8. If it has been killed, substitute Replacement 1 below.

4 *1d6 Luminous Jellies (Small)*: HD1, AC8, MV12, Att: Tentacles 1d4 + save vs. poison or temporarily lose 1 point of constitution.

5 *School of Fish*: Wow, look at that, a whole school of fish.

6 *1d3 Cenarachs*: HD4+1, (16, 18, 20 hp), AC6, MV12, Att: Bite 1d6+poison save or die.

These are the Cenarachs whose lair is the Base of the North Tower (area 13). If they have all been killed, substitute with Replacement 2 below.

7 *Muscle Jelly*: HD6 (30 hp), AC10, MV12, Att: Slam 1d8. Immune to mind affecting spells.

This is a much smaller Muscle Jelly that escaped from the Bone and Muscle Workshop (area 25) to wandering the rest of the Spire.

8 *1d6 Apparition Shrimps*: HD2, AC2, MV9, Att: pincer/pincer 1d6/1d6. These massive (2' tall, 4' long) shellfish have been changed by feeding on the mutagen infused carcasses of Luminous Jellies. They have translucent, ghostly blue shells, and long wicked razored appendages. They travel in packs and are aggressive.

Replacement 1: Rival Adventuring Party (Sahuagin)

This sahuagin band has made its way into the Submerged Spire to collect luminous jellies for their unpleasant sacraments. They are in holy terror of the spire, which they hold to be a sort of forbidden zone, sacred to The One Who Hunts, their dark deity. They are likely to flee if surprised, or if they suffer a casualty. But they are cunning, and will return with many others, laying a careful trap.

Leader: HD4 (24 hp), AC5, MV12, Att: Long Trident 1d10.

Braves (x2): HD2+2 (11 hp), AC5, MV12, Att: Spear 1d6.

Shark Rider: HD 2+2 (15 hp), AC5, MV12, Att: Longspear/Net 1d8/entangle.

Shark Mount: HD4 (18 hp), AC4, MV15, Att: Bite 2d6.

Priestess: HD3 (12 hp), AC5, MV12, Att: Claw/Claw/Bite 1d4/1d4/1d6 or spell: *darkness*, *protection from good*, *cause light wounds*.

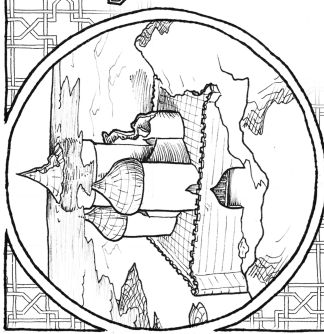
Replacement 2: Necrotic Shark

After consuming Muscle Jellies within the Submerged Spire, this shark has undergone terrible changes at the cellular level. Its exterior is now covered with a bony carapace, not unlike a white lobster shell. It is slow (for a shark), and partially blind owing to a weakened sense of smell. But it is still a mighty hunter. Anyone bitten must save vs. disease or develop a similar affliction (natural AC 5, -6 charisma).

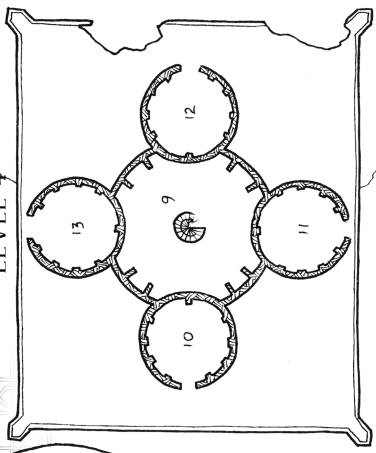
Necrotic Shark: HD5, AC2, MV9, Att: Diseased bite 2d6+sickness.



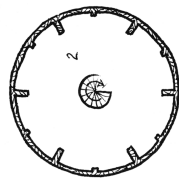
THE SPIRE OF SARPEDON THE SHAPER



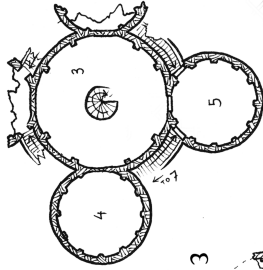
LEVEL 4



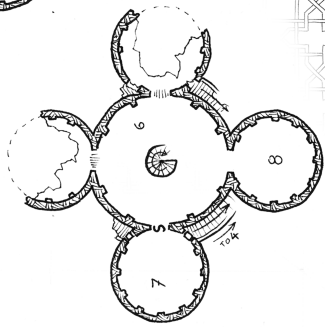
LEVEL 1



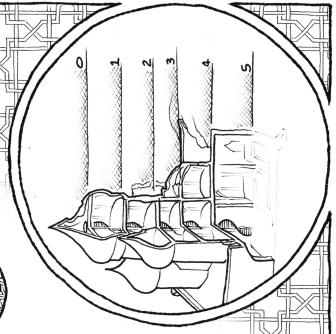
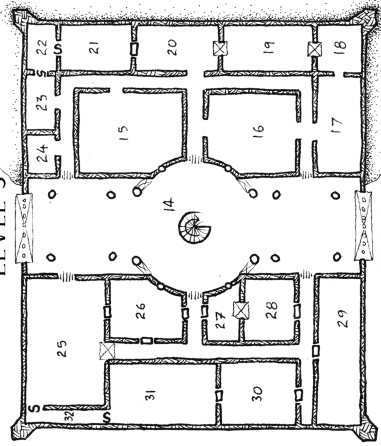
LEVEL 2



LEVEL 3



LEVEL 5



Approaching the Spire

The onion dome of the Submerged Spire protrudes from the waves at low tide. Surrounded by a crumbling parapet, an arched entry leads into the dome. Looking down into the water from the parapet, a main tower can be seen to arise from the base of a central keep. The surface of the keep is partially buried on the east side by the shifting sand of the seabed. Around the central tower were once arrayed four smaller towers. The south and west towers are intact, but the upper levels of the north and east towers have crumbled into ruin. The four exterior towers were originally linked by stairs winding around the exterior of the central spire. The stairs connecting the south and west towers can be seen from above to be intact, whereas the stairs connecting to north and east towers have crumbled and fallen along with them.

The open underwater environment entails that the spire may be entered from seven locations: from the stairs within the bell tower (area 1, not pictured on the map) that lead down to 2, from the entrances to 5 and 7 on the exterior stairs connecting the two remaining exterior towers, or from the doorways into the base of each of the four exterior towers 10, 11, 12 and 13 on the top of the keep at level four.

If the keep is approached along the seabed, the central hall of the keep (14) can be seen through massive iron portcullises, long ago rusted into place. From here the Tentacle Guardian in area 14 will be visible within the flickering blue light of his stasis cube.

1. The Bell Tower

(Note that this area is not shown on the map of the Submerged Spire.)

An arched entryway leads from the parapet into the onion dome of the central tower. Like all the exterior doorways in the tower, it is faintly inscribed with the traces of (now defunct) magical runes. It is possible to walk inside the dome, in about 1 foot of water at low tide. Much of the space is taken up by a massive metal bell that now lies on its side in the water, covered in a layer of barnacles and green rust. If these are scraped away, the bell will be revealed to be beautifully worked bronze, previously inlaid with lapis lazuli and gems. These gems were pried off long ago, although 25gp worth of lapis lazuli can still be extricated with persistent effort. A narrow staircase leads down into the dark cold water.

The third to last step down to 2 is trapped with magical runes. Stepping on it causes fleshy pink brambles to grow from the wall, entombing those on the bottom end of the stairs in a mass of coral thorns, save vs. breath weapon or take 3d6 damage. It takes 1 turn (10 minutes) to hack someone free from one side, and another turn to clear a path through to the other side. Those who are trapped by the brambles cannot hack their own way out without dealing themselves an additional 3d6 damage. (Formerly this trap also shut off the barrier on the dome that held out water, drowning the imprisoned trespasser. These barriers, once ubiquitous in the spire no longer function, except within the western wing of the keep.)

Level 1

Note that all areas above the keep, with the exception of area 1 at low tide, are fully submerged in water.

2. Shrine to Proteus

A barnacle encrusted marble statue occupies the north wall. It is vaguely humanoid, but a multitude of indistinct faces and limbs press out from it, as though they seek to escape the marble. There is an inscription at the base, which reads in ancient Ghinorian, "Hail Proteus, ever flowering, whose body is home to infinite forms". Next to the statue there is a marble altar. Beneath a crust of barnacles and seaweed it is inlaid with lapis lazuli, tourmaline, and black pearls. Along the west wall, several rusted flutes, and a wicked knife protrude from a pile of silt. One portion of the ceiling is occupied by a palpitating organic mass. If approached it can be seen to consist of numerous sense organs and other unrecognizable appendages as well. If they are examined in detail, it will be apparent that organic fibers run from the mass into tiny metal tubes set in the wall. (This is one of the nodes of the Nervous Engine found in 22. Unless the Ctenophoric Maiden has been released from 15, the node is currently inoperative, and the organs can easily be destroyed AC9, 10 hp.)

For each man-turn (10 min.) spent working at the altar, the PCs may take 100gp worth of precious stones, up to 500gp in total. However, the finest of the stones—a large black pearl—is cursed. Removing it from the Spire activates the dreadful mutagens locked within it. Anyone carrying it out of the tower will be haunted by increasingly vivid dreams of twisting flesh running in rivulets and blossoming like rosebuds. On the first night these are experienced as fevered nightmares, leaving the owner of the pearl exhausted (-1 to all rolls). However, by the third night, and increasingly thereafter, the dreamer begins to experience them as strangely erotic and profoundly compelling, awakening with an unnatural vigor (+1 to all rolls). On the seventh night, the dreamer will realize that the flesh he has seen is his own, and Proteus will claim his lover in an orgy of melting and blooming flesh. The only way to halt the effects of the mutagen is to return the pearl to her altar room. Should the pearl change possession, the curse will only spread to each of its successive owners.

Level 2

3. Curios

This room once served to display wonders and curiosities. If players search the silt, they will discover the lacquered shell of a translucent crab (5gp), a pair of once-fine but now badly corroded swords fashioned of a queer iridescent metal (25 gp as a curiosity only), a small tarnished silver box engraved with fantastic representations of swirling waves and foaming sea (75 gp), and a clockwork canary that is corroded beyond use (worthless as is). A master clockmaker may repair the ingenious canary over a period of 2 weeks. Should he do so, it will play haunting lullabies when wound, no two ever the same.

4. The Glowing Pillar

A glass column dominates the center of the room, through which runs an eerie beam of green light. The column is cracked and filled with water; where the cracks show, motes of green light spill from the glass into the surrounding water. The light emanates from a hole in the ceiling at the top of the glass column. At its bottom, copper tubes run from its base into the wall. Clustered around the cracks in the column are many Luminous Jellies. Sensing movement and life in the water, 1d8 jellies will attack. Should anyone be unfortunate enough use magic in the room, all the jellies will swarm towards her in a deadly, shining wave. One corner of the ceiling is occupied by a palpitating organic mass. If approached it can be seen to consist of numerous sense organs, eyes, ears and noses to be sure, but others unrecognizable as well. (This is one of the nodes of the Nervous Engine found in 22.)

Luminous Jellies (Large) (x3): HD3+3, AC10, MV12, Att: Tentacles +3 1d6 + save vs. poison or temporarily lose 2 points of constitution.

Luminous Jellies (Small) (x20): HD1, AC8, MV12, Att: Tentacles 1d4 + save vs. poison or temporarily lose 1 point of constitution.

5. Empty

On the east side of the room a staircase goes down. Dim light enters the room from two doorways to the exterior in the NW and NE side of the room, inscribed with faded runes. From them, stairs wind down along the exterior of the central tower. The NW stairs lead down to room 7 on Level 3. (Note that the final step into area 7 is trapped—see the description of area 7 below.) The NE stairs lead nowhere, having crumbled along with the eastern tower to which they once led.



Level 3

6. Open Room

Dappled natural light spills into this large open room from two doors that lead out into the open ocean with views over the ruined debris of north and east towers to the base of the keep (Level 4). Fish swim freely through the space, and currents can be felt. The west side of this room is largely taken up by a long stone table, inlaid with elegant tortoise-shell (300 gp, 400 lbs). Several remarkable chairs remain standing around the table: the opalescent shells of giant clams that have been fitted onto long bronze legs (200gp each, 3 total). The secret door in the west wall of this room pushes back and then slides along a track into the wall. It is now stuck and requires a combined strength of 30 to open. There is a 50% chance that the necrophidius is in its lair (7) and will emerge 3 rounds after the players enter the room. If not, there is a cumulative 10% chance per turn that it will return.

7. Rainbow Coral (Trap)

A set of wide copper pipes run down the west wall of this room from ceiling to floor. At the base of these pipes, a large rainbow coral has grown up that occupies the bulk of the western side of the room, partially blocking the steps going down. It emits a kaleidoscopic light. In this phantasmagoria, myriad fish swim and dart, traveling in and out of the open doors.

Two doorways, one NE and one SE, lead out to the steps that wind up around the central tower. The secret door in the eastern wall is clearly visible from this side. The staircase from the SE goes up to area 5 in the South Tower. Anyone who looks carefully at the bottom step in front of the SE door will notice a faint rectangle of runes inscribed within the stone. From the rectangle rises a 3'x3'x7' trapped area in the water in front of the door. Any human (or demi-human) sized object passing through this cube will trigger the trap, which causes the water in the warded area to instantly boil, causing 4d6 damage, save vs. breath weapon for half. There was an identical trap at one time on the NE doorway, but the top step has cracked and crumbled as the stairs collapsed, and the magical ward was broken. The room can be safely entered through this door.

Having absorbed the mutagens from the leaky pipes, the rainbow coral possesses strange alchemical properties. If a piece of it comes into contact with a magical object roll on the chart on the following page. Vivimancers and alchemists will pay a fine price for an active chunk (1,000gp for a single large chunk; the entire coral would fetch 10,000gp). Unfortunately, the coral is difficult to transport and highly dangerous. If exposed to air, it will harden and the magical properties will fade within one week of being harvested. To transport successfully with powers intact, the coral will have to remain in a tank with salt water, in close proximity to a constant source of magical power. (It will drain the magic from an item placed in a tank within 1 week.) Furthermore, those within 100' of the coral over an extended period of time must save vs. poison or suffer a mutation. (You may use the tables in Appendix II of *The Complete Vivimancer*.)

