

The Complete Vivimancer

by Gavin Norman





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Credits and Legal

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The Vivimancer

Requirements: None
Prime Requisite: INT
Hit Dice: 1d4

Vivimancers are specialized magic-users who study the arcane manipulation of life. They have a multitude of spells focussing on mutation, transformation and flesh warping. Vivimancers also have the ability to perform a number of laboratory procedures which effect the creation of new life-forms, either by cloning, vat growth or genetic manipulation. The building and maintenance of a laboratory to pursue their research is thus of great importance to many vivimancers.

Similar to other magic-users, vivimancers are limited in the armaments they are able to use. They are only proficient in the use of small weapons such as daggers and may not use any form of armour, including shields.

Also like other magic-users, vivimancers keep spell books that hold the formulae for spells written on their pages. A vivimancer can have any number of spells in a spell book, but can only memorize a limited number of spells each day. This number increases as a vivimancer increases in level.

Vivimancers can use all magic items that are described as being usable by magic-users, including scrolls of vivimantic spells.

Magical research: When a vivimancer reaches 9th level, he is able to create new spells and magic items as described in the *Labyrinth Lord* core rules (p. 126). Vivimancers are only able to research spells and magic items within their specialist area of biological manipulation. Many vivimantic magic items are described later in this book.

Apprentices: A vivimancer of 11th level who has built a stronghold or tower will attract 1d6 apprentice vivimancers of 1st to 3rd level who come to study under him.

House Rule

The *Labyrinth Lord* should consider whether vivimancer characters be allowed to use scrolls containing spells not on their spell list (e.g. standard magic-user spells). If this is allowed, it will clearly increase the power of the class to a significant degree.

One possible "middle way" is to allow vivimancers to cast spell scrolls of non-vivimantic spells, but with a 10% chance of failure per level of the spell being cast.

Whatever is decided, it is recommended that this be a two-way decision - that magic-users casting vivimancer spell scrolls be treated in the same manner.

Vivimancers in Basic and Advanced Games

The vivimancer class may be used as-is in basic games. In this case, all vivimancers will be humans. A basic spell list is given in Appendix III, as an alternative for groups who prefer spell-casters to have a more limited selection of spells.

In advanced games, human, elf, or half-elf characters may be vivimancers. Elf vivimancers may advance to a maximum of 11th level and half-elves to 10th level. Human vivimancers have no level limit.

Vivimancer Level Progression

Experience	Level	Hit Dice (1d4)	AC0*	Spells Per Day by Level									
				1	2	3	4	5	6	7	8	9	
0	1	1	19	1	-	-	-	-	-	-	-	-	
2,501	2	2	19	2	-	-	-	-	-	-	-	-	
5,001	3	3	19	2	1	-	-	-	-	-	-	-	
10,001	4	4	18	2	2	-	-	-	-	-	-	-	
20,001	5	5	18	2	2	1	-	-	-	-	-	-	
40,001	6	6	18	2	2	2	-	-	-	-	-	-	
80,001	7	7	18	3	2	2	1	-	-	-	-	-	
160,001	8	8	17	3	3	2	2	-	-	-	-	-	
310,001	9	9	17	3	3	3	2	1	-	-	-	-	
460,001	10	+1 hp only **	17	3	3	3	3	2	-	-	-	-	
610,001	11	+2 hp only **	16	4	3	3	3	2	1	-	-	-	
760,001	12	+3 hp only **	16	4	4	3	3	3	2	-	-	-	
910,001	13	+4 hp only **	15	4	4	4	3	3	2	1	-	-	
1,060,001	14	+5 hp only **	14	4	4	4	4	3	3	2	-	-	
1,210,001	15	+6 hp only **	14	5	4	4	4	4	3	2	1	-	
1,360,001	16	+7 hp only **	13	5	5	4	4	4	4	3	2	-	
1,510,001	17	+8 hp only **	13	5	5	5	4	4	4	4	3	1	
1,660,001	18	+9 hp only **	13	5	5	5	5	4	4	4	4	2	
1,810,001	19	+10 hp only **	12	6	5	5	5	5	4	4	4	3	
1,960,001	20	+11 hp only **	12	6	6	5	5	5	5	4	4	4	

* Modified attack roll needed to hit Armour Class 0.

** Hit point modifiers from constitution are ignored.

Vivimancer Saving Throw Progression

Level	Breath Attacks	Poison or Death	Petrify or Paralyse	Wands	Spells or Spell-like Devices
1-5	16	12	12	14	15
6-10	14	10	10	12	13
11-15	12	8	8	10	9
16-18	8	6	5	6	7
19+	7	5	4	5	5

Spell Notes

Laboratory Procedures

A number of vivimancer spells, for example the classic *clone* spell, take the form of long-duration laboratory procedures. Such spells require a specially equipped laboratory and a period of days or weeks to be spent at work.

The spell must be memorized and cast at the beginning of a laboratory procedure on the day of commencement. Once a laboratory procedure is under way, the caster must spend at least 6 hours per day in the lab, monitoring progress, making adjustments and performing magical workings. Only under unusual circumstances is it possible for a vivimancer to oversee more than two such procedures in parallel (requiring an exhausting 12 hours work per day). If the proper attention is not given to a procedure, it will fail.

Optionally, the caster may enlist the aid of other vivimancers (typically his apprentices) to help maintain a laboratory procedure. This allows the caster to attend to other business without aborting the procedure. A total of two experience levels of vivimancers is required per level of the laboratory spell to be maintained.

For example, a vivimancer casts *vats of regeneration*, a 5th level spell requiring 2d4 days of laboratory work. If the vivimancer cannot personally attend to the procedure during the whole of this period, it may be maintained by other vivimancers whose experience levels total 10 or more. Five 2nd level apprentices could, for instance, be assigned to this task.

