

THE WRECK OF THE ANUBIS



The Wreck of the Anubis is a short, lair style adventure designed for use with Labyrinth Lord or a similar system and set in Patrick Wetmore "Land of 1,000 Towers" home of the Anomalous Subsurface environment. It can conceivably be used in other settings with some modification but was intended as a 1 session locations for

placement on a hex map or random encounter table for the Livid Fens, the trackless swamp South of Denethix. It would likely work best with a party of 1-3rd level adventurers, but with slight adjustments I believe The Wreck of the Anubis should scale well.

HISTORY

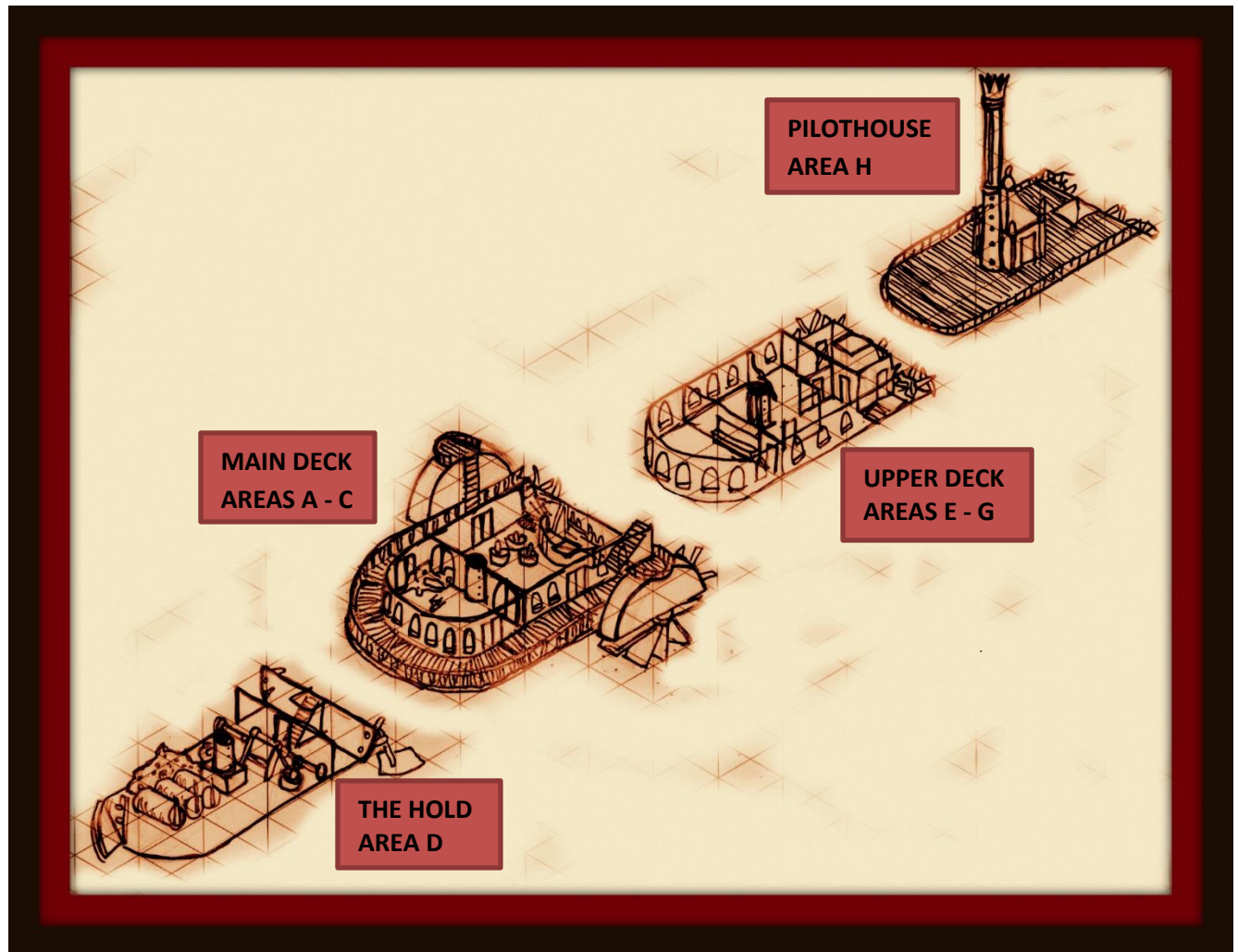
Somewhere in the Livid fens, Hidden amongst a forest of scarlet weeds, under a purple moss shroud deep in the mangroves or resting menacingly at the side of a channel sits the wreck of the 'Anubis' A side-wheeled river steamer originally out of Denethix.