8. Lair of the Necrophidius

The floor of the room is littered with bones of various sizes. There is a particularly large pile along the south side of the room, and the light glints of several objects with the refuse. This is the lair of the huge necrophidius that prowls the spire. There is a 50% chance that it is here, and if not, a cumulative 10% chance per turn that it will return. The pile contains corroded ancient Ghinorian cookware (20gp), and ancient coins (10gp).

Necrophidius: HD3 (24 hp), AC2, MV18 (on land) / 9 (swimming), Att: Bite 1d8+save vs. magic or be paralyzed for 1-4 turns. Special: +2 on surprise rolls, immune to sleep and charm, piercing and slashing do ½ damage, and may perform the dance of death: all viewing must save vs. magic or be hypnotized and rendered defenseless for 1d4 rounds.



1d10 Effect

- 1 As it approaches the item, dazzling colored sparks fly between the two. If touched, they cannot be pried apart.
 - 2 As it touches the item, the coral rapidly spreads like a fungus across and over the item, engulfing it. Before your eyes it gains in bulk and sprouts rocky tendrils. The coral will now grow at a rate of 1 cubic foot per turn. It will not be easy to extricate the item now with anything short of an acid bath.
 - 3 The item touched acquires a blackened look, while the coral pulsates with an inner light. It has absorbed the magical properties of the item. (If a potion, it can be consumed with the same effect, if a scroll, it acts as a ring of spell storing, etc.)
 - 4 The coral runs like a rainbow hued quicksilver, roiling over the surface of the object. Within 2 rounds it has been absorbed entirely by the object, which now has a rainbow sheen. The object is now more powerful.
 - 5 As it touches the object, the coral melts open. Within can be seen waving, layered cilia of a purple hue. Nestled in their center is a blackened nodule, like a dead black eye.
 - 6 As it touches the object, there is a horrible hissing sound, and a violet fluid sprays from the coral. Everyone in the area must save vs. breath weapon or be covered in a virulent mutagen. (For a chart of mutations, you may consult Appendix II of *The Complete Vivimancer*.)
 - 7 As it touches the object, a beautiful sound fills the water (or air), like the unearthly strains of a distant harp. Both tremble, like the petals of flowers in the breeze.
 - 8 As it touches the object, a pulse seems to flow from the coral into the object. The object is now unstable. Whenever it is used roll d6: 1-2 Fails to function, 3-4 Functions normally, 5 Functions more powerfully, 6 Explodes causing 4d6 damage to those within 25'.
 - 9 When it comes into contact the object there is a flash and everything looks for a moment like the negative of a photograph. The coral is now inert, and the power of the item is reversed.
 - 10 White light explodes from the point of contact, blinding all those within 50' for 1d6 rounds. Both the coral and the item are now spent and blackened.
-



Level 4

This is the roof of the keep. Dappled light falls from the water's surface above across its seaweed encrusted stone surface. Currents and fish move freely across it. From here, one may enter the base of any of the four external towers (10-13). Looking down from the north side of the roof of the keep, one can see the shattered remains of the Sheer Veil, appearing as a stone road traveling along a ridge in the seabed, leading from the north portcullis towards the Isle of the Dismemberer. Looking down from the south end, the same road can be seen to follow the ridge as it winds down into the inky darkness. Looking east and west, one can see the edge of the ridge on which the Submerged Spire rests dropping precipitously into unknown depths.

9. Entertaining Room

The room contains several severely worn basalt statues, one of an octopus, another of snakes, and a grotesque bust (now worthless). Scattered around the room, there are some low marble tables, including one inlaid with a topaz and quartz chessboard (100 lbs, 200gp). Strangely, there is also one intact wooden chair, the back of which is carved with a face blowing wind. Sarpedon used this chair to spy as on his visitors, as he entertained them with his ostentatious hospitality and empty pleasantries. This chair allows the one sitting in it to read the thoughts of all within 100' at will (save vs. spells to resist) three times a day (10 rounds duration per use). The chair may be moved anywhere within the Submerged Spire, but if taken outside, its enchantment will be forever broken. If employed in range of a being held in stasis, a still, silent presence will be noted.

10. Base of the West Tower (Trap)

Light trickles in from an open doorway, leading to the open surface of the top of the keep. Wide green metal (copper) pipes run from the floor to the ceiling by the door on the west side of the room. Anyone who looks carefully at the roof of the keep directly in front of the door will notice a faint rectangle of runes inscribed within the stone. This is a potent magical ward protecting the West Tower and the pillar housing the mutagens (area 7) from intruders.

From the rectangle rises a 3'x3'x7' trapped area in the water in front of the door. Any human (or demi-human) sized object passing through this cube will trigger the trap. A tremendous force will push the being upwards in a column of water, sending him all the way to the surface and 30' into the air. After the trap is triggered, there is a heartbeat before it resets. During this time it is possible to cross, if one moves very quickly. The player should make a dexterity check with a -2 penalty if going heavy, and +2 bonus if going light. (See the section on underwater adventuring.)

Anyone caught in the trap must save vs. paralysis. If he fails, he will black out for 1d10 rounds from the rapid change of pressure and the force of the impact when he hits the water on the return, taking 2d6 damage in the process. If he makes his save, he will retain consciousness and suffer only 1d6 damage. Any gear worn on his back or about his person will be thrown off, scattered and fall back into the sea, landing in a wide area. If he is going light, then he will float on the surface of the water and need to make his way back down. If he is going heavy, he will probably sink.

To determine the location of sinking items or persons roll 1d6: 1-2: Roof of the Keep, 3-4: Remnants of the Sheer Veil to the north, 5: The precipice to the west of the spire, 6: The precipice to the east of the spire.

11. Base of the South Tower (Empty)

Light trickles in from an open doorway, faintly inscribed with runes, leading to the open surface of the top of the keep. Within the SW of the room, a staircase leads up to area 8. There is a large fireplace built into the west wall, it was formerly magical and has no flue. Sitting in the fireplace is a huge copper cauldron, corroded and stained with verdigris. Other corroded cookware is scattered throughout the deep silt on the floor of the room.

12. Base of the East Tower (Empty)

Light trickles in from an open doorway, faintly inscribed with runes, leading to the open surface of the top of the keep. A staircase formerly led up into the East Tower. The ceiling is partially collapsed from the crumbling of the floors above, and stone rubble now chokes the stair, spilling into the room. This was once the wine cellar. A few bottles protrude from the thin layer of silt that lines the floor. They are filled with a sludgy residue and will shatter if handled.

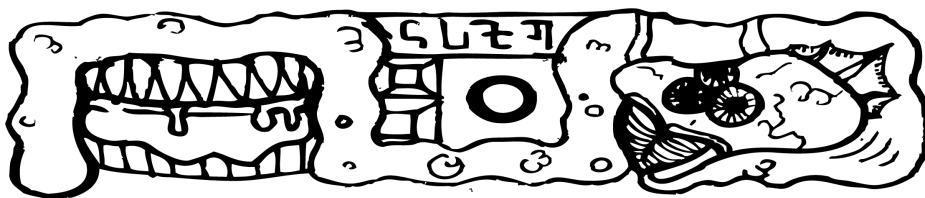
13. Base of the North Tower (Lair of the Cenarachs)

Light trickles in from an open doorway, faintly inscribed with runes, leading to the open surface of the top of the keep. On the eastern side of the room, a staircase formerly led up into the North Tower. The ceiling here is partially collapsed from the crumbling of the floors above, and stone rubble now chokes the stair, spilling into the room. Starting 5' into the room, thick white strands of viscous material run forming a webbed interior. Suspended, nestling within the webbing, can be seen two white pods, roughly man-sized. Bones litter the floor, and among them there is a glint from metallic objects.

This room is the lair of three Cenarachs. There is a 50% chance that 1-3 are present in lair. For each turn spent in the room there is a cumulative 10% chance 1-3 will return. If one is attacked, it will send a telepathic call for help to the others, who will return in 1-6 rounds.

Cenarachs: HD4+1 (16, 18, 20 hp), AC6, MV12, Att: Bite 1d6+poison save or die.

The pods within the webbing contain corpses (one small shark, one sahuagin) in which they have laid a brood of eggs. Their treasure trove, scattered amongst the bones, includes a nearly complete set of fine silverware, the handles of which are engraved with octopuses (200gp), a ring set with a decent topaz (70gp), and a smattering of ancient gold coins, stamped with a ziggurat (100gp).



Level 5

The keep is the heart of the dungeon. It consists of the living quarters and mad laboratories of Sarpedon the Shaper. It is home to his most powerful guardians and his strangest creations. Note that the barriers protecting the western wing of the keep are still functional, and so the west wing (areas 25-32) is not submerged. There are no wandering monsters in the west wing. Areas 21 and 22 in the east wing are also dry, at least initially. In any of these magically protected air pockets, PCs may breathe air as usual.

14. Central Hall

This massive hall was once the main entry into the Spire. The ceilings are 20' high. Currents can be felt moving through the water here. In the center of the hall a spiral staircase winds up. At either end of the hall two massive portcullises have rusted into place. At the northern portcullis, a massive figure stands facing out through its bars. He wears a black hooded cloak and seems to arise from a bewildering mass of tentacles. He is holding a silver spear in one hand. A blue shimmering cube surrounds him, as though he were within a flickering box of blue glass. [If the north portcullis is viewed from the exterior of the keep, this unmoving figure can be seen to wear a featureless silver mask.] This is the Tentacled Guardian. His stasis field cannot be penetrated, and protects him from all harm. A palpitating organic mass clings to the ceiling in the center of the hall. If approached it can be seen to consist of numerous sense organs, and other unrecognizable appendages. (This is another node of the Nervous Engine found in 22.)

The three openings on the west wall shimmer blue. Beyond them can be glimpsed dry corridors. Along the east wall, only the north most opening shimmers. On the east, through all the openings, the same watery environment in the hall is visible. Should any of the blue shimmering fields in front of the openings be breached, the stasis field surrounding the Tentacled Guardian will drop. He is under a potent geas to pursue and kill intruders. He will take 1 round to shake off his torpor. At this point he will turn and face the hall. If he can see the PCs, he will move to attack. If none are visible, or if he is facing overwhelming force, he will travel swiftly to area 15 in order to release the Sanguinary, the Ctenophoric Maiden, and the Star Maw. They will then hunt the intruders as a freakish pack. They know the layout of the keep and will use it to their tactical advantage, seeking to surprise the intruders, or drive them into an ambush. Note that the Ctenophoric Maiden is able to use the Nervous Engine in 22. She will view the PCs through the nodes, relaying their location telepathically to her companions, and use the nodes to attack them remotely with her mind powers or through the node's dangling ganglia at opportune moments.

Tentacled Guardian: HD8 (40 hp), AC2, MV15, Att: Silver Spear / Tentacle / Tentacle (1d8+4 / 1d4+2 / 1d4+2). Special: Squeeze, 20% Magic Resistance, Mask of Horrors.

The Mask of Horrors is silver and featureless. It has 6 charges and can be used to produce *fear* (1 charge), and *phantasmal killer* (3 charges) as though cast by a 12th level illusionist.

The silver spear is wondrously wrought: up its shaft curl vines and leaves in a fine silver filigree. It will never rust, age, or break and its keen edge grants +2 to damage (700gp).

15. Hall of the Bio Horrors

This room is 30x25 with tall ceilings. There is a stone table running along the north wall, in which a large ball of polished pink quartz has been set. Five ornately carved basalt pedestals stand along the west wall. On three of them, a shimmering blue cube encases a strange stationary form. The other two are empty. These stasis fields cannot be penetrated and the forms within cannot be harmed as long as it remains.

Pedestal 1: Over the first pedestal, a Star Maw floats, suspended in air in a shimmering blue cube.

Pedestal 2: Above this pedestal, a Ctenophoric Maiden floats, suspended in air in a shimmering blue cube. If freed from the stasis cube, the Ctenophoric Maiden will communicate telepathically with the PCs, claiming to have been a prisoner of Sarpedon's, and thanking the party profusely for freeing her. If they question her, she will feed them lies about the keep. Her goal is to free the Star Maw, Sanguinary, and Tentacle Guardian, and then proceed to the crown of the Nervous Engine in 22 to destroy the PCs. (See 14 for a little more on her strategies.) Note that the Ctenophoric Maiden can accurately operate the quartz ball in this room to free her comrades.

Pedestal 3: A small ball of ropery red material floats, suspended in a blue shimmering cube. If freed, it will instantly unfold into a Sanguinary and attempt to feed on the party.

Star Maw: HD5 (24 hp), AC4, MV12, Attk: Slap/Slap d8/d8 Special: bite. If freed from the stasis cube, the Star Maw will instantly attack.

Ctenophoric Maiden: HD3 (14 hp), AC6, MV12, Attk: Stinging Tentacles 1d10 or mind powers.

Sanguinary: HD 4 (18 hp), AC7, MV12, Att: Blood Drain 2d6/2d6.

If someone touches the quartz ball, lights will begin to flicker within it, illuminating a brain-like organ encased within it. Roll d6: 1: Stasis field on pedestal 1 drops, 2: Stasis field on pedestal 2 drops, 3: Stasis field on pedestal 3 drops, 4: All stasis fields drop, 5: Stasis field rises over the empty pedestal 4, 6: Cracking and popping sound at pedestal 5, followed by an electrical explosion, 3d4 damage in a 20' radius, save vs. breath weapon for 1/2. All stasis fields drop.

16. Materials Workshop

A bewildering array of corroded metal objects poke up through a deep layer of silt (3'). Digging through them is timely, since doing so will quickly stir up the silt, and occlude vision. A quick search will reveal useless items such as the corroded remains of metal tools (bone saws, hammers, etc.), corroded piping, spools of copper wire, etc. A more methodical search over three man-turns, will turn up the following: hatchet with a pearl handle (25gp), a round saw blade that is tarnished but intact (75gp), and an iridescent sealed metal tube (empty but waterproof, 100gp).



17. Container Storage

Along the west wall 12 metal crates are stacked. They have rusted shut, and may be broken open with some forcing. Most are empty, but there are four crates containing respectively:

- 36 Empty glass balls with screw in metal stoppers (150 gp).
- Small lead rods (corroded and worthless).
- 10 Ceramic jars filled with bitumen (50 gp).
- Tiny skulls (3 inches across) packed neatly in rows.