Laboratory Construction and Maintenance

A laboratory must be furnished and stocked with a bewildering array of experimental equipment, texts and chemical compounds. The quality and scope of the equipment required increases with the level of the spell to be cast; thus a laboratory is rated in terms of the maximum spell level it is capable of supporting. More extensive laboratories are more costly to set up and maintain, and require a larger physical area. As a guideline, the Labyrinth Lord should work from a base figure of 1,000gp plus a 15' square area of space per spell level. This is the cost to establish (or expand) a laboratory. The laboratory also entails ongoing maintenance costs of 10gp per month per spell level. This is in addition to the costs specified by individual spells.

The exact nature of the laboratory and the equipment it contains required is left to the Labyrinth Lord to determine.

Design Note

When considering the vivimantic laboratory procedures, I saw two main possibilities. The first was to devote a separate section of the book completely to these procedures, describing them as a new type of magical working, separate to the standard spell progression. The second possibility (for which I eventually decided) was to formulate them as normal spells requiring a laboratory and the expenditure of time or monetary resources.

The decision to integrate them into the standard spell list was largely out of a desire to keep things simple by not introducing a new rules sub-system.

The traditional system of magic-user spells already contains magical workings with extended casting times (e.g. *summon familiar*), requiring monetary expenditure (e.g. *instant summons*), or necessitating the use of a laboratory (e.g. *clone*). These new spells are no different.

Experimental Subjects

Many vivimancers, at some point in their career, undertake experiments involving living organisms – humans, humanoids, animals, plants or fungi. If such subjects are to be of use for experimental procedures, they must be kept alive (vivimancers have no expertise with the various states of death or undeath). Thus a suitable environment and nourishment must be provided for the sustenance of any life-forms in the vivimancer's care.

The table below provides a guideline for the cost of feeding and caring for creatures and the amount of space they require. Both factors are based on the Hit Die rating of the creatures being kept. Note that it is assumed that any plant or fungal life-forms a vivimancer keeps are of the “monstrous” variety with a Hit Die rating and various special abilities. Such beings will require specialised forms of nourishment in addition to normal soil and water.

The vivimancer may choose (or be forced by circumstance) to keep his subjects in less than suitable conditions. This reduces the upkeep cost and the space requirements, but poor conditions also increase the risk of subjects developing unwanted diseases. A diseased creature must make a saving throw versus death each day or expire. The vivimancer may employ magic or medicine to cure diseased creatures, but it is assumed that they will otherwise not recover naturally without external aid. Diseased subjects must also be moved into isolation, otherwise the risk of others of the same species contracting a disease increases tenfold.

The Labyrinth Lord and player may, if desired, describe the exact nature of the conditions under which experimental subjects are kept, the type of nourishment they require, where these supplies are acquired from and so forth. Likewise, the nature and effects of any diseases contracted may be described in further detail.

Note that these costs do not apply to creatures that are currently undergoing a laboratory procedure (such as the various *clone* or *vat* spells). During such procedures, the creature is assumed to be nourished by the magical energies and unusual fluids and plasms which surround it.

Quality	Daily Cost per HD	Area per HD	Daily Chance of Disease
Wretched	2cp	3' sq.	5%
Poor	5cp	5' sq.	2%
Average	1sp	10' sq.	1%

Tissue Samples

Some vivimancer spells require a small sample of tissue from the life-form to be affected. Only living tissue is suitable for these spells; samples of blood, flesh, skin, organs, etc. Tissue such as that from bones, shells, hair and so on is not suitable for this purpose.

Unless preserved in some manner (for example, the 2nd level *ward against decay* spell), tissue samples typically lose their potency within 1d6 weeks.

Saves Versus Polymorph

Many vivimancer spells specify a saving throw versus polymorph. This is handled using the saving throw value for “petrify / paralyse”.

Spell List

1st level

1. Bind familiar
2. Blood rupture
3. Bonewarp
4. Creeping homunculus
5. Detect poison
6. Echo location
7. Edibility (reversible)
8. Elasticity
9. Entangle
10. Flesh pocket
11. Flesh shape
12. Hormone control
13. Hyperolfaction
14. Jump
15. Meld flesh
16. Muscle control
17. Mutate breed
18. Natural weaponry
19. Ooze
20. Pheromone surge
21. Read magic
22. Reptilian metabolism
23. Scentlessness
24. Skein
25. Skin transformation
26. Sleep
27. Speak with animals
28. Spider climb
29. Spore cloud
30. Vitality surge

2nd level

1. Accelerated healing
2. Accelerated immune system
3. Accelerated metabolism
4. Adapt appendage
5. Arcane sight
6. Clone plant or animal
7. Decay (reversible)
8. Drone
9. Enlarge breed (reversible)
10. Face absorption
11. Fungal growth
12. Infravision
13. Insect messenger
14. Instinct
15. Leeching touch
16. Life energy protection
17. Nauseating stench
18. Neural surge (reversible)
19. Pair bonding
20. Polyvorousness
21. Psionic surge
22. Spider skein
23. Staunch blood flow
24. Symbiotic familiar
25. Transparency
26. Venom
27. Water breathing (reversible)
28. Warp wood
29. Web
30. Web walk

3rd level

1. Absorb equipment
2. Accelerated reproduction
3. Anthropomorphism (reversible)
4. Appendage growth
5. Cannibalize
6. Cannibal rage
7. Carapace
8. Chaos mind
9. Decode genome
10. Divide body
11. Feign death
12. Fluid absorption
13. Gelatinous transformation
14. Genetic location
15. Hibernate
16. Homing instinct
17. Insect swarm
18. Leech blast
19. Mutagen
20. Natural weaponry, improved
21. Neural encoding
22. Neutralize poison
23. Overgrow (reversible)
24. Paralysis
25. Repel vermin
26. Repulsive scent
27. Revert biology
28. Spying homunculus
29. Synaptic trigger
30. Vats of creation

4th level

1. Animate vegetation or fungus
2. Chimera I
3. Clone monster
4. Detach (reversible)
5. Fungal zombie
6. Hive mind
7. Hive sight
8. Immunity to disease
9. Insanity
10. Mind slave
11. Plant metabolism
12. Plant symbiosis
13. Polymorph others
14. Polymorph self
15. Slime blast
16. Speak with plants and fungus
17. Spore blast
18. Swarm transformation
19. Wall of ooze
20. Weltmark