The Ship was a casino and pleasure vessel, carrying the stylish and wealthy of Denethix South

through the fens to the fortress city of Bone and the towns of the Emerald Jungles beyond. Poor navigation or the mutable whims of the Livid Fens treacherous channels tore the bottom out of the Anubis five or ten years ago and her wreck has joined the innumerable others that help give the fens their sinister reputation. Only the stern of the Anubis is intact today, the bow either having been carried off in the wreck or wa

shed away by slow currents. Despite its sorry state some of its passengers' wealth still waits aboard the vessel, amongst the rotting wood and rusting iron. Unfortunately in recent months the poor accommodations of the Anubis' upper deck have become the home and laboratory of "The Botanist", a meglomaniacal warlock who's work with animate flora brings him to the fens.

The wreck isn't intended as a location that the party must search for or which legends and rumors attach to. It's simply one of the many wrecks or ruins that are slowly being reclaimed by the purplish alien flora of the fens.



THE WRECK OF THE ANUBIS

EXTERIOR

Wedged into a grey mud bank, against a backdrop of fleshy purple black trees, scarlet sword weed and vibrant crimson lily pads, slumps the wreck of a large wooden decked, iron hulled ship. Once painted a lustrous black, with gold and red accents, the ships' colors are not chipped and fading revealing rotting grey wood beneath. Huge paddlewheel housings conceal much of the vessel, sides, but it is clear that the wreck climbs for three decks, like a wedding cake. At first glance it is evident both that the wreck has been subjected to the elements for some time, it is festooned with bruise colored growths and hanging purple moss, and from the abundance of decorative carvings and flaking gilding that it was once a wealthy ship.

Closer examination of the Anubis will reveal that the bow and forward section of the ship is

missing, either sunken into the mud, or carried off by some disaster, the second is more likely as shattered decking and tangled wreckage limit entry into the wreck to the Stern and sides.

The Stern faces East, in waist deep water, surrounded by pungent vegetation, but it is not difficult to hoist oneself aboard the Anubis either from a skiff or the water. The vessel can easily be entered this way at almost any point in **Area A**.

A random encounter check on the simplified **Fen Encounter Table** is appropriate as the party approaches the Anubis, as it is a landmark for sentient denizens of the swamp and provides a degree of shelter for animal life. Once aboard an Anubis Encounter Table is included for random encounters (a 1 in 6 chance every turn.

MAIN DECK

A. Promenade

Appearance:	Once ornate columns with flaking gilt and fragments of white red raise a rickety roof above this 10' wide deck that wraps around the Anubis' stern. A short flight of steps leads up on each side to a lookout above the paddle guards. Pairs of French doors and many windows provide possible entrances to Area B and Area C but tattered curtains block much of the view into these areas.
Smell:	Rotten wood, and the rich stink of the swamp
Lighting:	The greyish purple light of the fens during the day, or its oily darkness at night
Traps:	None.
Treasure:	None.
Inhabitants:	Random encounter 1 in 6 per turn.

The decking of the Anubis, polished tropical wood with a fine grain and reddish hue is ruined, but still solid. The railing, its soft wood pilasters carved and fluted to resemble grape vines are a soggy mass of rot and the colonnade shading the deck looks ready to collapse with a hard shove. The promenade provides a 'U' shaped walk around the Stern and gives access to a pair of lookouts atop the housings for Anubis' twin paddlewheels. Forward of the paddlewheels the

deck sinks into the mire in a tangle of wreckage and prevents progress.

On both the port (Northern) and starboard (Southern) sides of the deck two sets of double doors lead inward. The sets of doors closest to the stern lead into **Area B**, the Casino, while the forward sets of doors allow access to Area C, the Saloon. The doors are all easy to open, lattices of decorative wood that once contained glass, but now hold only a few jagged fragments. In

addition to the doors, numerous tall narrow shattered or cracked windows lead into both **Areas B** and **C**.

Examination of the Anubis' interior from the Promenade is somewhat limited, as rotten black silk curtains cover many of the windows and

doors, concealing the gloomy interior. Close examination, and efforts to push aside or tear down the rotten drapes will allow a view of **Areas A** or **B**, but it will also alert any inhabitants (especially the Ticks in **Area B**) of the party's presence.

B. Casino

Appearance:	An opulent gaming salon, it's richly upholstered ceiling of upholstered gold and red banded brocade now hanging in strips and huge sodden billows. Smashed furniture has mostly slid into the room's Northeast corner where it makes pile draped in violet moss. Exits are to North and South (Area A), and two sets of carved black doors that open onto Area C , though the North set is blocked by the wreckage pile.
Smell:	The Fen's fecundity, a reek of spore and wet earth and the stink of rotting silks.
Lighting:	During the day the already dim light of the fens is transformed into a wretched dusklight by the room's moldering curtains.
Traps:	None
Treasure:	Rotten velvet purses of Casino Chips (600 GP)
Inhabitants:	9 Giant Ticks , concealed in ceiling upholstery

Signs of wealth and decadence still linger in this room, but all is sadly decayed. A once rich burgundy carpet festers on the floor gleaming with damp, while torn red and gold wallpaper blisters and peels from the Eastern wall of the room. Windows and glass paneled doors make up most of the Western, Northern and Southern walls, but these are mostly broken, with only frames and torn silk curtains keeping out the elements. The room's furniture has mostly slid into the Northeast corner of the cabin, and has been reduced to a pile of broken ebony sticks

and rotted stuffing spilling from burst brocade cushions. The entire pile of smashed furniture is encrusted with eruptions of bluish mold and flame colored lichen. It is obvious from a glance that none of the once pricey furnishings retains any value; two items of décor are of interest to adventurers however.