Against the south wall, four large, corroded metal capsules rest on the floor. They are roughly the size of coffins (8' in length) and weigh 300 lbs. Their tops are set with glass windows at the point where the head would lie. This glass is cracked in three out of the four. These capsules are filled with water and seaweed. The fourth is intact, and inside an empty dry space can be seen. At the foot of the capsules, two polished balls of quartz are set, one pink and one yellow. These controls are inert in the three cracked capsules.

Touching the pink quartz in the intact capsule will cause it float to shoulder height (5'). At this point it can be moved by gently pushing it along, no matter how heavy its load.

Touching the yellow quartz will cause the capsule to open with a hiss, the top swinging on a hinge. If it is opened in the water, it will fill quickly and the controls will pop and cease to function. If opened in a dry environment, it can be resealed by snapping the lid back into place.

Previously, these capsules were used by Sarpedon to transport living beings or materials between the then dry east and west wings, through the then submerged area 14.

18. Scribing Station

This 20x20 room is covered in a layer of deep silt (3'). A fine stone archway leads into 19. If examined, metal brackets that once supported shelving can be seen protruding from the south and east wall at regular intervals. Searching in the silt will quickly obscure vision and is time consuming. But 1 turn (10 min) of searching will turn up antique writing instruments: a bronze stylus (5gp), a lead inkwell engraved with flames (30gp), and 5 unused wax tablets (15 gp).

19. Library

This 15x30 room is covered in a layer of deep silt (3'). Fine stone archways at either end lead to areas 18 and 20. Several layers of built in stone shelves line the east and west walls. Moving through the silt or searching in it produces clouds that reduce visibility. Searching from 1 turn of searching will turn up a wax tablet containing a scroll of *web*. Unfortunately, the silt here is infested with red parasitic worms. 1 in 6 chance of being infected for each round spent moving through or searching here. Treat as Rot Grubs.

20. Reading Room

This 25x15 room has a fine stone archway leading to area 19, and an opening to the passageway to the east. The eastern wall has built in stone shelves at a variety of heights. In the middle of the room, there is a stone divan. Incongruously, in the northern wall a thick wooden door still stands. It is elaborately carved. In its center is set a grotesque face, from the tongue of which a metal knocker depends. It has no handle, and is set into the stone. In the center of the ceiling is an organic, palpitating mass of sense of organs and other appendages. (Another node of the Nervous Engine in 22.)

This door blocks the way into Sarpedon's Special Library. It has a permanent 16th level wizard lock set on it. Using the knocker will cause the mouth to ask, "Through the splendid might of his potent sorcery, what has Sarpedon the Shaper mastered?" The correct answer is, "The principles of life." If the correct answer is not spoken within 1 round, the eyes of the face in which the knocker is set will fire purple beams that strike the knocker for 3d6 damage (save vs. wands for 1/2). An incorrect answer will also drop the stasis field around the Tentacled Guardian in area 14. Note that opening the door will fill area 21 with water.

21. Special Library

The special library was sealed to the outside elements by the enchantment protecting the doors to the north and south, and so remained dry when the barriers failed and the rest of the east wing became submerged. If either of these doors are opened, water will rush into the room, filling it floor to ceiling in 1 minute. Those opening the door must make a dexterity check or find themselves washed, head over heels, and thrown, disoriented about the room (1d4 damage, stunned for 1 round). Unfortunately, the ancient parchments and precious manuscripts in the room will not be able to withstand a rough immersion in salt water.

A large wooden door, with grotesque carvings on it leads south to area 20. (From this side it opens by turning a handle.) To the north, the secret door in 22 is clearly visible, appearing as a plain wooden door that will melt away if the handle is touched. Along the western wall there are three beautiful wooden reading chairs (75 gp each but they will be ruined by immersion in salt-water), with cushions that collapse to dust as soon as they are touched, and small reading tables. The middle of the room is occupied by the statue of an octopus supporting in its eight arms lanterns held at various levels (150 lbs and 500 gp value intact). If these lanterns are touched, they will glow with a warm light. (They can be broken off, and will continue to glow for 1 hour before going dark forever.) In the center of the ceiling is a palpitating mass of sense organs and other appendages. (This is another node of the Nervous Engine in 22.)

The east wall has built-in bookshelves, which are filled with tomes of all shapes and sizes. The bottom shelf has numerous rolls of parchment resting on it. Here are the precious contents of the shelves:

- Works of history and poetry written during the age of the Sorcerer Lords, including two lost works, both vulgar and disappointing, by the famous bard (2,000gp)
- Reference works, some otherwise lost, on naturalism, alchemy, geology, demonology, divination (10,000gp total, an unbelievable addition to a wizard's library).

...continued overleaf

There is no single “spell book”. Sarpedon's spells are instead contained in the following six grimoires that are scattered throughout the library.

1. *Thralls to the Hive*: A slender folio, bound in black leather. A woodcut on the interior leaf depicts the prostration of drones within a hive before their queen bee. The unknown author of this notorious treatise discusses the creation, acquisition, and continual domination of intelligent beings as chattel slaves through the vivimantic arts. The book radiates evil and is cursed. If read by a “natural thrall” (anyone who is not a vivimancer of 5th level or higher), the reader will be affected by the spell *cannibal rage*. Spells: *blood rupture, bonewarp, cannibal rage, drone, mind slave, hive mind, hive sight, weltmark, flesh blast*.
2. *Six Unnatural Histories*: A thick quarto, bound in red leather. The binding of this rare first edition is loose and the pages are well thumbed through with many of Sarpedon's addition in cramped writing in the margin. This primer by Punctatio discusses the design and creation of living beings by considering six examples of increasing complexity, the eponymous unnatural histories of entities of Punctatio's own creation. Spells: *enlarge breed, accelerated reproduction, clone plant or animal, anthropomorphism, vats of creation, clone monster, devolution, life cycle, organ transference, genetic spell encoding, vats of creation (greater), xenogamy*.
3. *Organica*: A folio apparently bound in green leather. If one places one's hand on the cover, one feels a rhythmic thrumming. (The book is a wondrously wrought, effectively immortal, non-intelligent living being.) It is the life work of Arcturo the Collector who strove lovingly to develop an accurate classification of the tree of life. A series of gorgeous illuminated maps of various boughs of life's tree unfold from the chapters of the book. Spells: *genetic location, nature's secrets, genetic memory*.
4. *The Fungal Mysteries*: An octavo bound in lavender cloth. It contains the hallucinatory and visionary writings of Philoctetes the Host. Spells: *spore cloud, fungal growth, symbiotic familiar, animate vegetation or fungus, fungal zombie, speak with fungus, spore blast, charm fungus*.
5. *The Living Clay*: This text is inscribed on papyrus in a queer looping script. It is the sole remaining copy of a sacred text of the forgotten cult of Proteus. The scrolls claim that Proteus himself instructed the scribes in the secrets of flesh-crafting contained within. The scribes refer to themselves as “the Faceless Ones”, owing to the peculiarities of their baptism ritual, in which the elder scribes literally wiped the old features from the initiate's face, before shaping the blank slate of the initiate's face into a new form appropriate to the status of scribe. Spells: *bonewarp, flesh pocket, flesh shape, meld flesh, face absorption, appendage growth, divide body, natural weaponry, improved natural weaponry, transformative pupation, polymorph self*.
6. *Testimony of the Beasts*: This Coptic bound work by Kazar Karang discusses the secrets entrusted to the author by the beasts, during his long sojourn in the animal kingdoms. The secrets held by the less intelligent and more violent species could only be conveyed after Karang first provided them with gentle tempers and human ways. Spells: *pheromone surge, water breathing, speak with animals, polyvorousness, hibernate, repel vermin, instinct, venom, web, web walk, anthropomorphism*.

The shelves also contain nine scrolls:

- Magic-User: *passwall, transmute rock to mud.*
- Cleric: *2 x cure critical wounds, heal.*
- Cleric: *animate dead, speak with dead.*
- Vivimancer: *leech blast, spore blast, flesh blast.*
- Vivimancer: *immunity to disease, immunity to poison.*
- Vivimancer: *wall of thorns.*
- Vivimancer: *water breathing, appendage growth.*
- Vivimancer: *polymorph self.*
- Vivimancer: *cannibal holocaust.*

22. Crown of the Nervous Engine

This room is dry and the air is breathable. The secret door from room 23 is plainly visible from this side, appearing as a wooden door that will melt away if the handle is touched. Depressing a stone seven feet up will open the secret door to the south that leads into 21. Note that as in area 21, if the PCs enter the room by opening the secret door in the submerged area 23, then the area will instantly fill with water, and the PCs must save vs. paralysis or be swept into the room (1d4 damage, stunned for 1 round).

In the northwest corner of the room, a throne stands on a raised dais. The throne is fashioned out of a white ceramic material. Pinkish tendrils coil around the throne, terminating in spidery veins that merge with the throne's surface. Rising from the back of the chair, a fleshy crown of the same pinkish substance hangs at head height. Ropey, organic looking tubes run from the crown into a set of holes in the wall at about 10'. This is the crown of the Nervous Engine. If examined closely, the inner ring of the crown will be seen to have a series of six pinholes. The crown and the fleshy tubes leading from it have AC9 and 20hp. Destroying them destroys the Nervous Engine and renders all the nodes permanently inoperative. Should someone sit on the throne, the crown will lower onto his head. From within pinholes, searching tendrils will bore excruciatingly into the subject's head doing 2d6 damage in the process. Once they have made contact with the subject's brain, he will feel his consciousness expanding beyond its normal bounds, augmented by the Nervous Engine's remote and alien sense organs. Although disorienting at first, with a little practice (1 turn) he will be able to operate all the remaining nodes in the spire as long as he wears the crown. He will also be able to disengage the crown at will, although when the tendrils detach themselves from his unprepared brain, he must save vs. death. Should he survive, a fleshy resin will form in the holes in his skull, and he will henceforth be able to employ the Nervous Engine without harm.

23. Storage

This 15x20 room is empty. On the east wall, an ornate metal picture frame still stands bolted to the wall, although the picture itself was destroyed long ago. The frame is decorated with the sun, moon and stars. Pressing on the sun causes the secret door to area 22 to open--the wall literally melts away revealing the room. (Note that this will submerge area 22.) A search in the silt reveals valueless odds and ends: a corroded metal brush, a queer copper bandoleer, some empty jars.

24. Privy

This room contains two privies. Along the east wall, a stone table is set into the wall. Over a copper basin stained with verdigris a faucet emerges from the wall. The faucet no longer functions

25. Bone and Muscle Workshop

This was one of Sarpedon's main workshops, dedicated to the creation of biological wonders. The room has a pungent, acrid odor. Running up the long north wall, there is rack upon rack of orderly arrangements of bones and skulls of every imaginable shape and size. The more unusual pieces are set in brass frames. From within glass cases, skins of diverse kinds are stretched, magically preserved in a fresh and vital state, including one from which hanging faces peer (200 gp). In front of this strange display, a massive heavy wooden worktable stands, on which are laid various odds and ends of bones, wires, tubing, and fine metal tools (100gp).

In the north west corner of the room an old, wooden grandfather clock stands (75 gp). The face of a satyr glowers down from the top, and a glass door shows the pendulum within, which no longer swings. Springing the glass case opens the secret door to area 32. Along the south wall, west of the stone arch, three large (5' tall, 5' diameter) stone tubs stand. Hanging from racks on the wall are a variety of large tools: long handled spoons and tongs, huge metal pans, a massive stretching rack, saws (50 gp). If approached, the pungent odor in the room seems to be emanating from the tubs. They are storage for enchanted muscle cultures. For centuries these cultures have been roiling within them. The central tub has given rise to a massive Muscle Jelly. If approached, it will rise up and attack.

Muscle Jelly: HD12 (60 hp), AC10, MV15, Att: Slam/Slam 5-12/5-12 + save vs. paralysis or be stunned for 1 round by the immense blow. Immune to mind affecting spells.

26. Costume Room

This holds the costumes with which Sarpedon delighted in dressing his creations. Wooden manikins of all sizes stand in rows, dressed in elaborate antique fashion drawn from diverse cultures. Bins of hats, many outrageous, piles of sashes and epaulets, and footwear of all kinds stand in neat rows. Although once nearly priceless, these sartorial splendors are now all ruined. Along the south wall stand a few suits of armor, and a rack with some arms. On a long shelf in the northeast corner of the room, an arresting row of masks is mounted on wooden busts. Some are imitations of animals, real and invented. Others are grotesque faces, or elaborate ceremonial masks from religious orders now forgotten.

Although none of the arms and armor on the south wall is magical, some are of fine construction. Alongside normal fare, more weighty than valuable, the notable items include:

- A finely crafted suit of platemail with grotesque faces on the chest and joints (600 gp).
- A suit of bronze platemail sized roughly for an ogre. (200gp as a curiosity).
- A kite shield bearing a stylized image of a rising sun against which the black lines of twisted trees stand in sharp relief. (150gp).
- An ingeniously designed buckler in the center of which a lantern has been set. (100 gp).
- A matching pair of curved short swords, the handles of which are yawning faces. (150gp for the pair).
- A glaive fit for a giant (100 gp as a curiosity).

The masks on the wooden busts are valuable, although difficult to transport without damaging. Together and intact the collection will fetch up to 1,000gp from collectors. In this lot there is one mask of a forbidding magical nature. This serenely smiling golden mask is The Interrogator. When donned, hooked barbs spring from the inside of the mask, binding it to the face of the wearer (1d10 damage, -2 charisma permanently). While the mask is attached, the wearer cannot utter any lies. Only another person can make the barbs retract, by placing his hand on its forehead and uttering the sentence, "I am finished with him". Tearing off the mask does a further 1d10 damage, and leaves the face horribly scarred (-4 charisma). The mask can be used five more times before its enchantment expires.

27. Baths

This room has a handsome wooden door (unlocked) to the north, and a stone archway leading south into area 28. A huge white marble tub occupies the west end of the room. Two silver spouts emerge from the wall above the tub. These spouts magically produce hot and cold water when touched.