5th level

1. Animal growth
2. Anti-plant shell
3. Devolution
4. Divide mind
5. Immunity to poison
6. Nature's secrets
7. Psionic awakening
8. Regeneration
9. Transfer pregnancy
10. Vats of regeneration
11. Venomous blood
12. Wall of thorns

6th level

1. Anti-animal shell
2. Charm plants and fungus
3. Chimera II
4. Flesh blast
5. Impregnate
6. Life cycle
7. Organ transference
8. Repel wood
9. Synaptic reprogramming
10. Transformative pupation
11. Vats of reincarnation
12. Virus

7th level

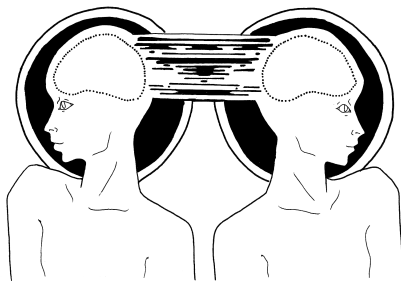
1. Genetic memory
2. Genetic spell encoding
3. Infestation
4. Instant adaptation
5. Mind mask
6. Parasitic implantation
7. Regeneration, greater
8. Replicate life-form
9. Spark of life
10. Vats of creation, greater
11. Wall of claws
12. Xenogamy

8th level

1. Chimera III
2. Clone
3. Explosive growth
4. Genetic conduit
5. Genetic resequencing
6. Mass devolution
7. Neural absorption
8. Organ transference, greater
9. Regenerative pupation
10. Shape change
11. Stabilize mutation
12. Survival of the fittest

9th level

1. Artificial intelligence
2. Cannibal holocaust
3. Clone self
4. Creeping doom
5. Dispersed mind
6. Extraordinary regeneration
7. Extinction
8. Genesis
9. Immortality
10. Mutagenic zone
11. Progeny
12. Temporal stasis



First Level Spells

Bind Familiar

Duration: See below

Range: Touch

Casting Time: 1-24 hours

Cost: 100gp

House Rule

One of the traditional effects of spells which grant a familiar is the gain of 2d4 hit points (2 Hit Dice). PCs often cast such spells purely out of a desire for greater survivability due to the hit point increase, rather than out of any real desire for a familiar.

Given the accessibility of such magic - 1st level and costing only 100gp - it is practically a must for any low-level magic-user to have a familiar as soon as possible. This can lead to a uniformity among PC magic-users and an (arguably) inappropriate increase in their combat survivability.

Labyrinth Lords who wish to avoid this situation may want to consider reducing or eliminating the hit point gain. The spell is quite powerful enough without this!

Of course, if the benefits of this spell are reduced, the risk (hit point loss if the familiar is killed) should likewise be tempered.

The same house rule should also apply to the 2nd level *sympiotic familiar*.

By casting this spell, the vivimancer implants her own genetic code into a normal animal, binding it to be her familiar. Only small animals, no bigger than a cat, can be affected by this spell. The creature to be bound must be taken into the caster's laboratory for the procedure, which lasts from 1 to 24 hours (at the Labyrinth Lord's discretion) and uses rare solvents, costing 100gp, into which a small portion of the vivimancer's own genetic matter is dissolved. This mixture is then fed to the animal, which undergoes a process of genetic combination, causing its physical features to mutate to partly resemble the caster's in some way. The procedure is dangerous, entailing a save versus death. Failure indicates that the animal perishes during the procedure. There is also a 2 in 6 chance of a mutation occurring (see Appendix II).

Once bound by this procedure, the familiar gains a supernatural intelligence. It is able to grant the caster access to its own senses and is able to communicate with the caster via a special shared language. In addition, a familiar is loyal and will follow orders until its death.

Familiars have AC 7 and 2d4 hit points. A familiar grants the caster additional hit points equal to its own maximum total when the two are within 120' of one another. However, if a familiar is slain, the vivimancer must subtract the familiar's maximum hit points from her own maximum, permanently. Following are some examples of the type of animals which may be typically bound by this spell, along with the enhanced senses which they possess.

Familiar	Senses Augmented
Bat	Hearing.
Cat	Hearing and night vision.
Hawk	Much improved distance vision.
Lizard	Improved smell.
Owl	Hearing, night vision.
Raven	Improved vision.
Toad	180-degree vision.
Weasel	Hearing, improved smell.

Blood Rupture

Duration: Instant

Range: 30'

This spell causes bleeding lacerations and sores to erupt in the flesh of up to one target per two levels of the caster (round up). Each target suffers 1d6 hit points' damage with a save versus spells indicating half damage.

Bonewarp

Duration: 1d6 rounds + 1 per level

Range: 20'

This cruel spell causes the bones of the targets to warp and bend into horrid and crippling shapes. It affects up to one target per two levels of the caster. Targets must save versus polymorph or suffer one of the following effects, at random. When the duration ends, the targets' bones return to their normal configuration.

1d6 Effect

- | | |
|---|---|
| 1 | Legs crippled. Target is unable to move normally, can only crawl (movement rate 10'/3'). No DEX bonus to AC, -2 to hit rolls. |
| 2 | Arms warp and become unusable. |
| 3 | Skull warps and contracts – save versus death or fall unconscious due to pressure on the brain. |
| 4 | Skull expands. Characters wearing a helmet suffer 1d6 damage. |
| 5 | Spine extends. Target suffers -2 to attack and +2 to AC, and has a 50% chance of falling over when moving. |
| 6 | Ribcage contracts, wracking the target with pain. Each round the target must save versus death or be stunned, unable to act. |
-

Creeping

Homunculus

Duration: 6 turns, +1 turn per level

Range: 60'

Over the course of 1d6 rounds, a miniature (1' tall), naked replica of the caster emerges from her flesh. The tiny being can be telepathically controlled by the caster, but is unable to make any actions of its own accord. The homunculus has 1 hit point, AC 9, and a movement rate of 30' (10'). It cannot attack, but can be directed to carry or move objects, explore, or perform mundane tasks. It can carry up to 20 pounds or drag up to 40.