The ceiling is upholstered with red and gold striped silk brocade, now hanging down in billows and mold speckled shreds. While the ceiling treatment is as equally worthless as the rest of the rooms destroyed furnishings, it provides an excellent ambush spot for a colony of nine (9) **Giant Ticks**. The ticks are shield sized lozenges of filthy red and ochre chitin, and unless the ceiling is carefully examined, the ticks will drop on the first three characters to enter the room (three per character), gaining surprise and a +2 to hit. If the ceiling is examined both party and ticks will have a normal chance of surprise. The Botanist knows about the ticks and considers them useful guard creatures, but isn't attached to the ticks the way he is to his mandrakes.



The only piece of furniture still in its original place is an ebony roulette cabinet, bolted to the deck. The wheel is warped and the machinery fused with rust. A pair of swollen doors in the cabinet's base conceals several rotting black velvet bags containing casino chips. Most of the chips are valueless discs of dyed horn but two of the purses contain discs made of gold inlaid with silver and marked as 100 GP **chips**. There are 300 of the **chips** and each is worth 2 GP, for a total of 600 GP.

Giant Tick x9

HD 2+4 (13 HP each), AC 3, ATK 1* (bite), DAM 1D4, MV 30', SV F1, ML 10

*After a successful attack a tick will latch on, automatically drain 1D6 HP every round thereafter.

Shield sized scuttling masses of scarred filth crusted chitin on far more than six legs. These horrors are ochre stained with red splotches, where they aren't daubed with dried mud. The ticks' undersides have large lamprey like mouths filled with hundreds of hollow teeth that drain blood at an alarming rate.

C. Saloon

Appearance:	Formerly a saloon and lounge, this area has been cleared of everything except an ornate carved bar of fungus pocked black wood along its Eastern wall, and several odd tubers growing in large wooden Tubs along its north wall. A partially broken stair leads up to Area E , and a hatch concealed in the bar area leads down to Area D . Two sets of Double doors open into Area B , but the North set is blocked.
Smell:	Rotten wood, wet earth and a sharp vegetable odor that seems to imply furious growth.
Lighting:	Dim daylight, and darkness at night
Traps:	None.
Treasure:	None.
Inhabitants:	Random encounter 1 in 6 per turn.

The original purpose of this cabin is immediately obvious from the heavy black wooden bar, carved with images of pyramids and cactus, along the back (Eastern) wall. The bar is a massive thing, and it's carvings were once a fine example of Denethix's artistry, but now the entire bar is pitted and bleached with pink lichens. To the South of the bar is a narrow stairway covered in soggy red carpet and leading up to the Upper Decks (**Area E**).

Other than the bar, the saloon has been cleared of furniture and trash, though a few bits of broken glass crunch on the floor. Whatever once filled most of the room has been replaced by huge planters, cobbled together from pieces of decking and furniture, and similar in size to wine casks. Each planter holds a bulbous orange

pachycaul with a stem is as thick as a child's torso topped with sparse darker red leaves. These plants are Mandrake cuttings, injected with serums and bathed in strange magic by the Botanist to breed bigger strains of Mandrake warriors or Screaming Mandrakes. If the plants are pulled up, their roots will each reveal a cluster of stunted humanoid forms that wiggle and twitch, with tiny cries. The destruction of these experiments will enrage the Botanist (and his Mandrakes) should he discover the vandalism. If the Mandrake planters are returned to civilization each planter (there are 4) might bring 25 GP as an exotic shrub but without the Botanists unnatural powers, even a skilled sorcerer cannot grow loyal Mandrakes in captivity.

Behind the bar are several aging bags of fertilizer, a split sack of gypsum and a pile of volcanic rock. Also immediately obvious behind the bar is a large hatch, swollen shut, and

requiring an open doors roll to pry up. A charnel reek greets anyone who opens the hatch and narrow stair leads down into the dark hull of the Anubis towards **Area D**.

HOLD

D. Engine Room

Appearance:	Behind a rusted iron door leading to Area C is a low dark chamber crammed with rusted machinery and piles of coal.
Smell:	A horrible sweet smell of rot, long trapped and almost strong enough to leave an oily film.
Lighting:	Complete Darkness
Traps:	None.
Treasure:	Trinkets and possessions (500 GP)
Inhabitants:	19 Zombies (2HD)

At the bottom of the reeking iron stairs from **Area C** is a rusting iron door with a still shiny brass padlock holding it shut. The lock can be smashed of with a strength check (the rusted hasp will shatter), but when the door is pushed something will be pushing against the other side, as the **zombies** trapped within the Engine Room lack any modicum of intelligence. An open doors roll against the unlocked door will throw several **zombies** back and grant the party automatic surprise round against the undead within.