The east side of the room is occupied by a vanity (it will fall to pieces if moved). The vanity's mirror (50gp) is supported by baroque gold plated fastenings (75gp). In front of it there are various jars formerly containing cosmetic salves, powders and ointments, all of which have been reduced to a hardened paste. Inside a drawer there is a small silver comb (50gp).

28. Wardrobe

This is an elaborate walk-in closet. All manner of fine robes, dressing gowns, vests, caps, shoes, belts, hang from racks in immense wardrobes. Although once valuable, these clothes are now in ruins. (A few dry outfits can be cobbled together.) In the center of the room stands a tall mirror, surrounded by filigreed silver satyrs (200gp).

A jewelry box rests on top of a cabinet. The clasp is trapped with a poison needle, but it has lost its potency. Within there is a thin gold circlet set with fire opals (500gp), a silver ring ostentatiously flashing with diamonds (1,200gp), a scarab broach inlaid with lapis lazuli and mother of pearl (200gp), and a gorgeous bronze bracelet of intertwining serpents with carnelian eyes (2,000gp) that is enchanted to keep the person and clothing of its wearer dry if he passes through water.

29. Master Bedroom

The elegant door to this room is lacquered black with seahorse motif in gold leaf. The dust-covered floor was once a gleaming cherry, and the faded oriental rugs were lustrous. In the western end of the room, a massive four-poster bed rests, draped with rotting white silk. A book lies open on a night table by its side. It is an old edition of a work of poetry still read in the present day (100gp). On the east side of the room there is a white divan and some plush sitting chairs. In the corner, as in area 22, there is a metal statue of an octopus, each of its limbs supporting a lantern that will light if touched (500gp, 200 lbs.). In the center of the wall, there is massive fireplace, in which a single log sits, and next to it a box of 30 long matches. If lit with these matches, the log will immediately spring into flame, giving light and warmth, but no smoke. When the fire dies down, the log will be as new. (There is no flue.)

30. Laboratory Storage

The door to this room is made of heavy wood, and has a grotesque face from which hangs a knocker (as in area 21). However, the door is slightly ajar and can be opened easily. Opposite the door, affixed to the point where the wall meets the ceiling is another node of the Nervous Engine.

Within the room, a central walkway ends in an unlocked wooden door (leading to 31). The remainder of the room is occupied by a maze of open shelving. On these cramped and over packed shelves rot the splendid ruins of the strange tools and materials of Sarpedon's forgotten art. On one shelf, the preserved specimens of alien creatures leer from within a huge tank, another is devoted to impossibly intricate metal contrivances rusted solid, from another brightly colored jellies sparkle in the light, and so on. Some shelves have collapsed, and others have been entirely overrun by a fleshy-webbed substance.

Although most has been ruined by the relentless passage of time, there are still a number of potent items here. For every 10-minute turn a PC spends carefully searching, roll once on the following chart. If a result is rerolled, move one entry up (at 20 start over at 1). The twenty entries represent the entirety of what is to be found. Note that *detect magic* is useless within the room, since the auras everywhere bleed into one another.

1. A mahogany box, with 36 small drawers containing powders and dried substances. Most are inert, but two are still potent. #18 contains 2 doses of a green powder that acts as a 10th level haste spell when snorted. #35 contains 10 doses of Blackseed Poison.
2. Among dusty shelves thick with detritus, the still beating black heart of a manticores is preserved in a transparent gelatinous mixture. (240 gp)
3. A set of shelves that has been overrun by a subtle mold that escaped long ago from its Petri dish. PC must save vs. poison or begin itching in 1 hour. Unless cured, the infection will cause stinking, fleshy mushrooms to sprout from the character's skin within 1 week. The infestation results in a permanent -4 to Con and Cha.
4. Numerous colored jellies, preserved in metal containers with glass lids. They are unpleasant tasting, and lack nutritional content, but are harmless to consume. (50 gp as a curiosity)
5. 20 individually wrapped, dried cubes (not unlike sugar cubes): exposed to liquid, they will become 1 cubic foot of human flesh. (20 gp per cube)
6. Six lead jars each filled with a small (1 HD) Black Pudding.
7. Concealed behind a section of collapsed shelving, a fleshy plant with sickeningly sweet white flowers looms. It has burst the confines of its pot and now occupies a chunk of territory in the room. What is it eating so noisily?
8. A small tub of what looks like liquid mercury. It contains 2 doses of a potent toxin that seeks out organic matter. If touched by a finger or implement, 1 dose will flow rapidly along the object, up into the orifices of the wielder. (If a long implement is used, grant a save vs. wand to avoid it.) Once it has entered the subject, he must save vs. poison. If he fails he dies bleeding silver liquid from his eyes. If he passes, he vomits the substance up taking 1d8 damage in the process.

9. A row of perfume bottles, mostly now empty. Two, however, are enchanted and remain full of liquid. The first is a fine perfume, smelling of lilacs and summer trysts (50 gp). The second contains 5 doses of a Solvent of Androgyny that turns the user into a hermaphrodite. (See *The Complete Vivimancer*, p76.)
10. Twelve enchanted capsules containing dried Lung Eel eggs. They still function when swallowed.
11. A row of jars containing fetal anomalies, including conjoined twins, some fetuses without heads, others thick with tumors, and one that is mainly a tongue covered in teeth.
12. A glass cube, the two halves of which can be separated. In the middle is the unspeakably fecund Egg of Life. (See *The Complete Vivimancer*, p71.)
13. A leather case contains a set of handsome if queerly shaped bronze spoons. One edge of each spoon has been sharpened to a razor edge. (This is a complete set of eye spoons.) (150 gp)
14. A terrarium in which transparent worms are consumed by frantic black insects that give birth and become worms in turn, repeating the process ad infinitum. These are purple worms. If released from the terrarium, they will gain ten feet in length per year, until they reach their full size.
15. A ceramic jar with a silver stopper contains Luminescent Oil (3 doses): liquid daylight as cast by 15th level cleric.
16. An elaborate leather harness containing numerous pockets, pouches, and hooks. (It may be worn over clothes, or padded or leather armor.) A scene of leering sailors slaughtering mermen for sport with spears from aboard a boat runs along the straps in vivid dyes. Although it needs an oiling, the rustic charms worked into the leather by a master tanner has preserved it through the ages intact. (160 gp)
17. A row of five sealed metal containers, each about 1 foot high. Their lids are tightly fastened, opening with a hiss. (After being opened, they lose their enchanted seal, and will leak in water.) They contain, respectively, the powdered blood of: human, fairy, squid, displacer beast, and cloud giant. The fairies' blood is iridescent, and the cloud giant's floats in air as though it were suspended in water. (250 gp dry)
18. A large bone jar carved with a grimacing grotesque contains 4 doses of Flesh-Softener.
19. A long pallet of flesh from which black hairs grow. They wave and reach towards the light.
20. The source of the fleshy webbing: a jar containing what looks like a thrumming juicy t-bone steak. From its lid, thin fleshy membranes have spread to cover several shelves.

31. Sarpedon's Laboratory

Against the eastern wall stand three 12' high copper tubs. A metal ladder leads up to a narrow platform above each of them. Glass windows have been set in their sides and they are now empty, their bottoms holding only a thick, black residue. Next to the windows, a panel is set with a bewildering series of knobs and levers. These are Sarpedon's vats of creation. They weigh 800 lbs each, and are currently inoperative, their arcane machinery ruined and useless.

Most of the northern wall is taken up by alchemical appurtenances, largely corroded and shattered. However, a few alembics and retorts stand intact, as well as a ceramic athanor (250 gp). In the northwest corner there is a small washbasin, with gargoye spout. The secret door to 32 is sprung by depressing the tongue of the gargoye.

The western wall is taken up by a tiered raised dais, on which rests a strange apparatus. On the left and the right, at the first level, two rune covered crystal coffins lie (12' long). Empty glass tubes protrude from these coffins with plungers, like giant syringes. Between them, on a higher platform, rests a marble coffin with a heavy lid, down the center of which a long crack runs. Thick copper pipes running from the ceiling terminate in the two glass coffins. Copper pipes then run from these coffins into the sides of the central raised marble coffin. Facing this apparatus, sits a rune-covered chair, carved from a single piece of onyx. Before it is a low stone table, in which are set three crystal balls, all of polished topaz.

If the crystal coffins are examined, built in restraints can be seen within. Their bottom appears to be caked with a brown residue. The lids are extremely heavy, but can be removed by several people working together. If the central coffin is examined, through the crack a blackened interior can be glimpsed. Should the broken marble lid be pried off, it will be clear that the lid and the base fit together like a mold. The mold appears to have been of a humanoid figure, perhaps 8' tall, with four feathered wings, two arms, and six tentacled appendages ending in some star-shaped organ. The face is exceedingly beautiful with a serene expression, and a third eye its forehead. Both sides of the mold are blackened, as if by fire. The lid seems to have been cracked from within.

Should one of the PCs sit in the chair and touch one of the crystal balls, then lights will well up from within them, revealing a brain-like organ within the stone. Additionally the following effects:

Crystal balls 1 and 2: A thrumming begins, as the mutagen from the pillar in area 7 flows through the copper pipes into the southernmost or northernmost crystal coffin (after touching the first or second crystal ball, respectively). Green gasses begin swirling in this coffin and lights pulsate along its sides. If the lid is not on, then the gasses will pour into the room. This acts as a *stinking cloud*, affecting everyone in the room. People caught in the area must also save vs. poison or suffer a mutation. (For example mutations, consult Appendix II of *The Complete Vivimancer*.)

Crystal ball 3: Activates the mold. If any gasses are in coffin 1 and 2, they pour through the copper pipes connecting the crystal coffins to the central coffin. Bright lights streams from within the marble coffin. If the lid is off the effect will be as above. If it is on, the lid will fly off. Everyone within the room must save vs. breath weapon or suffer 4d6 damage from shooting marble debris. This will be followed by the *stinking cloud* effect.

Should the players think to do the same with biological forms strapped into the crystal coffins, then the DM should feel free to have a creature from his worst nightmares climb from the ruins of the marble coffin instead.

32. Secret Passageway

This is a dark passageway that allowed convenient access from the Muscle and Bone Workshop (area 25) to the Sarpedon's Laboratory (area 31). From this side, the secret doors are apparent and can be opened easily. Midway in the corridor, there is a high shelf on which rests Sarpedon's most precious tome, the Hidden Metamorphoses to which he often referred while working.

Restocking the Submerged Spire

Without PC intervention, the Submerged Spire will remain much as it is for the indefinite future. However, should the PCs awaken the Spire and its denizens, and then return at a later time, it may be greatly changed.

Over the Short Term

If the Ctenophoric Maiden is on the loose, she will defend the tower with every resource available to her. If the Nervous Engine and its nodes remain, there is a 50% chance that she will be watching when the PCs enter the Spire. If she is not, there is a cumulative 10% chance per turn thereafter that she will don the crown. If the Nervous Engine has been destroyed, she will be discretely patrolling the submerged portions of the tower. If she has available to her the Tentacled Guardian, the Sanguinary, or the Star Maw, then she will use them for this purpose instead. If she has encountered spell casters in the party, she will also have used a net from 26 to capture a number of luminous jellies that she will release in their vicinity to disable their magic during an ambush or escape. She may also have discovered the surviving quicksilver like poison from 30. If so, she will have placed it in a bucket, balanced on the door into 30.

If the Tentacled Guardian is freed without the Ctenophoric Maiden's Guidance, he will be systematically patrolling the tower. There is a cumulative 10% chance per turn that he will be encountered wherever the PCs are. He is likely to have dispatched the Muscle Jelly in 25, and to have tried and failed to have driven off the Luminous Jellies in 4. (He will not harm the Necrophidius or Cenerachs, since these are Sarpedon's creations.) Reduce his hp by 10 as a result of these struggles. Without the guidance of the Ctenophoric Maiden, the Star Maw will have taken up residence in the sludge of 20. It is here, and in the adjacent areas (18, 19) that it will be encountered. Finally, if operating freely, the Sanguinary will be roving the spire, feasting on the wild Muscle Jelly population. Replace the Muscle Jelly entry on the wandering monster table with the Sanguinary. (If encountered, there will be a 50% that it is engaged at double hp.)

If the PCs have encountered the Sahuagin and some of the Sahuagin survived, then they will be laying in wait to ambush the infidel invaders with a war party. They will be camped in 6, with two lookouts peering out the north and east exits of 6, one watching through the open doorways in 5, and one stationed at the top of the stairs in 3. However, if the Tentacle Guardian, or Ctenophoric Maiden are free, they will have been driven out of the spire by these holy terrors. They will then be camped on a ledge some way down the west precipice of the Sheer Veil. They will have lookouts swimming along the Sheer Veil in each direction who will see any lights in doorways, or PCs swimming down the exterior of the tower.

Sahuagin War Party

Sub Chief: HD5 (27 hp), AC2, MV12, Attk: Longspear 1d10+2. Wears armor made from a giant crab.

Leader: HD4 (24 hp), AC5, MV12, Attk: Long Trident 1d10+1.

Braves (x10): HD2+2 (11 hp), AC5, MV12, Attk: Claw/Claw/Bite 1d4/1d4/1d6.

Shark Rider (x2): HD 2+2 (15 hp), AC5, MV12, Attk: Spear/Net 1d6/entangle.

Shark Mounts (x2): HD4 (18 hp), AC4, MV15, Attk: Bite 2d6.

Concubine to the One Who Hunts (Over-Priestess): HD5 (12 hp), AC5, MV12, Attk: Claw/Claw/Bite 1d4/1d4/1d6 or spell: *darkness, protection from good, hold person, curse*. She wears a crude amulet, carved from a giant shark's tooth. Once per day it may cause a herbivore or omnivore to writhe in pain for 1d6 rounds. Each round he is affected, the victim must roll a save vs. spells to act at -4. It has a range of 60'.