Controlling the homunculus requires only minimal concentration from the caster, who is able to act as normal. It is important to note that the caster receives no telepathic feedback from the homunculus and must thus be able to see it in order to control it.

If the homunculus moves beyond the specified range, or in any case when the duration expires, it melts into a small pool of blood.

Detect Poison

Duration: 1 turn per level

Range: 10'

This spell enables the caster to detect whether objects or creatures are venomous. The presence of natural, artificial, and magical poisons can all be detected, and the caster has a 5% chance per level of detecting the exact type of poison present. Analysis of a target takes one turn.

Echo Location

Duration: 1 hour per level

Range: Touch

This spell grants the target the ability to sense its surroundings by means of echo location in a similar manner to that used by bats. The target's vocal cords are modified to be able to emit high-pitched sonic bursts in the ultrasound spectrum, while its auditory organs are modified to be able to pick up and interpret the reflections of the produced sound waves. Fine details and variations of colour – writing, for example – cannot be detected by this means.

While the spell lasts, the target can act completely normally in absolute darkness, even magically created. A *silence* spell effectively creates a blind spot for the character relying on *echo location*.

Note that this spell functions equally well underwater.

Edibility (reversible)

Duration: Permanent

Range: Touch

This spell transforms a quantity of inedible plant or animal matter into edible and nourishing food. Toxins and poisons in the affected material are rendered harmless, and non-nutritive or indigestible substances such as bark or grass become nourishing. A quantity of matter sufficient to feed one human for a day is transformed per level of the caster.

The reversed version of the spell, *inedibility*, renders normally edible food toxic. Anyone consuming food transformed by this spell must make a save versus poison or be afflicted by an illness of shaking and vomiting lasting for 1d6 days.

Elasticity

Duration: 1 turn per level

Range: Touch

The flesh, bones, and organs of the subject become flexible and elastic, gaining a rubbery consistency which allows them to stretch and bend at unusual angles. The subject can control her body's elasticity at will and is able to stretch her limbs up to three times their normal length. This flexibility of the flesh also reduces crushing or bludgeoning damage, including that due to falling, by half.

The subject's movement rate is, however, reduced by one-third, as the alteration of the bone structure makes locomotion somewhat more difficult.

Entangle

Duration: 1 turn

Range: 80'

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in a 40' diameter area or those that enter the designated area, holding them fast and causing them to become entangled. A creature may move half its normal movement if it succeeds in a saving throw versus spells.

The Labyrinth Lord may also allow this spell to animate other suitable organic materials such as cloth, rope, or even hair.

Flesh Pocket

Duration: 1 hour per level

Range: Touch

Upon casting this spell, the caster must touch a small object against the skin of the target. The spell causes the target's flesh to open and the object to be absorbed inside. An object no larger than 1 cubic foot can be absorbed. Once inside the target's body, the object is visible as a swelling of appropriate size, but cannot be directly identified. The absorbed object is surrounded by a protective layer which stops sharp objects from damaging the target.

At the end of the spell's duration, or at any time the caster or (willing) target wishes it, the object emerges from the target's flesh. An unwilling target is allowed a saving throw versus polymorph to resist the absorption but, if the save fails, is unable to will the implanted object to emerge before the spell's duration ends.

Flesh Shape

Duration: 1 turn per level

Range: Touch

The subject's body morphs over the course of 1d6 rounds into a new form chosen by the caster. Mimicry of a specific individual is possible, but with at most 75% accuracy. The following features may be changed:

- Bodily dimensions (height, weight, girth, etc.) may be modified by up to 25% – either larger or smaller.
- The sex and apparent age of the target may be altered.
- Colouration of skin, hair, eyes, and so on may be freely changed.
- Length, thickness, and other qualities of hair (on the head, face, or body) may be altered.
- Facial features may be modified in any way.

A higher level vivimancer may, if she wishes, change the subject's form up to one additional time per 3 levels during the spell's duration. The caster must be able to touch the subject again in order to do this. An unwilling target may make a saving throw versus polymorph to resist this spell.

Hormone Control

Duration: 1 turn per level

Range: Touch

The subject gains the ability to increase or suppress the production of various hormones in its body. One of the following effects may be activated at any one time.

- Adrenaline surge, granting a bonus of +1 to attack rolls and saving throws.
- Adrenaline suppression, granting immunity to fear effects.
- Pain suppression, granting an additional 1d4 temporary hit points. These are lost when the spell expires or when a different hormonal effect is activated.

The subject may change freely between effects during the spell's duration, each change requiring one round.

Hyperolfaction

Duration: 1 turn per level

Range: Touch

The target's senses of smell and taste are enhanced by an order of magnitude, enabling the detection of subtle scents beyond the normal human range of perception. While under the spell's effects, the target is able to perform various feats of perception similar to those of which highly trained dogs are capable. The target can unfailingly follow fresh scent tracks or identify the presence of a familiar scent on objects or in a location. Scents which are older than an hour require a successful WIS roll on 1d20, with a -1 penalty per hour which has passed.

If the target has knowledge of poisons, botanical extracts, or the like, her chance to identify the presence of unusual compounds is doubled.

The spell has a single downside: the target's sense of smell is so enhanced that she automatically fails any saving throws against scent-based attacks (such as a troglodyte's stench or the *nauseating stench* spell).

Jump

Duration: 1 turn

Range: Touch

The subject's legs develop a springing capability similar to that of a cricket, allowing leaps straight up 10', backwards 10', or forwards 30'. The apex of the leap is 2' for every 10' sprung forwards. When the spell is cast, the subject may leap once at any point during the duration and an additional time per three levels of the caster (twice at 4th level, three times at 7th level, four times at 10th level, etc.). Note that the duration of the spell is the same no matter how many leaps are possible.

Meld Flesh

Duration: 1 hour per level

Range: 60'

Two victims within 5' of each other are affected by a horrible magic of flesh melding – an exposed body part of each melds into the other, making the two targets inseparable while the spell lasts. Characters with no exposed body parts, such as those encased in full plate armour or wrapped completely in cloth, cannot be targeted by this spell. Otherwise, the areas of exposed flesh which are most accessible are attracted together and meld. The targets are allowed a saving throw versus spells to avoid this effect.