Beyond the door is the Anubis' Engine Room, a low (6' ceiling) space crammed with rusted machinery. A three chamber boiler, the beams of an oscillating steam engine, and coal spilled

from the stern bunker. The machinery provides plenty of concealment, even for the nineteen unintelligent **zombies** within. Without light it is impossible to move in the engine room and even with light the machinery and low ceiling will offer a -2 to a hit for all missile attacks. In taking over the Anubis, the Botanist's mandrakes were able to manhandle the undead passengers and crew of the Anubis (raised by the intrinsic qualities of the Fens' dark waters) into this room because the zombies did not recognize the vegetable mandrakes as potential prey. The **zombies** have been sealed in the Engine room for some time,



Zombies x19

HD 2 (10 HP each), AC 8, ATK 1* (maul), DAM 1D8, MV 20', SV F1, ML 12

*Zombie are ponderous and attack last in every melee round.

The zombies are in a state of extreme decay with the doughy bloated flesh of drowning victims, many of them showing wounds from turtles and fish bites that occurred prior to reanimation. Despite their vile state all are identifiable as passengers or crew of the Anubis, wearing filthy uniforms, blazers and gowns.

and they will attack anyone who enters without hesitation.

If the party chooses to search the zombies after destroying them they will discover the following

valuable **trinkets**: A silver and zirconium necklace (100 GP), A corroded pearl handled derringer (150 GP), A set of gold cufflinks (100 GP), A silver Unyielding Fist officer's dress gorget (150 GP).

UPPER DECKS

E. Grow House

Appearance:	A hatch in the roof of this cabin is open to the sky (Area H). The room itself shows signs of recent occupancy, with several wooden growing troughs set under the hatch and filled with small red and orange plants. The ceiling of the room is covered with dangling tendrils of pale yellow vine. A door opens onto the stair well leading down to Area C , while another door opens onto the hallway leading to Areas F and G .
Smell:	Rotting wood, mulch and an acrid scent from the plants and vines.
Lighting:	The open hatch allows daylight to stream into the cabin.
Traps:	Yellow Vines – Triggered by touch, will release a cloud of burning acrid spores.
Treasure:	None.
Inhabitants:	Random encounter 1 in 6 per turn.

Stairs leading up from the bar open onto this former passenger's lounge, where an open roof hatch (the brass spiral stairs that once lead through it are gone), allows access to the upper deck and pilothouse of the Anubis (**Area H**). Another door on the Western wall leads to a hallway and the cabin suites beyond (**Areas F** and **G**). While a third door used to lead North to another stairway down to **Area C**, but it has been hastily nailed shut with several broken boards. If pried open this door will open onto a 8' fall into a mass of broken boards and rusted steel.

A raft of sickly yellow tendrils, something between vines and moss, carpets the ceiling, dangling down to about chest height of anyone standing in the room. Also immediately obvious are several planting troughs on the floor containing rows of small red orange plants. These plants are experimental Mandrake seedlings, but will sicken and die without the Botanists fanatical care. The **Yellow Vines** hanging from the ceiling are a trap planted by

the botanist to protect his seedlings and laboratory.



Yellow Vines: A plant native to the undergrowth of the Emerald Jungles these vines have a highly evolved protective mechanism and if disturbed they will release a cloud of searing toxic spores. When touched, even brushed, the **Yellow Vines** let off a cloud of reddish spores that will completely fill Area E in one round. These spores cause burning damage to any living creature that

inhales them (Save vs. Poison every round in the room or suffer 2D6 HP damage). After being triggered the spores will linger in Area E for 6 turns before settling to the floor. The Botanist is

immune to the effects of these spores and may retreat into this room, and trigger the trap to cover his escape if necessary.

F. Nursery

Appearance:	A weatherworn but rich hallway leads from Area E to this chamber, a former suite now oddly transformed. Six hammock like cradles hang from the ceiling, woven from dried vine and swamp weed. In each hammock rest a strange infant, swaddled in sack cloth, its lumpy features topped with leaves.
Smell:	A smell of sweat sap with an undertone of rotting fish.
Lighting:	Windows along the Northern wall allow daylight.
Traps:	Screaming Mandrake Infants: Save or suffer 'doom'.
Treasure:	Gilt Mirror (600 GP)
Inhabitants:	Random encounter 1 in 6 per turn.