Over the Long Term

If the Ctenophoric Maiden is left loose, she will eventually use the powers of the Spire to amplify her telepathy, sending out a call to her sisters. Although not many remain, 6 will heed her call, leaving their hidden and lonely existence to join her in the Spire. Together, the seven sisters will use their formidable powers and supposedly holy status as living incarnations of the forbidden zone to dominate and terrify the neighboring tribe of Sahuagin. Using Sahuagin slave labor, they will repair and alter the Spire to meet their needs. A Sahuagin war party comparable to the one above will be stationed at the Spire, with reinforcements available in a matter of hours. Furthermore, the Ctenophoric Maidens will have domesticated the Luminous Jellies in the Spire. Three pods consisting of 6 large Luminous Jellies, and one school of 50 small Luminous will be under their telepathic control. (Unless the PCs have destroyed the Nervous Engine, it will be operating within the Spire as well.) Finally, if the PCs have left the library in 21 intact, the Ctenophoric Maidens will begin to master the art of vivimancy. Eventually, rumors will begin to circulate about vessels being boarded by unspeakable monstrosities that pull themselves up from the sea, their holds plundered and crews slaughtered, or — worse still — hauled under the waves, in the ultimate irony, to be transformed by vivimancy into the amphibious slaves of the sisters.

If the Sahuagins were encountered, and so sent a war party to the Spire, then they will eventually become emboldened by this action to explore the inner precincts of the forbidden zone. If the Ctenophoric Maiden is not on the scene, they will conquer the Spire, turning it into a dark temple to the One Who Hunts. At all times, there will be two war parties, comparable to the one listed above within the temple precincts. In addition, the Spire will be commanded by a Bride of the One Who Hunts, an 8HD high priestess of their blasphemous religion who is able to open a portal to the endless waters of the plain of elemental water and call forth from those stygian depths alien things inimical to man.

Guidelines for Underwater Adventuring

In order to explore the Submerged Spire, the party will need two things: an artificial means to breath underwater, and a magical light source that can last for the duration of their exploration. If at all possible, it is recommended that the DM build a time limit in to the means of water breathing. (In my home campaign I told the players that the potions they were using lasted “about 1.5 hours”.) This keeps the pressure on, and sets up high stakes resource management. It is also recommended that you make the players write down on a separate sheet exactly what they're taking underwater and where they have it on their person. Salt water will destroy many items, including scrolls and spellbooks, and potions unless tightly corked. Here are rules for underwater play. It is recommended that you share them with players in advance, so that they may make tactically informed choices.

Movement

Present each player with the following two options:

1. **Going Light:** A PC may not select this option if he is wearing armor heavier than studded leather. The PC has a tendency to float upwards. If he does nothing, he will rise to the surface. He will move by swimming and will essentially be flying through the dungeon. His movement is $\frac{1}{2}$ with both hands free, otherwise it is .
2. **Going Heavy:** The PC weights himself down and sinks right to the bottom. He moves by walking along the floor in the normal fashion. His movement is and is not effected by what he carries in his hands.

Drowning

If you are not surprised, you can hold your breath for your constitution divided by 3 in minutes. If you are surprised you can do half of that. Once the time has elapsed make a saving throw vs. death. If you fail the roll you die. If you make it, you may act for 1 minute before taking another saving throw at a cumulative -4 penalty.

Communication

PCs cannot talk through non-magical means underwater. At most they can communicate through hand signals. Owing to limited hearing and visibility, aquatic creatures receive a +1 to surprise rolls against PCs.

Magic

Spells may be cast underwater as usual. Their effects will vary in the marine environment, using common sense as a guide.

Combat

Slashing and bludgeoning weapons do $\frac{1}{2}$ damage underwater. Piercing weapons do full damage. Normal missile weapons, except for crossbows do not work underwater. A crossbow's range is halved and over 20' it does $\frac{1}{2}$ damage.

The Sepulchre of the Clone

by Alex Schroeder

They say that a great magician lived on the island, a long time ago. These days they sometimes find a man crawling from the lake only to turn into an animal after a while.

The Bolotus Spellbook of Flora, Fungi, Shaping and Controlling

1. skin transformation, sleep, speak with animals, summon familiar, yeast growth
2. detect magic, drone, fungal growth, symbiotic familiar
3. cannibalize, feign death, fly, plant growth
4. hive mind, hive sight, polymorph self, polymorph others
5. devolution, divide mind, insect plague, regeneration
6. charm plants, reincarnate, transformative pupation
7. vats of creation, xenogamy
8. clone

Island Encounters

1. higher baboons (2d6) HD 2 AC 6 1d3/1d6 F2 ML 8 XP 20 "no respect for Hanuman!?"
2. intelligent snakes (1d6) HD 1 AC 7 1d3 + poison F1 ML 7 XP 13 "we can teach you..."
3. uplifted evil monkeys (6d10) HD 1-1 AC 6 1d6 F0 ML 7 XP 5 "let's cut them up!"
4. degenerate humans (1d12) HD 1 AC 8 1d6 F1 ML 9 XP 5 "ugh! ugh! yadda ugh."
5. mykonids (4d6) HD 1+1 AC 6 1d8 F1 ML 8 XP 15 "you are disturbing the peace!"
6. minotaurs (1d8) HD 6 AC 6 1d8+2 F6 ML 12 XP 820 "we're just fishermen..."
7. owl bear (1d4) HD 5 AC 5 1d8/1d8/1d8 (2d6 if both claws hit) F3 ML 9 XP 350
8. naked man, woman, boy or girl (1), mute and utterly confused

Baboon treasure

4000 silver coins of the rocket men

4000 electrum coins of the shark men

Troll Eater, a sword +1, +3 vs. regenerating monsters

inscription: "forged by the dwarf Erech of the Paindealers"

The clone will be woken in a few months to look for its original, the Vivimancer Bolotus.

Every day, the first creature touching the altar turns into a human for 12 turns (usually a rodent or a bird).

These clueless meat monkeys are the owl bears' favorites...

HD 8 AC 2
1d8/1d8/1d8/1d8
F4 ML 12 MV 6
immune to fire,
ice, lightning

The chests contain linen, curtains, table cloth, towels (500 gold).

baboon treasure

baboon lair full of the sound of madness

furniture covered by blankets, chests locked

throne room guarded by a four armed bone golem

The baboons climb the tower and avoid the strangling vines (1d4).
HD 4+4 AC 6 2d4 (keep choking) F3 ML 8 XP 290

outer wall

the gate is locked

great altar of transformation
it works for demihumans, too!

Secret passage beneath throne

stairs

The final resting place of the clone: a sarcophagus and tubes, lights, dials and a button to switch off the blue protective field.

Every round you have a 1 in 6 chance of finding the button.

spellbook inside thick glass bell to make sure it cannot be reached in time

Čerenkov blue light down below.

A blue haze fills this level.

Reaching the sarcophagus takes three rounds

Radiation effect (rds)

1. hair loss
2. nails fall off
3. teeth lost
4. coughing blood
5. eyes turn yellow
6. deaf, mute & blind
7. you die ...

Lake

Minotaur fishermen mistrust anybody crossing over to their island and want to keep the location of their village secret at all cost.

Forest

Dense, thorny, slow going. Finding the tower: players need to roll a 1 in 6 or an encounter results on a 4 in 6. All the treasure has been taken by the baboons and kept in a "safe" place...

In Corporis Malum

By Anders Hedenbjörk Lager (aka dawnrazor)

An Adventure Seed for the Body Stealer (see Monsters).

Setting the stage

The adventurers are staying at an inn in a small village (Reepley's Hope). While carousing in the main dining room, they notice that the usually jolly innkeeper (Master Roland) seems distressed or depressed. If questioned, he tells them that his beloved wife has gotten ill with a mysterious disease that no one has experienced before. He adds that some other people in the village also have the same disease.

It begins...

Suddenly, there is a loud scream of terror from the innkeeper's private quarters. The innkeeper rushes off with a gasping "It's my wife!"

The wife (Jolanta) is found very dead in the bedroom, which is in a state of total mess. There is blood everywhere, and her mouth, ears and nose seem to have burst from the inside! There are also several small slithering tracks of blood leading away from the corpse...

What came before...

Unknown to the innkeeper, his 10 years younger wife had been having an affair with a handsome young stranger (Monsignore Ehood; sporting a waxed moustache and a foreign accent; adult Body Stealer), since the innkeeper wasn't keeping his marital vows any more. Of course, she was implanted with some Body Stealer eggs.

What will come...

The stranger has also impregnated more people in the village: Lucius (and old drunkard and bum); Sigrid (maid at the competing tavern) and Trusty the village dog (old war dog). You decide in what stage they are and when they will "give birth" to the new larvae.

The stranger is hiding out in an abandoned ranger cottage in the woods north of the village. It will try to impregnate one more victim before nearing the end of its life cycle.

The larvae from Jolanta (2d10) will hide away in the village (think sewers, old warehouses and other decrepit locations) and attack the villagers when opportunities present themselves.

And now it is up to the characters to solve this gruesome mystery. If they can't contain the infestation, soon the Body Stealers will overrun the village!

Jolanta and the other infected villagers will also return as reanimated Ambulators, further complicating matters...

Have fun!

Monsters

The monsters in this section are examples of the type of creations which may emerge from the spawning vats and laboratories of vivimancers. They are as varied as the minds of their masters – ranging from functional to depraved.

Ambulator (Walker)

By Anders Hedenbjörk Lager

HD	4+2	AC	5	Save	F5
Attacks	3 (2 claws, body slam) or shriek	Damage	1d4/1d4/1d6 or special	Move	90' (30')
Align	N	Int	Low	Morale	12
No.Enc	1d6 (1d6)	Freq	Rare	Size	Medium
Hoard	None	XP	180		

Anyone killed by a larval or adult Body Stealer (q.v.) will re-animate as an Ambulator. Ambulators are completely insane due to the mental and physical traumas endured at the hands of the Body Stealer, and will ferociously attack the living on sight. Not truly undead, they do not have the traits of undead and cannot be turned by clerics. If any Body Stealer are in the vicinity, the Ambulator will assist it as a slave.

Shriek of Fear – The Ambulator can emit a psionic shriek 3 times/day. Anyone within range (60') must Save vs. Petrify/Paralysis (-2 modifier) or suffer the effects of a *fear* spell.

Apparition Shrimp

By Ben Laurence

HD	2	AC	2	Save	F2
Attacks	1 (pincers)	Damage	1d6/1d6	Move	90' (30')
Align	N	Int	Animal	Morale	10
No.Enc	1d6 (1d6)	Freq	Very Rare	Size	Medium
Hoard	None	XP	29		

Apparition shrimp are massive shellfish (4' long) that have been changed by feeding on the mutagen infused carcasses of Luminous Jellies (q.v.). They are usually found near the underwater wreckage of ancient magical sites. They have translucent, ghostly blue shells, and long wicked razor-like appendages. Owing to their transparency, they are difficult to spot underwater, and frequently are able to surprise their prey (surprising on a roll of 4 or less). They often travel in packs and can be aggressive.

Arboreal Cattle

By Derek Holland

HD	3	AC	6	Save	F2
Attacks	1 (bite)	Damage	1d8	Move	30' (10') Climb 90' (30')
Align	N	Int	Animal	Morale	5
No.Enc	1d4 (3d6)	Freq	Rare	Size	Large (6' long)
Hoard	None	XP	50		

Arboreal cattle were developed so that forests could be used for meat and milk production as well as lumber. Elves and forest dwellers see them in a mixed light – they prevent clear cutting, but encourage humans to damage forests and reduce the wildlife population. A mixture of squirrel and cow, this animal is up to 6' long and weights 250 pounds (175 of that edible). It has a long busy tail it uses for balance while climbing. Unlike squirrels, and cattle for that matter, arboreals have difficulty walking on the ground – a result of their twisted mixture of hooves and paws. People cut down trees to fence in their herds, preventing them from moving from tree to tree and escaping. During the winter, the cattle feed on conifers or leaf hay that was collected in the fall.

Body Stealer

By Anders Hedenbjörk Lager

Stage One: Larva

HD	1-2 hit points	AC	7	Save	C1
Attacks	1 (body infection)	Damage	Special	Move	60' (20')
Align	N	Int	Non	Morale	12
No.Enc	1 (3d6 if active infestation)	Freq	Rare	Size	Tiny (6" long)
Hoard	None	XP	6		

The first stage of the Body Stealer life cycle is denoted as the Larva stage. At this stage the Body Stealer looks like a 6" long green-black leech with an unusually large mandibular area. The sole purpose of the larva is to infect another being. It does this by stealthily entering any bodily orifice and taking up residence in a body cavity, in order to absorb the donor's genetic code and gestate. The entry will always be by stealth, as the host/victim is not supposed to know. If the attack is noticed the victim gets a Save vs. Poison & Death modified by the Con bonus, to evade the entry into the body. If missed, the Body Stealer enters the body of the host (via the: 1. mouth, 2. nose, 3. rectum, 4. urethra, 5. ear, 6. navel), and starts its gestation cycle. This stage lasts 1d6 weeks.

Once infected, the minds of the host and the Body Stealer will slowly merge. At first the host will feel strong and invincible (+1 Str, +1 Con, +1 Dex). Then he will start to "see things" from Beyond, through the Body Stealer's psionic eyes. These visions will always be unfathomable and frightening, pointing out the insignificance of man in the Void.

...continued overleaf

Visions will be more frequent and the host will become more and more deranged as time passes: 1d4 times in the first week, 1d6 times in the second week, 1d8 times in the third week, and so on. Each vision received grants a Save. If failed, lose 1d4 Wis (or Sanity, if you use any such system) while Int is raised by the same amount.

Finally, after the stipulated time, the adult Body Stealer will be "born" in pain and blood, through the same orifice it entered the host's body, often killing the host in the process. The birth of the Body Stealer will do 4d6 Con damage (2d6 if Save vs. Death with a -4 modifier is made).

Stage Two: Adult

HD	4	AC	3	Save	F4
Attacks	3 (2 claws, body slam) or egg implantation	Damage	1d4/1d4/1d6 or special	Move	90' (30')
Align	N	Int	As host	Morale	10
No.Enc	1 (1)	Freq	Rare	Size	As host
Hoard	None	XP	135		

The new adult Body Stealer is about 1/3 the size of its host and looks like a smaller version of its host, only with yellow eyes and a yellowish tint to the skin/fur. It will usually hide away to feed and grow. In 1–2 weeks (2d6+5) days it will have grown fully mature and will go hunting for a suitable mate. The mate can be of any race, gender or species. Mating is done by forcing an egg tube into any bodily orifice (1d6 damage) and depositing eggs. The egg host will feel sick on and off, but no other damage or effects will affect them. In 1d10 days, the eggs will hatch and 2d10 new larvae will emerge from the host, doing 1d4 damage each. Each Body Stealer can mate 1d10 times within a 4 week period. After this the Body Stealer will hide away and perish, as it has done its task. Any host killed by a Body Stealer (stage 1 or 2) will re-animate as an Ambulator (Walker).