Once melded, the two victims' mobility is greatly reduced. The melded flesh can be cut apart, typically causing 1d4 points of damage to both subjects, or can be undone with *dispel magic*. Otherwise, at the end of the spell's duration the melded body parts separate naturally.

Higher level vivimancers can meld more targets with a single use of this spell. One additional victim can be included for every three levels of the caster beyond 1st (three victims at 4th level, four at 7th level, and so on). The additional victims must all be within 5' of one other.

Muscle Control

Duration: 1d4 rounds, +1 round per level

Range: 60'

This spell allows the caster to attempt to control the muscles of creatures within range, causing them to perform whatever actions she desires. Each round of the spell's duration, the caster can attempt to control a single limb of any target within range. The target gains a saving throw versus spells to resist the forced movement, but if the save fails the vivimancer gains complete control of the chosen limb for the round. Thus weapons or shields may be dropped, arms made to attack, legs made to trip, and so on. Any attacks or other actions made with a controlled limb suffer a -2 penalty due to the lack of perfect precision with which they can be guided. Note that if a controlled limb is used to attack its owner, normal to-hit and damage rolls are still required.

Mutate Breed

Duration: Permanent

Range: Touch

Casting Time: 4 hours

Often used in combination with the 3rd level *accelerated reproduction*, this spell allows the vivimancer to increase the rate of mutation in a breeding pool of creatures. Up to 2d4 creatures of the same species are affected. The creatures may be plants, fungi, or animals, but must be of non-human intelligence. Creatures of a magical nature cannot be affected.

The spell takes 4 hours to cast. Once completed, any of the affected creatures which breed will produce mutant offspring. A roll on the appropriate table in Appendix II should be made to determine the nature of the mutation possessed by each offspring. Such mutations are inherited by any further generations.

Natural Weaponry

Duration: 6 turns

Range: 0

The vivimancer's body develops bestial weaponry, such as spines, claws, talons, horns, fangs, or mandibles, usable in hand-to-hand combat. The caster is able to make three unarmed attacks per round with the newly developed weaponry, each attack inflicting 1d4 damage.

Ooze

Duration: 3 rounds, +1 round per level

Range: 60'

The *ooze* spell produces a thin layer of oily slime which covers either an area or an object. If used to affect an area, up to 20' square may be affected. Otherwise, the spell affects a single object of up to roughly the size of a human.

Creatures moving into or through an area covered with *ooze* must save versus spells or slip over. Creatures who make the saving throw may choose to either remain immobile or to safely exit the area.

Creatures attempting to use an ooze-covered item must likewise make a saving throw versus spells with failure indicating that the item is dropped. If the spell is cast upon an item which is already held by a creature, the target is allowed a saving throw versus spells to completely nullify the effect.

Pheromone Surge

Duration: 1d6 hours + 1 per level

Range: 30'

This spell causes a wave of magically produced pheromones to assail the chosen target, provoking an overwhelming sexual attraction. The target may make a saving throw versus poison to avoid the effects. If the save fails, the attraction lasts for the duration of the spell. Essentially, for this period, the caster becomes irresistibly attractive in the eyes of the target, who will do anything they can to get up close and intimate with the caster.

The spell is effective against any creature, even targets who would not normally regard the caster as a potential mate.

Read Magic

Duration: 1 turn

Range: 30'

By means of *read magic*, the vivimancer can decipher magical inscriptions on objects, books, scrolls, weapons, and the like that would otherwise be unintelligible. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the caster has read the magical inscription, she thereafter is able to read that particular writing without recourse to the use of *read magic*. All spell books are written such that only the character who owns the book can decipher it without the use of this spell.

Reptilian Metabolism

Duration: 3 days, +1 day per level

Range: Touch

This spell modifies the metabolism of a single mammalian creature (including humans and demi-humans) causing them to metabolise like a reptile for the duration. A creature affected by this spell can survive with one-tenth of its normal food requirements and, unless in a state of starvation before the spell was cast, suffers no ill effects from not eating at all. However, the target becomes far more susceptible to temperature, suffering a -1 penalty to attacks when in a cool environment and a -4 penalty to saves versus cold.

Scentlessness

Duration: 1 turn per level

Range: Touch

The target's body and all items on its person are shielded by a magical anti-scent mask, making the target completely undetectable to the olfactory senses of others. As the target is rendered completely scentless, even creatures with incredibly powerful olfactory capability (including those under the effects of *hyperolfaction*) cannot detect or track the target.

Skein

Duration: 1 hour per level

Range: 30'

A glossy, almost transparent thread of spider-like silk emerges from the flesh in the palm of the caster's hand. The thread is typically used to mark a traversed route, and can be unravelled for up to 200' per level of the caster, or until she wishes the spell to end. The skein created is as strong as thin copper wire – it can be deliberately cut or broken without much difficulty, but is unlikely to break without interference. If the skein is used to support weight, it can carry only 5lbs before breaking. At the end of the spell's duration, or at any time the caster wishes, the skein vanishes.

Skin Transformation

Duration: 6 turns

Range: Touch

The target's skin undergoes a rapid mutation and gains one of the following features, chosen as the spell is cast:

Camouflage: The target's skin gains the ability to change colour to match its surroundings. The camouflage takes several rounds to adapt to a new situation and is only effective for areas of the target's skin which are exposed (i.e. not covered with armour or clothing). If sufficient skin is exposed, a silent and immobile camouflaged creature has a 5 in 6 chance of remaining unnoticed.

Protection: The target's skin becomes hard and scaly, granting a natural Armour Class of 5 (modified by DEX). Characters already wearing chain mail or better armour gain a +1 AC bonus from the extra protection granted by their scaly skin.

Spines: A mass of sharp spines or thorns emerge from the target's skin. The spines will rip through the target's clothing (armour prevents them from emerging). Any creature using natural weapons or a very short weapon such as a dagger suffers the risk of being stabbed by the spines when attacking the target. The spine-covered target may, in this situation, make an attack roll in return. If successful, the attacker suffers 1d6 damage from the spines.