A still handsome, but decaying 'L' shaped hallways leads West from **Area E** and holds three light panel doors. The two on the North wall both open (and neither is swollen shut) into Area F proper, while the door at the end of the hall is locked and provides entry to the Botanist's Laboratory (**Area G**). On the wall immediately opposite door to the Grow House (**Area E**) hangs a large mirror, with a bright golden frame shaped into scrollwork and a decorative palm tree motif. The **Gilt Mirror** is unwieldy and fragile, but valuable, worth 600 GP, and held to the wall only by four easy to pry brackets. If the mirror is shattered (intentionally or not) it will bring bad luck cursing the person who breaks it with a permanent 1 point penalty on all saving throws.

The Botanist uses the rooms of **Area F** to raise the experimental Mandrake sprouts grown in **Area E** until they can move on their own in several months. Currently his crop consists of powerful **Screaming Mandrake Infants**, which can be very dangerous if disturbed.

The room was once a pair of suites, but the Botanist hacked down the intervening wall to make a single large chamber with two doors leading South into the hall. Twelve hammocks of dried vines, swamp weeds and fragments of old

rope hang from the ceiling near the windows of the suite, and each contains the 3' long figure of a natal **Screaming Mandrake** swaddled in old damp sacking. Obviously infants, these creatures are clearly more vegetable than animal, and will only appear to be animate if observed for several minutes as they occasionally shift in their peaceful sleep. A heavy wooden crate rests in one corner and is filled with a foul smelling paste made of fermenting fish and fen loam that serves the Mandrake infants as food/fertilizer.

The Botanist can be found in this room several times a day, as can small groups of Mandrakes from Area H. If attacked in this room either Mandrakes of the Botanist will wake one or more **Screaming Mandrake Infants** as they are immune to the effects of the Mandrakes' curse.

Screaming Mandrake: If physically touched by anyone but another Mandrake or the Botanist a Screaming Mandrake Infant will feel threatened and let out a piteous magical howl, jarring the psyche of any within 30'. Those effected by the scream must save vs. magic or be cursed with a powerful Doom, that can only be removed by the appropriate cleric spell. While Doomed a character will suffer maximum damage from any attack that hits them.

G. Laboratory

Appearance:	This large suite looks out onto the swamp from a myriad of windows, all covered in scraps of heavy cloth. Numerous stacks of paper and poorly constructed bookshelves sagging with ancient volumes fill the room, while several jury rigged tables are covered with alchemical equipment and a filthy nest of blankets fills one corner.
Smell:	A reek of alchemicals barely covers rank body odor.
Lighting:	Several oil lamps burn in this cabin and light filters through the heavy mismatched curtains of the windows during the day.
Traps:	Nest of Blades – save v. paralysis or die is attempting to enter doorway to '2'.
Treasure:	Spellbook, Alchemical Equipment – 400 GP
Inhabitants:	The Botanist (see addendum), 2 Mandrakes (3+3 HD)

The stench of chemicals and unwashed flesh fill this room like a fog. A single light wooden door, locked with an internal padlock but easy to break down leads into the hallway to **Area E**. This cabin is the lair and laboratory of the Botanist, a mad wizard who has specialized on plants, specifically the perfection of his Mandrake allies into an unstoppable army.

The cabin itself is a dingy hodge-podge of living quarters and alchemical laboratory. The **Botanist** constructed the various fixtures of his laboratory from collected parts of the Anubis. If undisturbed the Botanist will be working furiously on alchemical experiments in this room, while his Mandrake body guards loiter near the windows drinking in sunlight. The Botanist is a 5th level magic user detailed in the **New Wizard** addendum.

The Botanist is a relatively weak wizard and wishes to remain unknown, as well as to gain power. He is on the edge of experimental success raising Screaming Mandrakes so is currently reluctant to battle organized groups of adventurers, preferring to buy them off (he'll offer the mirror in **Area E**), give them leads on nearby ruins or enlist them to fetch valuable botanical specimens on his behalf. If forced to the Botanist will flee to rally Mandrake allies from their groves and dells.

The **Botanist's Spellbook** (see addendum) sits among his filthy bedding, it is a stack of boards with spells interspersed with the Botanist's lunatic maunderings, likely to drive any reader mad. The **alchemical equipment** scattered about the room is also valuable, worth 400 GP.

The Botanist

MU 5 (16HP), AC 4*, ATK 1(whip), DAM 1D6+2** MV 40', SV MU5, ML 8

* The Botanist is immune to poison ** Whip will entangle, preventing its victim from acting during the next round. *Spells: sleep, light, levitate, stinking cloud, phantasmal force*

Mandrake x2

HD 3+3 (25, 20 HP)* AC 5, ATK 2** (lash x2), DAM 1D8/1D8 MV 40', SV F4, ML 10

* Mandrakes take ½ damage from blunt weapons and reduce all damage by 1 point. ** Mandrakes are psychic and so immune to surprise and gain +1 to initiative.