Symbiosis

Strange as it seems, Body Stealer Larvae are highly prized and sought after by sybarites and wizards alike, since the parasites also have beneficial effects. Those brave (or mad) enough sometimes willingly lets a Larva infect them in order to benefit from the infection. The infection brings several benefits, in addition to the aforementioned ability score increases:

- The Body Stealer Larva will enhance all the senses and the bodily vigour, so for the sybarites, this is enough. Many a rich brat has expired with a happy smile this way.
- For Wizards and Seekers of Knowledge, willing brain infection by a Body Stealer can give strange boons: heightened perception and senses is one thing, as is raised bodily strength and vigor.
- But there is more to be won: the Body Stealer can be used to unlock the Powers of the Mind! By letting a Body Stealer Larva infect your brain, you get access to 3 psionic powers (see *The Complete Vivimancer* or *Realms of Crawling Chaos*). Alternately, you could give a spell caster 3 extra spell slots/day. (Each psionic power costs 1 slot to use and you have your level in uses/day. So a 2nd level PC has 2 psionic slots to use per day).

In order to contain the infection and keep the Larva in check, a dose of a potent drug (originating from the Green Islands of Madness) must be taken each day. If no drug is taken, a Save vs Death/Poison (normal save day 1, -2 day 2, -4 day 3 and so on) must be made, or the infection gets active and runs its natural course.

The drug is made from the exotic Cimbarra Mushroom and the sap of Black Ivy. The active substances must be extracted in a delicate process in order to keep the bio-activity of the extract. Next, the extract must be mixed with Mummy Dust to obtain a black paste, which then is rolled into small pills which are dried in the sun. One such pill must be taken each day to keep the infection inactive. Of course, these ingredients are expensive and hard to come by.



Background

Originally from Beyond the Void, the Body Stealer (known in the Lingua Imperialis as “Raptor Corporis Malignus”) was created in the Year of the Serpentus Maligna, when great researcher Theophrastus Bombasticus von Monsanto managed to combine a Brain Leech with a previously unknown being from Beyond (or so it is said). Exactly how he did this is unknown, and many a sage have been searching for his academic notes in vain, as these have never been recovered. But ever since then the Body Stealers have plagued mankind.

Cenarach

By Ben Laurence

HD	4+1	AC	5	Save	F4
Attacks	1 (bite)	Damage	1d6 + poison (save or die)	Move	120' (40')
Align	CE	Int	Average	Morale	9
No.Enc	1-6 (1-6)	Freq	Very Rare	Size	Large (5' high spiders)
Hoard	None	XP	290		

The Cenarachs are a horrifying blend of human and arachnid. Their human form, bent over backwards, serves as the frame for their arachnid appendages. From their backs, eight spider's legs emerge. The top of their heads opens into a spidery maw, and above the opening eight small black eyes cluster. Their human limbs and organs are largely vestigial. The human eyes are milky and unseeing, their swollen tongues root in shallow mouths with no throats, and their emaciated arms and legs sway absently in the air. Designed for an aquatic life they can breath comfortably in both land and water, although they cannot swim, and can only travel on the seabed like crabs. They are unspeakably cruel, filled with a great hatred towards the unmarred human form. Their lairs are filled with aquatic webs, in which nestle the white pods that hold the corpses that serve as host and food for their implanted eggs.

City Walker

By Derek Holland

HD	450	AC	2	Save	F21
Attacks	1 (stomp)	Damage	10d12	Move	240' (80')
Align	N	Int	Animal	Morale	12
No.Enc	1 (0)	Freq	Very Rare	Size	Gargantuan (450' tall)
Hoard	Special	XP	3,000		

City walkers are canine/ape hybrids that were enlarged so that entire cities (really they are medium sized towns) could be constructed in gondolas that hang from their bodies. The beasts are 600' long and 450' tall. They do not eat, but rather use sunlight much in the manner of plants. City walkers do need water and one can drain a small lake in a matter of days. Some have been adapted to drink sea water because of this. Wealthy merchants and wandering nobles are the main purchasers of city walkers, though some adventuring groups like the ability to wander to find adventure. Their communities are opulent and very well protected with magic and other vivimancer creations. The great beasts have no set lifespan and some can be centuries or even millennia old.

Cornucopia Beast

By Derek Holland

HD	12	AC	6	Save	F6
Attacks	1 (bite)	Damage	2d6	Move	90' (30')
Align	N	Int	Animal	Morale	9
No.Enc	1 (1)	Freq	Very Rare	Size	Large (20' long)
Hoard	Special	XP	1,200		

These weird looking creatures appear to be a 20' long mixture of hog and centipede. They are usually found in deserts as they need to consume great quantities of sand along with some wood to make a variety of goods. In addition to fertilizer, they create fuel that burns five times as long as hard wood and produces the same amount of heat and their blood is filled with medicine. Those who drink fresh blood are healed of 1d8 points of damage once per day. The creature's limbs can be severed and will regenerate. The bones are transparent and can be used to make windows and other items usually made of glass or crystal. Their tusks become soft in strong acid and thus can be reshaped easily. The objects made from the tusks are slightly weaker than steel (-1 to damage from weapons or one point worse armor class) but weigh only one third that of steel. Their six eyes, which also regenerate over a month, are filled with a liquid that cures mundane diseases. Their skin, which requires the animal to be butchered, makes for very strong vellum. Books made from it are immune to water and fire based attacks. And their meat, which also requires the death of the beast, can feed two dozen for a week. It keeps for months or even years and tastes as good as when it was first prepared.

Ctenophoric Maiden

By Ben Laurence

HD	3	AC	6	Save	F3
Attacks	1 (sting) or psionics	Damage	1d10 or special	Move	120' (40')
Align	NE	Int	Exceptional	Morale	10
No.Enc	1 (1)	Freq	Very Rare	Size	Medium
Hoard	None	XP	65		

Ctenophoric Maidens are beautiful women from the nose down. Immediately above the nose, their face ends, bulging into something resembling the comb jellies from which they were originally spawned. They are possessed of a cold and calculating intelligence, and wield fierce mental powers in the service of their strange ends. They may also attack with a pair of writhing tentacles that carry deadly stings, which they may focus either on a single target, or use as an area effect weapon (10'). Ctenophoric Maidens were originally spawned in Sarpdon the Shaper's vats during the twilight of the Sorcerer Lords. They enjoyed a brief period of popularity during which they were in great demand. But the fad among that jaded crowd quickly passed to other curiosities and aberrations. Most of the Ctenophoric Maidens were thoughtlessly destroyed or casually sent into exile. It is rumored that a community of Ctenophoric Maidens has survived into the present day, hidden among the shattered isles. If so, it is a highly secretive enclave.

The Ctenophoric Maiden may use each of the psionic powers listed in Appendix I of *The Complete Vivimancer* (p.74) once a day as though she were a 6th level (and HD) creature. Alternatively, if this appendix is not available, she may instead deploy the following mind powers once per day: (1) Levitate, (2) Hold Person, (3) Magic Missile (4d4+2), (4) ESP, and (5) Command all cast as though by an 8th level caster.

Fishing Elephant

By Derek Holland

HD	10	AC	4	Save	F8
Attacks	1 (trunk)	Damage	3d8	Move	150' (50')
Align	N	Int	Animal	Morale	10
No.Enc	1d4 (3d4)	Freq	Rare	Size	Large (20' long)
Hoard	None	XP	1,700		

Fishing elephants were created as an alternative to ships. They walk on water as if it was land, treat waves as if they were flat water and can pass over reefs without any problems at all. The elephants are omnivores that eat their usual diet on land and fish at sea. They place their trunk in the water and it releases an odour that draws fish from miles away. The trunk then captures and crushes the prey before the elephant eats. Feral fishing elephants have been found very far out to sea everywhere except in the cold waters of the polar regions.

Goit

By Vance Atkins

HD	1-1	AC	8	Save	F1
Attacks	1 (bite or claws)	Damage	1d3	Move	60' (20')
Align	NE	Int	Low	Morale	10
No.Enc	1d6 (2d6)	Freq	Very Rare	Size	Small (4')
Hoard	None	XP	5		

Naked, deformed toddler-golems, formed from the collection of miscarriages and still-births. Word is, certain corruptible midwives will induce a stillbirth using obscure malicious herbs for the right number of coppers.

The critters scuttle about on 2-6 limbs and have one to two heads. Staring through unblinking, cataract-filled eyes, the tiny, tragic horrors sense a target more by simple motion and smell. Created by the insane vivimancer Ad'iss to lurk in the dark and protect his laboratory, the little freaks will be found mewling in niches in his lab, hanging out on shelves, and generally carrying on. The goit gang-attack foes, scratching and biting as they descend upon the unwary (and soon-to-be creeped-out).



Gliding Beast

By Derek Holland

HD	4	AC	5	Save	F6
Attacks	2 (claws)	Damage	1d6/1d6	Move	150' (50') Fly 240' (80')
Align	N	Int	Animal	Morale	12
No.Enc	1 (1)	Freq	Very Rare	Size	Large (18' long)
Hoard	None	XP	135		

Gliding beasts are typical vivimancer creations. They look like 18' foot long eight-legged flying squirrels. The beasts use their second and third pairs of legs to pick up and hold people or equipment to a maximum of 300 pounds. Each beast can only carry one person. Though they can fly, the beasts usually glide when travelling, a quirk in their behaviour. Because they are fabricated creatures, the gliding beasts obey their masters to the death and can be used as (rather large) body guards or a method of bomb delivery. A gliding beast costs 2,500 gold pieces to create.

Great Ape

By Derek Holland

HD	6	AC	6	Save	F5
Attacks	2 (fists)	Damage	1d6+2/1d6+2	Move	180' (60') Climb 150' (50')
Align	N	Int	Animal	Morale	9
No.Enc	1d4 (1d4)	Freq	Very Rare	Size	Large (12' tall)
Hoard	None	XP	570		

Great apes were developed to act as mounts for those who need to climb mountains. They are 12' tall and have white fur. They take only one quarter damage from magical cold based attacks and are immune to mundane cold. Each can haul 450 pounds of people and gear. They are not found in the lowlands as the heat slowly kills them. During the summer, ape owners have to take their animals far up the cliffs and usually have some villages up there that rely on adventurers for income and supplies. Great apes are herbivores and only need as much food and water as a small dog – an expensive feature that keeps them alive among the rocks and snow of the alpine.

Jelly, Luminous

By Ben Laurence

HD	1 – 3	AC	8	Save	F1 – F3
Attacks	1 (tentacles)	Damage	1d6 + poison	Move	90' (30')
Align	N	Int	Non	Morale	9
No.Enc	1d6×10 (1d6×10)	Freq	Very Rare	Size	Small (1' – 4')
Hoard	None	XP	13 / 29 / 65		

Luminous Jellies are shaped as beautiful transparent bells, within which luminous geometrical patterns emit a phosphorescent glow. Their stinging tentacles, along which beads of light constantly flow, contain a dangerous poison that saps the vitality of living beings for 24 hours (lose 1d4 CON, unless a save is made). Luminous jellies are pests that feed off the mutagens and magical energy employed by vivimancers. They are usually found clustered around some magical artefact or depository of power. They are most common in aquatic environments, although some flying varieties are rumoured to exist as well. Although not aggressive, they may attack entities moving in their vicinity, especially if they come close or interfere with their feeding.

If someone should be unfortunate enough to cast a spell, or employ a magical object within 100' of a colony of Luminous Jellies, they will all swarm hungrily to the new source of nourishment in shining, deadly waves.



Jelly, Muscle

By Ben Laurence

HD	4 – 12	AC	9	Save	F4 – F12
Attacks	1 (slam)	Damage	1d8 (+1 per HD over 8)	Move	120' (40')
Align	N	Int	Non	Morale	10
No.Enc	1 (1)	Freq	Very Rare	Size	Small (4') – Large (12')
Hoard	None	XP	By HD		

Muscle Jellies are the by-products of abandoned muscle culture vats used by the practitioners of the bio-occult science of vivimancy. When these vats of perpetually roiling muscle fibres are allowed to stew for months or years unattended, they will coalesce into mindless and aggressive Muscle Jellies. The longer they are left unattended, the larger they will grow, reaching their maximum size at 12 HD. Muscle Jellies move and attack by growing powerful pseudo-pods that strike deafening blows. Victims struck by large Muscle Jellies (8 HD or greater) must save vs. paralysis or be stunned for 1 round.

On the plus side, they are delicious when grilled. During the age of the Sorcerer Lords, especially tender Muscle Jellies were intentionally grown for consumption at huge feasts. This gave rise to a short-lived profession of gladiatorial butchers.

Necrohandler

By Christian Sturke

HD	6	AC	6	Save	MU6
Attacks	1 (choking) or spells	Damage	1d3 per round	Move	60' (20')
Align	C	Int	High	Morale	7
No.Enc	1 (1)	Freq	Very Rare	Size	Small (2')
Hoard	None	XP	820		

Necrohandlers are unholy constructs made from the body parts of a living necromancer or vivimancer mad enough to submit themselves to this gruesome procedure. They are created from a head and a hand sawn together, and are consequently small. Still able to cast spells like a 6th level necromancer or vivimancer, respectively, they can also attack a foe by jumping at him and choking him. If the attack hits, the target is unable to cast spells or speak and is choked for 1d3 points of damage per round. A necrohandler lets go of its target as soon as it is hit for 5 hit points of damage or more by a single attack. Normally though, a necrohandler prefers to cast spells from cover and to vanish before it gets into real trouble.



Nervous Engine

By Ben Laurence

HD	10 (100hp)	AC	9	Save	MU9
Attacks	3 per node (electrical pulse)	Damage	1d10/1d10/1d0	Move	10' (3')
Align	N	Int	High	Morale	10
No.Enc	1 (1)	Freq	Very Rare	Size	See below
Hoard	None	XP	2,400		

A Nervous Engine is a complex network of nerve fibers running from a cerebral crown, consisting of a fleshy ring of fused heads. These nerve fibers terminate in spatially distant nodes. Each node is a cluster of sense organs and dangling ganglia. These organs cluster in corners, and can be hidden behind fixtures if desired. The nodes may be installed within a 1000' radius of the crown, although nerve fibers must be run from the crown to the site of each node. The total hit points of the nervous engine is divided between crown and nodes. Up to nine nodes may be installed. Each node possesses 10hp of the total, with the crown possessing the remaining amount (minimum 10hp). Should the fibers connecting any node to the crown be cut, that node automatically dies.