Sleep

Duration: 4d4 turns

Range: 240'

A *sleep* spell causes a magical slumber to come upon creatures with 4+1 Hit Dice or fewer. The caster may only affect one creature if it has 4+1 HD, but the spell will otherwise affect up to 2d8 HD of creatures.

Calculate monsters with less than 1 HD as having 1 HD and monsters with a bonus to HD as having the flat amount. For example, a 3+2 HD monster would be calculated as having 3 HD. Hit Dice that are not sufficient to affect a creature are wasted. Creatures with the fewest Hit Dice are affected first.

Sleeping creatures are helpless and can be killed instantly with a blade weapon. Slapping or wounding awakens an affected creature, but normal noise does not. *Sleep* does not affect undead creatures.

House Rule

Although *sleep* does not, by default, specify that a saving throw is allowed to resist, this is a very common house rule. One of the most compelling reasons for this change is to reduce the possibility of a whole party of low-level PCs being put out of action by a single casting of this spell by a rival magic-user.

Speak with Animals

Duration: 6 turns

Range: 30'

The caster can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The caster can ask questions of, and receive answers from, one particular kind of animal, although the spell doesn't make it any more friendly or cooperative than normal. The type of animal is decided when the spell is cast. If an animal is friendly toward the caster, it may do some favour or service.

Spider Climb

Duration: 1 round, +1 per level

Range: Touch

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands and feet free and bare to climb in this manner. Any objects weighing fewer than 5 pounds cling to the spell recipient's hands. This spell may be used on another being (touch required) with no saving throw.

Spore Cloud

Duration: 2d6 rounds

Range: 60'

A cloud of sickly yellow mould spores erupts from a point within range, filling a 10' radius volume. All creatures in the affected area must make a saving throw versus poison or be overcome with coughing and choking, unable to attack, speak, or perform any action more complex than staggering or crawling at half movement. Upon emerging from the cloud, or once the spell's duration ends and the spore cloud dissipates, affected creatures regain the ability to act after 1d4 rounds.

Vitality Surge

Duration: 6 turns

Range: Touch

The subject gains an extra Hit Die, rolling to determine how many additional hit points are gained. If the subject is harmed, the damage is first subtracted from these additional hit points. The additional hit points remain until they have all been lost due to damage or until 6 turns have passed.



Second Level Spells

Accelerated Healing

Duration: 2 turns per level

Range: Touch

This spell enhances the natural healing process of the recipient's body, granting the ability to heal physical damage at a rate of 1 hit point per turn. If the subject's CON score is above 12, it also instantly regains a number of hit points equal to its CON bonus, as the spell is cast.

Creatures without a natural capacity for self-healing (undead or constructs, for example) gain no benefit from this spell.

Accelerated Immune System

Duration: 1 turn per level

Range: Touch

This spell enhances the functioning of the recipient's immune response, granting +4 to saving throws versus diseases. If the recipient is already suffering from a disease, he gains a new saving throw immediately, including the +4 bonus.

Creatures without an immune system (undead or constructs, for example) gain no benefit from this spell.

Accelerated Metabolism

Duration: 1 turn per level

Range: Touch

This spell enhances the metabolic rate of the recipient. The target's increased metabolism enables the quick flushing of toxins from the system, granting a +4 bonus against poison saves and a new saving throw against any existing poisons (including the +4 bonus).

The target burns energy at such a heightened rate that it is ravenously hungry when the spell's duration ends.

Creatures without a metabolism (undead or constructs, for example) gain no benefit from this spell.

Adapt Appendage

Duration: 1 turn per level

Range: Touch

Upon casting this spell, one of the target's appendages mutates into a tool of the caster's design. Fingers, toes, hands, feet, ears, nose, whole arms or legs, and so on may be affected. The chosen appendage can be morphed into a biological version of any normal tool, for example, lock picks, hammers, crowbars, shovels, etc. Even weapons may be produced – inflicting up to 1d8 damage. The mutated appendage functions as well as a typical example of the mimicked tool, gaining bony hardness, gristly flexibility, or whatever other qualities are required.

As the tool is an intrinsic part of the target's body, it can be used with unusual precision, granting a +1 or +5% bonus to any rolls involved.

Arcane Sight

Duration: 1 turn per level

Range: 60'

The caster's optic system is enhanced to be able to detect the subtle radiations of magic. All enchanted items, creatures, places, or other things within range become visible to the caster, highlighted with a coloured haze.

The Labyrinth Lord may optionally allow this spell to also reveal additional details about magic forces detected – their age, type of enchantment, intensity, etc.

Clone Plant or Animal

Duration: Permanent

Range: Touch

Casting Time: 2d6 weeks

A vivimancer with knowledge of this spell is able to magically clone any normal plant, animal, or fungus of less than one Hit Die. Creatures of one Hit Die or greater require the use of the 4th level *clone monster*. Beings of human-level intelligence cannot be cloned – this requires the use of the 8th level *clone* spell.

A small sample of tissue from the original life-form is required. To create the duplicate, the tissue sample must be grown in a laboratory for 2d6 weeks. Over this time, an exact replica of the original specimen grows to full maturity. Once the process is complete, the clone exists as a fully independent individual.

There is a 10% chance of something going awry with the procedure. In this case, there is an equal probability of the clone dying, being mutated (roll on the tables in Appendix II), or exhibiting an extreme behavioural aberration, typically resulting in a violent and dangerous creature.

Life-forms with magical properties may be cloned at the Labyrinth Lord's discretion. This may entail an increased chance of failure or additional requirements for the process (time, money, unusual ingredients).

Decay (reversible)

Duration: Permanent

Range: 60'

Affecting a single dead body within range, this spell provokes the growth of insect larvae and mould spores to infest and devour the target. The targeted corpse is eaten away to bones within one round, leaving a writhing mass of maggots and fungus. A body so affected cannot be restored to life by the clerical *raise dead*. The corpse of a creature of up to one Hit Die per level of the caster may be affected.

The spell can also be used against corporeal undead such as zombies or ghouls. In this case, the target suffers 1d6 damage per level of the vivimancer unless a saving throw versus spells succeeds.