H. Pilot House

Appearance:	The upper deck of the Anubis is largely above the shadowy foliage of the fens and provides a sunbaked expanse that has allowed the growth of a dense forest of massive stemmed orange and red leaved plants. An open hatch in the deck leads down to Area E , while a rickety door enters the gilded pilothouse proper.
Smell:	Sun bleached wood and an acrid smell of sap.
Lighting:	Dazzlingly lit by the sun during the day and by the moon and stars at night.
Traps:	None
Treasure:	Holdfast Ring (Magical Ring)
Inhabitants:	10 Mandrakes (3+3 HD), Screaming Mandrake (4+4HD)

The Deck: Climbing through the hatch in **Area E** an adventurer will emerge onto a sun blasted upper deck of the Anubis. A pilothouse covered in peeling gold and black paint stands on the deck, its interior shadowed with a flimsy door hanging on its Southern wall. The Anubis' smokestack still towers above the deck, a pillar of black iron topped with a sooty crown.

The deck before the stack is covered with a small forest of thick trunked plants, each topped with a shock of fleshy orange and red leaves. This forest is a small tribe of Mandrakes, basking in the sun. If disturbed they will likely attack, and after a few minutes several will begin to move towards the party to investigate or attack based on the party's intentions.

Mandrake x10

HD 3+3* (16 HP each) AC 5, ATK 2** (lash x2), DAM 1D8/1D8 MV 40', SV F4, ML 10

Screaming Mandrake

HD 4+4* (28 HP) AC 4, ATK 2**/** (lash x2), DAM 1D8/1D8 MV 40', SV F4, ML 10

* Mandrakes take ½ damage from blunt weapons and reduce all damage by 1 point. ** Mandrakes are psychic and so immune to surprise and gain +1 to initiative. *** May wait for one round and curse all within 30' to Save vs. Spells or suffer maximum damage from the next attack.

The Pilothouse: The Pilothouse of the Anubis is dark and close, under a roof of loose red tile, with decorative posts covered in flaking gilt and carved into the shape of palm trees at its corners. Within the pilothouse the walls are covered in brass instruments and rotting charts of the fens, stained into unreadability. Immediately notable upon entering the pilothouse is a desiccated body in a braided uniform, standing upright and clutching the Anubis' wheel. This is the corpse of the vessels captain and his strange posture is the result of a magical ring he wears. The ring can easily be removed from the captain's corpse as he was never submerged in the Fen's waters and died of a heart attack strike while trying to save the ship.

Holdfast Ring: The wearer of this ring cannot release an inanimate object against her will. This ability gives the wearer a climbing skill (as a thief) with a 3 in 6 chance of success and grants and automatic saving throw against falling (Save vs. Paralysis) when any object that could the wearer could grab onto to avoid the fall is available. The ring does not aid in grappling or combat, as it has no effect on living creatures.

WANDER ING MONSTER TABLES

D8	FEN ENCOUNTER TABLE - Encounters in the Immediate Vicinity of the Anubis
1	Hunters (9) – Three canoes of leather clad hunters from a nearby settlement. They are unlikely to be hostile, offer to sell the party fish, frogs and moss hog meat and will report the party to the Witch Queen’s agents when they return to their village. They know the age of the wreck, but will warn the party off based on the native taboo against wreck salvage. “Steer clear or you’ll be dining old Boney Claws”. Hunters : (9) HD 1+1, AC 7, ATK 1 (javelin or axe), DAM 1D6(ranged)/1D8(melee), SV F1, MV 40’, ML 4. <i>Fringed leather and Bone armor (AC 7), Javelins x6, Battle Axe, 1D4 trade coins (GP). 3 bark canoes, fish, meat hides and frogs, signal drum.</i>
2	Moss Hogs (3D10) Docile grey green beasts with symbiotic red ferns on their backs. If frightened the ferns will produce a cloud of stinging spores. Moss Hog: HD 1-1, AC 7, ATK 1* (bite), DAM 1D6, SV F0, MV 40’/swim 40’, ML 6. *If attacked or startled a moss hog’s symbiote will produce a cloud of green spores that sting and irritate anyone within 20’ of the beast. Save vs. Poison each round or suffer -4 to attack as the spores cause the eyes and throat to swell until they are away with clean water (taking a turn).
3	Giant Catfish (1) A thorn toothed 800lb monster about 10’ long patrols the murky waters near the Anubis. It will grab the first pair of legs it sees in the water in its mouth and then swim for its lair in a deep channel. Giant Catfish: HD 8+3, AC 4, ATK 5* (Bite, Feelersx4), DAM 2D8/1d4x4, SV F4, MV swim 30’, ML 8.
4	Drumming – Distant drumming, perhaps from a village festival or band of The Fen Witches’ Ghost Drummers.
5	Mandrakes (1D6+2) Partially submerged in a sunny patch of water, these adult Mandrakes will appear as odd twisted plants with shocking blazes of orange and red atop a thick woody trunk. They will have surprise on a 5 in 6 if the party is unfamiliar with Mandrakes. On a friendly or neutral reaction the Mandrakes will simply be happy to leave the party alone. Mandrake: HD 3+3 AC 4* ATK2** DAM 1D8/1D8 SVF4 , MV 40’, ML 10 * ½ damage from blunt attacks and -1 damage from any attack. ** Cannot be surprised and gains +1 initiative
6	Distant Frogheemoth – A thrumming bellowing from miles away, the terrifying mating call of the bull Frogheemoth.
7	Leeches – A swarm of leeches drops from the trees or infests the water. 1D4 characters will be covered with the greenish brown things and will take 1 HP of damage from the bites. If allowed to feed the leeches will do an additional 1D4 HP over the course of an equal number of turns. Likewise if they are plucked or torn off the victim will take 1D4 HP of damage. Heat or fire will cause the foul creatures to drop off on their own.
8	Fen Wight – The corpse of a wretched traveler, striped of identity and possessions by the muddy embrace of the fens and then raised to hunt the living. The emaciated mud caked horror squats in the shade of the Anubis’ paddlewheel and will leap to suck the life out of any who approach, gaining surprise a 4 in 6 chance of surprise. Fen Wight : HD 3+1, AC 6, ATK 1* (grab), DAM 1D6**, SV F4, MV 40’, ML 8. **Attack drains 1 level of life energy from targets.