The network of neural fibers is dormant until someone dons the crown, which only a specially prepared subject may safely do. To do so, a ring of removable flesh plugs must be installed in the wearer's skull. When the wearer removes the plugs and dons the crown, its tendrils make direct contact with his brain. This enables him to sense through the organs of all nodes. He may also direct the dangling ganglia, which can extend 30' from the sense organ cluster, to attack. They attack by transmitting agonizing electrical pulses into the nerve fibers of the victim. Finally, the user may cast mind affecting spells through the organ cluster, targeting any victim perceived. If a node is destroyed while a user wears the crown, he must save vs. death magic or suffer 10hp damage as well.

Should someone without flesh plugs don the crown, the tendrils will attempt to drill through his skull to make contact with his brain. This causes 2d6 damage and is agonizingly painful. If he survives the process, he may control the nervous engine as described above. However, upon removing the crown, he must save vs. death or perish as his exposed brain leaks out of the roughly hewn holes. If he survives this ordeal, he will be able to don the crown without danger in the future.

Nervous engines are created by the 7th level vivimancer spell *create organ golem*, found in the repository of bio-heresies titled *The Hidden Metamorphoses*.



Sanguinary

By Ben Laurence

HD	12	AC	7	Save	F12
Attacks	2 (blood drain)	Damage	2d6/2d6	Move	120' (40')
Align	NE	Int	Semi	Morale	10
No.Enc	1 (1)	Freq	Very Rare	Size	Variable
Hoard	None	XP	2,000		

A Sanguinary is a swaying, pulsating, web of arteries and capillaries, roughly humanoid in shape. Its spoor is a rust-coloured dappled pattern that it deposits on everything it touches. Sanguinaries vary in size, beginning with half the hit points of their former host. They attack by pressing their twisting and writhing capillaries, which drill in search of blood, against the flesh of a living victim. When the Sanguinary scores a hit, it adds any hit points it deals in damage to its own total up to a maximum of twice its starting total. It may continue to drain blood after this point, which pours in spurts from its engorged tendrils.

Sanguinaries are ruled by their ceaseless thirst. They required 5 pints of blood per day, and without blood perish within 3 days. For this reason, they willingly serve any master who provides (and withholds) their gruesome sustenance. They are created through the 7th level vivimancer spell *create organ golem*. This spell is contained in the second part of The Hidden Metamorphoses.

Sentry Bee

By Derek Holland

Individual

HD	4 (1 hit point)	AC	-2	Save	F0
Attacks	1 (sting)	Damage	None (see below)	Move	Fly 180' (60')
Align	N	Int	Animal	Morale	12
No.Enc	1 (-)	Freq	Very Rare	Size	Tiny (1")
Hoard	None	XP	5		

Swarm

HD	12	AC	0	Save	F2
Attacks	1 (stings) or magical effect	Damage	3d8 + poison or special	Move	Fly 180' (60')
Align	N	Int	Animal	Morale	12
No.Enc	1 (-)	Freq	Very Rare	Size	Large (10' swarm)
Hoard	Honey (q.v.)	XP	2,000		

This is a complex vivimancer creation. The creature that comes out of the vat is a tree that resembles an oak. The tree is usually planted at the edges of the vivimancer's land or where their clients wish. The tree creates sentry bees. Individual scouts fly up to 1/2 mile from the tree, searching for intruders. The vivimancer creates an oil that produces a scent that tells the bees of an ally. Those without the oil are attacked. An individual sentry bee attacks as a 4 hit die monster. If it hits, it collects a small sample of the victim and then returns to its tree. The tree processes the sample and then sends a swarm out to deal with them. There is one swarm per individual sampled. While the swarm is despatching the target, the tree analyzes the sample and if a magical ability is found, like those found in various monsters, the tree then adds it to future swarms. The tree can store no more than three magical abilities and a swarm can have only one. Even without a magical attack, swarms of sentry bees have a poison designed by the vivimancer. Usually these are damaging or even crippling.

A sentry bee tree costs 75,000 gold pieces plus the costs of researching the toxin. It lives for a decade and then quickly rots away. Attempts at sampling the tree, usually by other vivimancers to find how to recreate it, result in useless goo. The honey the swarm produces is a different thing – it contains the collected magical abilities and an ounce can be worth as much as 100,000 gold pieces. Vivimancers occasionally create these trees to gain access to such honey by planting the tree near an elemental portal or other magical location.

Smoak

By Vance Atkins

HD	3	AC	3	Save	F3
Attacks	1 (envelopment)	Damage	1d8 + suffocation	Move	60' (20')
Align	NE	Int	Non	Morale	11
No.Enc	1 (1)	Freq	Very Rare	Size	Medium
Hoard	None	XP	65		

A foul guardian, created by necromancers and certain vivimancers who specialise in the manipulation of bones. Animated from unholy water, cremation-ash, bones and teeth, this formless creation roils and seethes within its cauldron at its assigned post.

Ravenous, the mass will boil from its container to engulf interlopers, abrading and smothering. In addition to the normal damage caused (1d8), victims must save versus spells or suffer 1d4 suffocation damage.

Smoaks are resilient to slashing and stabbing weapons, which cause 1/2 damage. Electrical attacks cause double damage.



Star Maw

By Ben Laurence

HD	5	AC	4	Save	F5
Attacks	2 (pseudopods)	Damage	1d8/1d8	Move	120' (40')
Align	N	Int	Average	Morale	9
No.Enc	1 (1)	Freq	Rare	Size	Large (8')
Hoard	None	XP	350		

The Star Maw is an 8' tall, aquatic, jet-black starfish. Each of its five massive arms holds one baleful red eye. In its centre lies a ringed mouth full of needle-sharp teeth. Originally the by-product of intense experimentation on the regenerative powers asteroideans, star maws were quickly recognized as ferocious predators, and fearsome weapons of war. They are extremely aggressive and territorial. If both attacks strike a single victim, he will be pulled to the maw and suffer a further 1d12 bite.

Succubus Crab

By Noah Stevens

HD	3 + 3	AC	5	Save	F4
Attacks	2 (claws) or sting	Damage	1d8/1d8 or 1d3+1 + poison	Move	120' (40')
Align	N	Int	Animal	Morale	9
No.Enc	1 (1)	Freq	Rare	Size	Large (10' tall)
Hoard	None	XP	135		

The Succubus Crab requires, for its sexual reproduction, the transmogrified essence of a male humanoid host. It is a lumbering 10 foot tall semi-aquatic abomination, appearing for all intents to be a tentacle-mouthed pink crab-like being with a chitinous shell and razor-sharp claws. These are the females. Buzzing around the giant clacking horrors are a cloud of males, smaller by an order of magnitude and winged.

In order to complete the reproduction cycle, the female sends a contingent of males to a likely victim, who is promptly stung should a successful attack occur. Those males that miss are not fit to reproduce in any case. A small sting signals success, and the victim (usually a human male) must make a save versus poison, else the reproductive essence of the male succubus crab wends its way (temporarily) into the host. Aside from the walloping sting of a bite, no further effects are immediately incurred. That said, biological changes are occurring on a cellular level in very specific tissues.

Any party encountering the female crabs are right to flee in horror and disgust – however, any stung and affected male humans are suddenly enraptured by a cloud of pheromones. The tentacular and chitinous fore-parts of the Succubus Crab female appear to be a desirable member of the female human sex, writhing in erotically charged agony and ecstasy. The human male victim approaches, mates with the facial parts of the Succubus Crab, and is stunned for 1d3 rounds in

utter sexual helplessness. Meanwhile, his captor carves him up into piecemeal to sustain the egg-hatching process, for the young of the species need much in the way of sustenance – at least, the females do. The males flit around like flies.

The chitin of the Succubus Crab can be shaped and worked into plates, and cured into light-weight and durable armour (AC 5, light encumbrance). They are very succulent with a sprinkling of Old Bay seasoning and sprayed with lemon, but difficult to place entirely in a steamer.

Tentacled Guardian

By Ben Laurence

HD	8	AC	2	Save	F8
Attacks	3 (weapon, 2 tentacles)	Damage	By weapon / 1d4+2/1d4+2	Move	150' (50')
Align	N	Int	Average	Morale	10
No.Enc	1 (1)	Freq	Very Rare	Size	Large (12' tall)
Hoard	None	XP	1,560		

The tentacled guardians were among the most fearsome of Sarpedon the Shaper's blended monstrosities. They are cowed figures rising from a mass of thick tentacles that supports them as a throne. They may rear up to 12' tall, and human appearances notwithstanding, are boneless, capable of condensing themselves to pass through narrow apertures through which a small child might pass. They are usually bound by fearsome magicks to permanently guard a particular place, and serve as faithful and relentless guardians. They are often equipped with ancient magical weapons and arcane items. On a successful tentacle strike, the victim make a DEX check or be constricted and receive automatic damage until dropped.

Watch Hound

By Derek Holland

HD	3	AC	5	Save	F3
Attacks	1 (bite)	Damage	1d6	Move	180' (60')
Align	L	Int	Average	Morale	9
No.Enc	1d6 (3d6)	Freq	Rare	Size	S (4')
Hoard	None	XP	95		

Watch hounds are one of the sapient creations of vivimancers. They are as intelligent as the average human and can speak. They were created with the ability to see invisible, ethereal, Astral, shapeshifted, etc. creatures. Nothing escapes their sight as they can also detect weapons, alignment, and magic. They are so expensive that watch hounds are protected better than most of the rest of the watch. Fortunately they can reproduce and a pair has 1d6 pups every 5 years or so. As the hounds live for 50 years, the investment in them can pay back many times over.

Magic Items

Blackseed Poison

By Ben Laurence

These small black granules smell and taste of anise, providing an alluring seasoning for dishes savory or sweet. They are the seed of a deadly plant that grows in the intestine. Within twelve hours of consuming the poison, the seeds lodge themselves in the small and large intestines. There, fed by the stream of offal passing over them, they begin to bud, growing rapidly into thorny, writhing black stems. The victim must then roll a saving throw vs. poison at -4. If he succeeds, over an excruciating six hour period, he passes a mass of writhing thorny shoots in his bloody stool. If he fails, the plants thrive within, providing an agonizing death, as it bursts through his abdomen. The blackseed bush will then, if undisturbed, feed on his corpse. Within a month, it will be possible to harvest Blackseed poison from its hard, dark pods.

Clothlife

By Derek Holland

In *The Complete Vivimancer* there is a spell, *spark of life*, that can create creatures that are based on non-standard biology. It is difficult, even with the spell, to create creatures that are very alien, but that means it just takes longer and costs more to the determined. One form of life that has been a success beyond its creators' dreams is *clothlife*. These creatures are not made of cloth, they are called that because they are made of plant fibers and appear as cloth or paper (so their other name is *paperlife*). Clothlife has been created at least a dozen times and each creator had a different way of approaching this, so there are at least a dozen families of species, each with its own advantages and disadvantages. All of them consume plants or silk to heal, grow, reproduce and occasionally alter their appearance. As living things, they can evolve and different populations become new species over time. Here are some of the more common families:

Capes: usually live on other creatures, even those that are not sapient. It isn't unknown to find one on a giant spider or dolphin. Capes are not intelligent but their ability to defend their wearers makes them very popular among people and a mutualist among animals and monsters. Wearing a cape provides a +2 bonus to armor class and a +1 save versus cold based attacks. If the wearer tries to remove their cape, the clothlife reacts poorly and begins to strangle to the tune of 1d4 to 1d12 points of damage per round (damage is size dependant). The only way to get rid of a cape without suffering is to starve it – mountain tops and caves without spiders will slowly kill it. Some cities have adopted capes and breed them for appearance. Someone who gets their cape when a child may very well have it until they die.

Ropes: are predatory clothlife that consume dangerous plants. They are not friendly with anyone and, depending on what they ate last, may be very dangerous to be near as they absorb the chemical and supernatural powers of their prey. Small ropes look like twine and usually hunt epiphytes, plants that live on trees high in the canopy. Large ones can get to the size of anacondas and prey on shambling mounds and killer trees. Fortunately they are keyed in on dangerous plants and if their prey goes locally extinct, so do they.

Mitts and Hoods: are related families (same creator) that existed to do simple labor. Mitts move around like walking hands and dust and clean where they can. Hoods float and fly and hunt down vermin such as rats and (normal) insect pests. Both types go a bit crazy if released into the wild. Unlike capes and ropes, mitts and hoods are sapient and can speak. They aren't the brightest conversationalists, but they can provide information in exchange for food (soft woods are best to bribe them).

Nooses: are similar to ropes but are found underwater as they were created by a triton vivimancer. They consume algae such as kelp and leave their fleshy prey to scavengers. Nooses were created to be traps to kill sahuagin and ix rays that use kelp beds as staging areas for assaults. Nooses are semi-sapient and occasionally attack humanoids, especially those races they have never encountered before.

Sheets: are assassins and very effective ones at that. They are quite intelligent, can change color and size and like to hide on beds, waiting to suffocate their targets. Sheets can use magic items, but usually do not on a job because the rings or wands make them obviously not normal objects. Sheets slither on the ground and usually wait until they are thrown out before trying to escape. Sheets are unusual in that they are immune to fire and don't even feel it. This is the way that those who know of them usually discover the assassin in their midst.

Tents: are the flip side of sheets – they are healers. All one needs to do is enter a tent and sleep for 8 hours. The character is healed (usually 1d6 to 10d6 points of damage) and their diseases are cured (10% can deal with magical disease, otherwise this only affects the mundane). Not all tents are friendly and almost all of them demand payment in some form. In addition to feeding on herbs, tents have to drink potions of healing. Usually this is once per month, but the larger tent species (holds up to 10 at a time) need a potion per week. Without that, they are simply a good place to get out of the rain and wind. Tents, like all clothlife, can move on their own and if treated poorly, will fly away.