The reverse of this spell, *ward against decay*, indefinitely protects a single tissue sample or corpse from the natural processes of decay and deterioration.

Drone

Duration: Special

Range: 120'

Design Note

The *drone* spell is a slightly weaker version of the standard *charm person*, being 2nd level (as opposed to 1st) and causing a noticeable alteration in the target's behaviour.

This weakening of the spell was intentional, emphasising the fact that enchantment is not an area of expertise of the the vivimancer class.

Mimicking the organisational structure of hive insects, this spell causes a single humanoid creature to become a bound drone of the caster. The spell does not enable the caster to control the drone as if it was an automaton, but it perceives the caster's words and actions in the most favourable way. The subject can be given orders, but actions it wouldn't ordinarily do based on its nature or alignment may be abstained from. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the caster or his apparent allies that threatens the drone breaks the spell. When not in the caster's presence or carrying out his direct instructions, the drone takes on an odd, mindless manner.

The caster must have some means of communicating with the drone – telepathy or magical comprehension are not granted.

The target gains a saving throw against the effects of the spell when it is cast and then at intervals depending on its intelligence. An INT score of 3-8 grants a new save once every month. An INT of 9-12 grants a new save each week, and 13-18 grants a new save once every day. Otherwise, *drone* can be negated by the spell *dispel magic*. This spell has no effect on non-living or magical beings, or humanoids with greater than 4 Hit Dice.

Enlarge Breed (reversible)

Duration: Permanent

Range: Touch

Casting Time: 4 hours

Cost: 100gp

Often used in combination with the 3rd level *accelerated reproduction*, this spell increases the size of the eventual offspring of up to 2d4 target plants, fungi, or animals of non-human intelligence. Creatures of a magical nature cannot be affected.

The spell takes 4 hours to cast and requires the use of various solvents and reagents costing a total of 100gp. At the end of the procedure, the player should roll 2d6, modified by his WIS (as per the magical saving throw modifier, LL p.7). The following table indicates how much the affected creatures' offspring will be enlarged. In general, every time a species increases in size by 50%, its Hit Dice increase by one and the damage inflicted by its attacks increases by one die type (1d4 to 1d6, 1d6 to 1d8, and so on).

The reverse of this spell, *miniaturize breed*, causes the offspring of the target creatures to be smaller by the same percentage.

2d6	Result
2 or less	Creatures become sterile, unable to breed.
3 - 4	Next generation 10% larger.
5 - 9	Next generation 25% larger.
10 - 11	Next generation 50% larger.
12 or more	Next generation 100% larger (double size).

Face Absorption

Duration: 3d6 hours + 1
per level

Range: Touch

Touching the face of humanoid target, the caster's own face warps and melds into an exact replica of the target's visage. The spell may be used on a recently deceased corpse (up to 1 day old) or a living creature. Living victims are allowed a saving throw versus spells to resist. The effect on the target of the spell is somewhat unpredictable, requiring a roll on the following table.

1d6 Effect on Target	
1	The face of the victim is “erased”, becoming a warped and unrecognisable lump of flesh. Note that a living target is still able to breathe, see, speak, and so on.
2	A face swap takes place – the target's face becomes a perfect replica of the vivimancer's.
3	The target's face is unaltered, but becomes locked into a state of mimicry of the motions of the vivimancer's face. Thus, whatever expression the vivimancer displays is mirrored on the face of the target. Even speech is duplicated.
4	The target's face is unaltered, but is wracked with hideous contortions, spasms, and shuddering, making communication difficult.
5	The process of absorption lacerates and tears the victim's face, resulting in a gruesome, bloody mess. This is extremely painful for a living target and causes 1d3 hit points' damage. This damage is healed at the end of the spell's duration.
6	The target's face is warped by the process with the various facial features being rearranged in a grotesque manner.

At the end of the duration, the faces of both caster and the victim morph back into their normal form over a period of 1d6 rounds.

Fungal Growth

Duration: Permanent

Range: 60'

A patch of vivid mutant fungus erupts in a 10' diameter area as indicated by the caster. The conjured fungal growth is formed of a wide variety of species of mushrooms and moulds, of diverse form and colour. Contained within the patch is a single monstrous fungus, of a type randomly determined on the following chart. All fungi listed have 3 Hit Dice, Armour Class 7, and are immobile.

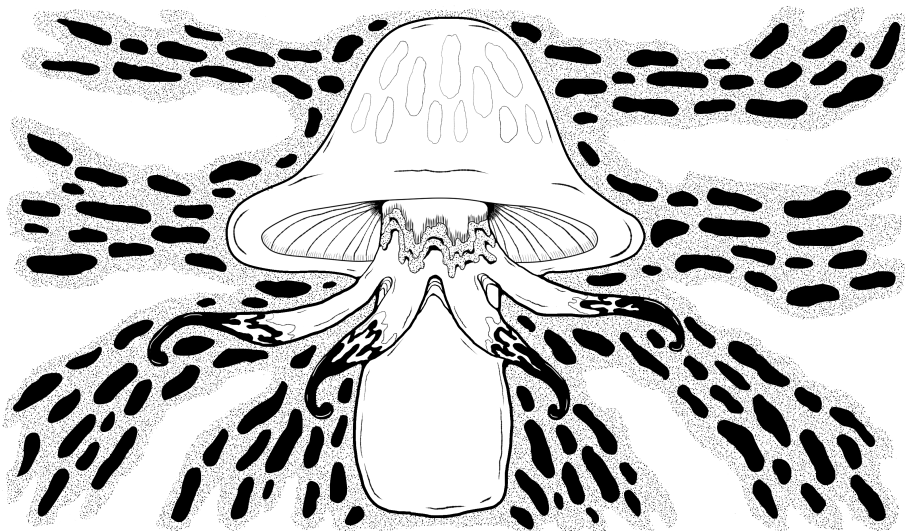
1d4 Fungus Type	
1	Giant death cap.
2	Monstrous fly agaric.
3	Shrieker.
4	Violet fungus.