D8	ANUBIS ENCOUNTER TABLE – Encounters aboard the Anubis
1	Strange Creaking – The distinct creaking of something moving across the warped decks of the Anubis.
2	Mandrakes (1d4+1) – A group of Mandrakes has climbed aboard from the swamp on some inscrutable errand. Mandrake: HD 3+3 AC 4* ATK2** DAM 1D8/1D8 SVF4 , MV 40', ML 10 * ½ damage from blunt attacks and -1 damage from any attack. ** Cannot be surprised and gains +1 initiative
3	Giant Ticks (2D6) – Another pack of scabrous ticks, creeping along the ceiling looking to surprise warm blooded creatures and feast on their blood. The ticks will gain surprise on a 3 in 6. Giant Tick: HD 2+4 (13 HP each), AC 3, ATK 1* (bite), DAM 1D4, MV 30', SV F1, ML 10 *After a successful attack a tick will latch on, automatically drain 1D6 HP every round thereafter.
4	Fen Wight (1) – The leathery hunched form of a fen wight looks unassuming, but these creatures are exceedingly deadly and cunning hunters. One has tracked the party aboard the Anubis and now stalks them through its rotten cabins. Fen Wight: HD 3+1, AC 6, ATK 1* (grab), DAM 1D6**, SV F4, MV 40', ML 8. **Attack drains 1 level of life energy from targets.
5	Parrots – The sound of speech in a nearby room, a chorus of harsh voices uttering nonsense phrases such as “Who’s a Beauty” and “Bring the Food”. Upon investigation this proves to be a small flock of 1D6+1 of red and gray parrots. Captured parrots are worth 10GP each as pets.
6	Weak Decking – With a resounding crash the rotten decking collapses either dropping a random character the deck below or burying him in falling debris. Testing the floor and ceiling before the party will warn of this condition and a successful Save vs. Petrification will allow the victim to leap back at the last moment.
7	The Botanist – The Botanist stumbling out of his laboratory, likely to check on his plants. Since he doesn’t have his Mandrake bodyguards with him reaction rolls will be a 2 point bonus. Unless the Botanist discovers that his plants have been destroyed, in which case he will attack. The Botanist (See New Wizard addendum).
8	Ghostly Music – The tinkling of a honkey-tonk piano and fiddle, wafting through the barrier between past and present. The music lacks a source and is a temporary magical effect caused by the tragedy of the Anubis’ wreck.

NEW MONSTERS

Mandrake

HD: 3+3
AC: 4
ATK: 2 (lash/lash)
DAM: (D8/D8)
SPECIAL ATTACK: Initiative/Surprise
SPECIAL DEFENSE: Damage Reduction
MOVE: 40'
SAVE: F3
MORALE: 10

Often mistaken for odd plants, Mandrakes are dangerous creatures, 6 to 7 feet tall and with a vegetable endurance that makes them deadly combatants. Adult mandrakes appear as a fleshy leafed plant with a Pachycaul or dense woody trunk. A Mandrake’s central trunk is surrounded by several smaller woody growths that it can use like tentacles for locomotion or attack. A Mandrake has no facial

features or distinguishable head, but is topped with a small raft of thick fleshy leaves, though the color of Mandrake foliage varies greatly, from black or red to vibrant greens.

Mandrakes live tribe groupings and are obviously sentient. The thoughts and motivations of the Mandrake are unknown and undoubtedly alien, as these creatures have no means of verbal communication. Their motivations are obscure, and a tribe of Mandrakes can swing from peaceful indifference to violent attack in a matter of moments seemingly without provocation.