Scrolls: are clothlife that look like paper. In fact their favorite food is book pages, something that does not endear them to wizards. Clothlife scrolls were created to destroy spell books, but will eat any paper they come upon if hungry. If a scroll can not find paper, it can consume wood, but this alters its appearance as it takes on the grain of its diet and scrolls hate this. Scrolls can write anything on their surfaces and will usually use old spells (useless for casting or scribing) to draw the attention of magic-users and thus get near their spell books. Unlike the other listed forms of clothlife, scrolls move by teleportation. If discovered, they will teleport back to their master to hide.

Flesh Softener

By Ben Laurence

This opaque unguent smells of nutmeg. When it is rubbed into organic material, it makes the material soft and flexible for one hour, capable of bending without damage the tissue. Although difficult to use with precision, it is sometimes employed by vivimancers to reshape living organisms to produce fine detail, or subtle aesthetic effects. A few vivimancers are skilled in the little known art of flesh-molding, but most employ specially trained sculptors for this purpose.

Lung Eels

By Ben Laurence

This engineered parasitic eels enter the host's mouth when it is no larger than a child's fingernail. A week later, it has grown to a length of three feet, nestling curled in the host's lungs. At this time the host acquires an unnatural vigor (+1 hp per HD) and the ability to breath underwater for up to two hours per day.

Unfortunately, this symbiotic relationship has its limits. At the start of the third week, the lung eel lays its eggs, which hatch rapidly, killing the host as they feast on his lungs. To remove the eel lung prior to this date, one must place a piece of rotting meat on a hook at the back of the gullet. The art of breeding lung eels is all but lost, known only to a handful of vivimancers of the present age.

Scuttle-Pot

By Vance Atkins

An animated cauldron that hops and skitters along behind its owner at a walking pace. With the correct set of command-words, the vat may create one of the following once per day. If the command-words are not known, it will create something random once per day, at a random moment.

1. Swarm of biting insects (1HD total).
2. Nutritious broth sufficient for up to 6 for one meal. If consumed before sleep, adds 1hp healing.
3. Spews forth a foaming acid (1d6 damage, + 1hp per round for two rounds, corrodes metal and fabric).
4. Highly intoxicating wine, one draught will intoxicate human-sized creature for 1d4 hours, two draughts will put to sleep for 1d4 hours.
5. Obscuring smoke: 15 foot radius smoke cloud, creatures caught inside must save vs poison or be wracked by debilitating coughing for 1 turn.
6. Slippery ooze: A translucent, viscous fluid issues forth, creating a 20-foot radius slick hazard. All creatures caught in the ooze or crossing it must make a DEX save or fall and not be able to arise for 1d4 rounds.
7. Fresh Water: 1d6+1 gallons of fresh drinking water.
8. Flame column: 2' x 10' column of 'solid' flame. Lasts 1d4 turns. May be directed at a target for 1d8/round damage. Magical, can not be extinguished by normal means.
9. 1d4 doses of Potion of Truth (save vs. spells at -2 or be compelled to answer questions to the best of one's ability truthfully for the next 3 turns).
10. Cauldron acts as Portable Hole for one day (or until next use).

Turban of Compound Vision

By Gavin Norman

A length of delicate, silken fabric of iridescent green hue, bearing eye motifs. The enchanted cloth is woven from the magically extracted optical fibres of a number of rare species of bees, wasps, and flies, including deadly giant wasps. When wound around the head, turban-style, the enchantment is activated – the many eyes grant the wearer gains the ability to see behind, below and above, with only very small blind spots. The wearer also becomes immune to sneak attacks such as a thief's back-stab ability, can only be surprised on a roll of 1, and gains a +2 bonus to armour class against melee attacks.

By harvesting optical tissue from more exotic forms of insects, it is possible to imbue further visual capabilities into the cloth of the turban. The ability to see in darkness or into the border ethereal plane are the most common enhancements.

Vat of Amphibious Horrors

By Vance Atkins

Spawns 4d4 of the following corrupted amphibious beasts once per day, upon command.

1. *Pustule-Toad*: Large toad covered in corrosive, seeping nodules (bite 1d4 + 1d4 acid damage on initial contact, with 1 point of damage for the following two rounds). Kills plant life and leaves a scorched trail in its wake. Areas occupied by the toads will not grow crops or other vegetation for one year. Belligerents have been known to collect these nasties and 'seed' them in enemies' fields in order to damage crops and degrade crop-land. 1+1 HD, AC 7.
2. *Rage Salamander*: An extremely territorial flame-red salamander that charges forward, jaws drooling hallucinatory poisons. The poisons are reportedly refined by the psychotic Mercenaries of Zoeh for their battle-rituals. Bite 1d4 damage + save vs poison or suffer acute hallucinations for 1d4 turns (1-4 - Attack nearest PC or NPC, 5 - Abject terrors, 6 - Catatonic), 1+1 HD, AC 7.
3. *Bleeding Caecilian*: These legless, burrowing amphibians are nearly blind, but are equipped with an acute sense of smell and sense motion via vibrations. Their bite is relatively strong for a small animal (1d4 damage), and their skin secretions contain a hemolytic poison (dam 1d4 + 2hp hemolysis/day until cure disease or 2x save). 1-1 HD, AC 8.
4. *Thunder-Frog*: These large frogs puff up to three times their normal size to issue forth a bellowing croak. To another Thunder-Frog this says, "I am sexy," but to other creatures, these vocalizations can deafen and stun for 1d4+1 rounds any caught within a 15' cone in front of the frog. Multiple frogs croaking in concert will multiply the stun effect for 1.5 x the rolled duration per frog, plus cause 1-2hp damage per frog within a 15' cone. If a frog is injured while puffing, there is a 50% chance for it to explode for 1d6 damage in a 5' radius. 1 HD, AC 7.

Spells

Cellular Automaton

By Gavin Norman

Level: 7th

Duration: Permanent

Range: Touch

Enchanting a tissue sample from a part of the vivimancer's own body, this spell sparks the multiplication and growth of a cellular monoculture to which the caster is able to delegate certain repetitive tasks. The exact form and function of the cellular culture depends entirely on the type of cells the caster chooses to use as the seed. Various possibilities are discussed below. All share several common features:

- The culture grows at a rate of one cubic foot per day. If unattended, the culture expands in a blob-like mass. If the vivimancer oversees the growth, spending at least one hour each day working with it, the culture may be formed into any shape desired. If completely contained in stone, metal, glass, or the like, the culture's growth halts.
- A cellular automaton requires sustenance in the form of simple nutrients which can be readily absorbed. Typically, such nutrients must be produced artificially, however, certain forms of very simple plant life such as algae are also sufficient. Magical energy sources may also sustain the culture. Roughly speaking, each cubic foot of the culture requires a pint of simplified nutrient per week.
- If sufficient nutrients are not available, the culture begins to consume itself, shrinking at a rate of one cubic foot per day.

Although any cell from the vivimancer's body may be used as a seed for the automaton, the most commonly used types of cells are the following:

- *Muscle*: large groups of muscle cells may be set to perform any kind of physical task involving simple, repetitive motions. Examples would include: turning turbines, pumping bellows or vents, pushing boulders.
- *Bone*: automata formed of bone cannot move, once set, but may be used to construct incredibly strong architectural forms.
- *Brain*: neural automata may be given tasks involving pure, abstract calculation. Having no sensory input or means of acquiring knowledge, their capacity for true intelligence is limited, but a large enough neural mass may be able to perform marvellous feats of deduction. Neural automata are the only type which can be said to have a mind of any kind, and are susceptible to psionic contact. Some vivimancers experiment with enhancing the mental faculties of a neural automata with further magic.

Note that the spell does not aid the extraction of the desired cells from the caster's body. This task may, indeed, require other magic or potentially dangerous surgical procedures.

Create Organ Golem

By Ben Laurence

Level: 7th

Duration: Permanent

Range: Touch

Casting Time: 1-2 months

This spell is contained in the second part of the grimoire known as the Hidden Metamorphoses. It allows the vivimancer to develop certain organ systems of living beings into hideous autonomous entities. The book presents two versions of the spell. The first creates an entity the book refers to as the Sanguinary; the second even more bizarre being it calls the Nervous Engine.

Creating a Sanguinary

The spell allows the vivimancer to develop the cardiovascular system of large mammals into a hideous servitor the book refers to as the Sanguinary. This technique requires a working laboratory of at least 2,000gp value, a living victim, a tub of elemental earth, and a pint of Aboleth semen. The technique involves first liberating the intact cardiovascular system from the living victim. Needless to say, this process involves terrible life sustaining magicks, and requires mastery of anatomy, surgical precision, and an iron stomach. Once the cardiovascular system has been removed, the bleeding heart along with its venous root system must be carefully buried in the elemental earth that has been fertilized in advance with the potent semen from the Aboleth. If the heart bulb is properly tended for a month, it will sprout a strange growth, blossoming within a fortnight into a Sanguinary ripe for the harvesting.

The Sanguinary will only serve a master who is able to regularly feed it to its satisfaction. The Sanguinary feeds by pressing its twisting and writhing thirsty capillaries against the flesh of a living victim. These drill beneath the skin to the sweet well-springs of life sustaining blood beneath that refreshes the substance of the Sanguinary. The ex-sanguination is horrifically painful and, if carried to completion, leaves the victim a desiccated husk.

Creating a Nervous Engine

The creation of a Nervous Engine is a ghastly affair. It requires a working laboratory of at least 5,000gp value. Five victims must be procured and placed into long term deep slumber, usually through use of the 3rd level vivimancer spell *hibernate*. The victims must be arranged in a circle, with their heads dangling into a protoplasmic bath infused with the royal jelly of giant bees. Through painless surgical incisions, the brain casings of the subjects are exposed to the fluid. Within two weeks, a tough and fleshy growth will sprout from within their skull cavity, beginning to fuse the heads. At this point, their bodies will begin to rapidly waste away, sloughing off in two more weeks. In the process, all their hair is shed, and cauliflowers of neural matter sprout from every orifice. When the heads are fully fused into the cerebral crown, the neural fibres may be drawn out, and the distal nodes cultivated. The whole process of growth takes two months of active tending.

Division of the Creeping Skin

By Gavin Norman

Level: 2nd

Duration: Special

Range: Self

Casting Time: 5 minutes

Devised by Hajj the Deviant, sorcerer-sultan of the yellow lands, this spell causes the vivimancer's skin to completely separate from her body and gain independent mobility. By concentrating, the vivimancer can control the skin and is able to magically sense visual and auditory phenomena in its surroundings to a range of 30'.

The skin has AC 9 (unless enhanced by other magic), hit points equal to half of the vivimancer's maximum, and may move at a rate of 30' (10), by creeping and slouching along the floor. It can clamber over obstacles such as furniture and is able to climb up stairs, ladders, and ropes at the same rate. Although it has little strength and is unable to directly attack, the skin is also able to grasp objects by wrapping fingers or limbs around them. In this way, it can open doors, use and carry small objects, and even activate magic items such as wands. Due to its pliability, the skin is able to pass through very small spaces such as the cracks under doors and can roll itself to pass through small holes (1" diameter or greater).

With the skin removed, the caster's body is extremely sensitive – any damage inflicted is doubled. Normal movement and contact with objects is possible but painful, inflicting 1 point of damage per round. Typically, the caster would cast this spell while immersed in a warm saline bath, allowing the body to float

Spells cast while in this state of separation may emanate from either the flayed body or the skin, as the vivimancer chooses. Spells which affect the caster only affect *both* the body and the skin.

To end the spell, the vivimancer must reunite body and skin. If the vivimancer's body is killed, the skin dies immediately, but the body can survive (albeit in a wretched state of perpetual pain) without the skin.

Division of the Engulfing Skin

By Gavin Norman

Level: 5th

Duration: Special

Range: Self

Casting Time: 5 minutes

An enhanced version of the 2nd level *division of the creeping skin*, this spell initiates the same procedure of the flaying of the vivimancer's skin from her body. The flayed skin has several additional properties. It has the ability to make a leaping, constricting attack against human-sized or smaller targets which inflicts 1d3 hit points' damage per round it remains wrapped around the victim. It attacks using the vivimancer's to-hit chart.

Furthermore, the skin is able to take control of a freshly killed body of similar dimensions to the caster's by sliding itself over the top of the corpse's skin, gradually engulfing the body completely (the head may optionally be left exposed). This process takes one turn. Once complete, the body is returned to semi-living state under the complete control of the vivimancer. The body's brain is inactive but all physical faculties, including its senses and voice, may be controlled. The revived body has 2d8 hit points. Melee or missile attacks which damage the body also inflict one point of damage to the enveloping skin. The skin takes full damage from area effects such as breath weapons. Attacks with the express intent of ripping the skin from the body (assuming the attacker is aware of its presence) inflict 1d8 damage. The vivimancer may choose to abandon an engulfed body, slipping the skin off, but this takes 5 minutes.

Legends tell that the spell's creator, Hajj the Deviant, used to delight in using this magic to throttle his enemies, take over their bodies, and infiltrate their bed-chambers and harems to make love with their wives and concubines.

Minimus Replication

By Gavin Norman

Level: 2nd

Duration: Permanent

Range: Touch

Casting Time: 3 days

Suspended in a vat of electrically charged nutrient fluid, the genetic material of a tissue sample is distilled and grows, forming a miniaturised clone of the being from which the tissue originated. The clone is mindless, non-sentient, and does not survive beyond the three days over which it develops, but represents an exact physical likeness of its progenitor. In this way, the vivimancer may be able to identify careless intruders or unknown life forms. Unlike most spells which require a tissue sample, this procedure functions perfectly well on inert biological matter such as bone, hair, shell, teeth, etc.

Vegetative Transmutation

By Gavin Norman

Level: 5th

Duration: Permanent

Range: 30'

The flesh of a living target within range is caused to transform into inanimate, plant-based matter. The transmutation occurs in three stages, each lasting one round, with a save versus polymorph allowed at the beginning of each. A successful save ends the spell, although partial transmutations from previous stages are not reversed (this requires *dispel magic*, *revert biology*, or the like). In the first stage, the victim's skin is covered in tangled roots, leaves, and tendrils, causing a -2 penalty to attack rolls and armour class. In the second stage, if the victim is immobile for longer than one round, the roots grasp into any available soft, earth-like substance. The victim may break free but at the cost of 1hp. The third stage indicates a complete transmutation into plant matter. Although the victim's life force persists, its consciousness is erased.

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