Mandrake unpredictability can be explained however, as Mandrakes are psychics, able to read and know the minds of others. They find the minds of humans and most animal life very aggressive, wildly disorganized and rather annoying. As such the GM should base any modifiers to Mandrake reaction of the players' attitudes towards the Mandrakes, rather than the characters actions or expressed speech. Even if the in game negotiation remains respectful and calm, if some player is making jokes about walking roots or talking about attacking, the Mandrakes are likely to become aggressive.

In combat Mandrakes lash with their numerous ropey limbs, strangling, rending or slashing with incredible Strength (Str 18) and tough bark. Mandrakes vaguely tribal organization doesn't seem to lend them a great deal of strategic acumen, but they will act in an organized manner, protecting their wounded, targeting spell casters, using ambushes or hit and run flank attacks to their advantage. Mandrakes' vegetable nature and strange body plan allows them to conceal themselves in unlikely places. They can remain submerged for hours and are rapid climbers, moving without penalty through the canopy.

Special Attacks: Mandrakes are hard to spot in jungle, swamp or forest environments, remaining perfectly still and blending into their surroundings. Mandrake psychic powers also give them the ability to detect nearby creatures making them impossible to surprise and granting them a +1 to their own initiative and surprise rolls.

Special Defense: The fibrous body of Mandrakes and their lack of distinct internal organs makes them harder to injure than most opponents. Blunt weapons do ½ damage to Mandrakes and all other attacks do -1 damage.

Screaming Mandrake

HD: 4+4
AC: 4
ATK: 2 (lash/lash)
DAM: (D8/D8)
SPECIAL ATTACK: Scream
SPECIAL DEFENSE: Damage Reduction
MOVE: 40'
SAVE: F4
MORALE: 10

The Screaming Mandrake appears as a slightly larger Mandrake, but is (unless the Botanist's experiments remain undisturbed) rare sport with powerful psychic abilities.

Special Attack: While Screaming Mandrakes retain their mundane relative's ability to read minds and gain a +1 to initiative and immunity to surprise, as well as their natural ability to surprise opponents in the wilderness with a 3 in 6 chance, they also have a powerful scream attack.

At will a Screaming Mandrake may spend a round

producing an ear and mind shattering scream that will curse any non-mandrake who hears it within 30'. A save vs. spells will prevent the Mandrake's curse, but those affected by it will suffer increased susceptibility to attack. The next attack against a curse victim that hits will inflict maximum damage and any associated saving throw must be made at a 4 point penalty.

Special Defense: The fibrous body of Mandrakes and their lack of distinct internal organs makes them harder to injure than most opponents. Blunt weapons do ½ damage to Mandrakes and all other attacks do -1 damage.

NEW WIZARD - The Botanist

5th level Magic User

AC 4, HP 16

STR 10
INT 16
WIS 14 +1 save
DEX 14 +1 missile atk/-1 AC
CON 12
CHR 6

Equipment: Living Vine Armor (AC 5), Living Vine Whip (1D6+2 and entangles/reach), 10 Poisoned Darts (1D4+poison), **Spellbook** (see below), filthy brown leather robe, heavy rubberized boots.

Spells: 1st Level: Sleep, Light 2nd Level: Stinking Cloud, Levitate 3rd Level: Phantasmal Force

Special Abilities: Due to his mania and prolonged exposure to magical plants the botanist may speak to plants at will and is entirely immune to poisons.

Spellbook: The Botanist's Spellbook is a mass of insane ramblings carved onto heavy bark plates. It contains the following spells (1st level): Sleep, Light, Magic Missile, Unseen Servant, Floating Disc, Read Magic (2nd level) Stinking Cloud, Levitation, Wizard Lock, Scare (3rd level) Phantasmal Force

Reading the Spellbook is dangerous however as it also includes the Botanist's seductive ramblings and requires a Save vs. Spells to avoid contracting one of the following random wizardly obsessions (1D6) 1- A carnivorous diet (including refusal to drink potions etc.) 2- Unreasonable hatred of rodents. 3- Sense of wizardly entitlement, -1 to all reaction rolls 4- Fear Paralysis, must save vs. spells to flee 5- Assorted personality disorders, no future carousing roll can succeed and will end in a fight or imprisonment 6 – Mana Scabies, take up a random spell slot.

Notes on Wizard Insanity: the weapons/equipment carried by the Botanist are powered partially by his own insanity, and both his vine armor and whip will wither and die 1D4 weeks after taken from him.

Personality and History: The Botanist hails from the Emerald Jungles to the far South. Originally an adept of the Temple of Science he abandoned his god after far too much experimentation with mind-affecting fungus. The Botanist's visions led him to accept his calling as friend of plants and conqueror of the world. Soon the Botanist gave up society and began to focus on understanding and cultivating a friendship with the fierce Mandrake tribes of the jungle, while researching the esoteric arts. His monomania and growing power eventually forced him into exile and the Botanist moved North with several Mandrake companions. He has holed up in the wreck of the Anubis, helping his Mandrake allies grow in numbers and experimenting with grafts and cuttings to make their offspring more powerful.