Giant death cap: Pale greenish mushrooms which grow up to 6' in height. They are immobile and have no form of attack, but emanate a sinister charm which entices creatures coming within 30' to approach the fungus and eat of their flesh. A saving throw versus spells is allowed to resist the charm. The mushrooms' flesh contains a potent poison, causing death within 1d6 rounds unless a successful saving throw is made.

Monstrous fly agaric: The "toadstools" of folklore, these giant red and white spotted fungi stand up to 6' tall. While they have no form of direct attack, they present two dangers to adventurers. Firstly, they are typically host to a seething swarm of flies and maggots (see the Insect Swarm monster in *Labyrinth Lord*, p.83). Secondly, anyone coming within 5' of a monstrous fly agaric is subject to the hallucinogenic influence of the mushroom's spores. This causes targets to be overcome by a subconscious urge, as per the 2nd level *instinct* spell. A saving throw against this effect is allowed, as per the spell. Targets failing their save are subject to a randomly determined instinct.

Shrieker: A shrieker is a stationary fungus, resembling a large mushroom, that emits a loud noise to attract prey or when disturbed. Shriekers live in dark, subterranean places and come in of shades of purple. The shrieker will emit its scream if it senses movement within 30' or light comes within 60'. The scream persists for 1d3 rounds. For every round a shrieker is screaming, there is a 50% probability that it has caught the attention of a wandering monster. Wandering monsters will arrive on the scene within 2d6 rounds.

Violet fungus: Violet fungi are 4' to 7' tall, resemble shriekers, and are often found growing among them. A violet fungus' colouration ranges from purple overall to dull grey or violet covered with purple spots. A violet fungus flails about with its 1d4 tentacles at living creatures that come within its reach of 1' to 4' per tentacle. The tentacles ooze a rot-inducing slime, causing a victim to save versus poison or, after one round, rot into a corpse. If the spell *cure disease* is cast on the round immediately after the attack, the effect is avoided.



Infravision

Duration: 1 day

Range: Touch

The optic systems of the subject are enhanced so as to be able to detect subtle variations in temperature in addition to their usual light-sensing capability. The subject is thus able to see up to 60' in the dark with *infravision*.

Insect Messenger

Duration: 1 day per level

Range: 20'

The vivimancer charges a normal insect, arachnid, or swarm of such creatures with the task of delivering a message. The natural behaviour of the creatures is overridden, their neural structure being reprogrammed to perform the vivimancer's wishes. A short phrase (up to 100 words) spoken by the caster is encoded into the insects' primitive minds, to be reproduced upon reaching a specified person or location. The vivimancer must be familiar with the destination and must know how to reach it, at least in broad terms. The enchanted insects begin their mission immediately, moving at their normal movement rate, and instinctively knowing the way to their destination. When the goal is reached, the insects reproduce the vivimancer's message, either through sound (as a rasping imitation of the message, by means of fluttering wings and chattering mandibles) or motion (mimicking the forms of the words and letters which make up the message).

Once the message has been delivered or when the spell's duration comes to an end, the insects die.

Instinct

Duration: 1 round per level

Range: 60'

This spell unleashes a surge of frenzied instinct from the deep sub-conscious mind of targets within range. Up to one Hit Die of creatures may be affected per level of the caster. As the spell is cast, the vivimancer may choose to awaken one of the following instincts:

Feeding frenzy: The targets are overcome with a ravenous hunger and will consume any suitable food available.

Fight: Blood lust causes the targets to attack the closest creature with deadly force.

Flight: The targets flee, if possible, or become completely paranoid and defensive.

Mating instinct: The targets' senses are overwhelmed by sexual lust, which they will consummate in any conceivable manner.

While under the effects of this spell, affected creatures will defend themselves normally if attacked, but are otherwise completely overcome by the triggered instinct. A save versus spells is allowed to resist the instinct.

Leeching Touch

Duration: 1 round per level

Range: 0

Rows of tiny, suckered mouths emerge along the caster's palms and fingers, lending to his touch the ability to drain blood from those he touches. The magical leech suckers cause 1d6 hit points' damage per successful melee attack. After a successful attack, the caster has the option to attach his hand to the target, automatically draining a further 1d6 hit points per round until he chooses to let go or the target or caster is killed.

Every round of blood draining, including the initially successful attack, the caster gains one hit point. In this way, the caster is able to heal previous damage, but can also gain up to 6 hit points above his normal maximum. Hit points gained above the caster's normal maximum cause his body to bloat in a hideous manner due to engorgement with blood.

Any blood-borne poisons or diseases in a drained target will be transferred to the caster, who is allowed a saving throw as normal to resist the effect.

Life Energy Protection

Duration: 6 turns

Range: Touch

The target's life energy is augmented for the duration, granting a resistance to energy draining attacks. All forms of energy drain are counteracted, including the attacks of undead creatures and the *drain energy* spell. During the spell's duration, up to one level of energy drain per three levels of the caster can be resisted, having no effect whatsoever.

Nauseating Stench

Duration: 6 turns

Range: 30'

The pores of the vivimancer's skin are modified such that they exude an appalling stench for the duration. All creatures within range must save versus poison or suffer a -2 penalty to attack rolls due to the oppressive smell. The vivimancer himself is immune to the effects of the stench, as are those with no sense of smell or those who take preventative measures.

Neural Surge (reversible)

Duration: 6 turns

Range: Touch

The subject's synaptic impulses fire at an increased rate while under the effect of this spell, granting enhanced intelligence and reflexes. This has the effect of a temporary increase of 1d4 points to INT and DEX, to a maximum of 18. The subject also always wins initiative in combat, acting before others get a chance to. If group initiative is used, this means that the character affected by *neural surge* acts separately from the rest of the party.

Following the intense stimulation of a *neural surge*, the subject's mind is exhausted, causing a -1 penalty to attacks and saving throws until the subject sleeps for at least one hour.

The reverse of this spell, *neural dampening*, causes the target to lose 1d4 points of INT and DEX, and to always lose initiative. A save versus spells is allowed to resist this effect.

Pair Bonding

Duration: 1 day per level

Range: 30'

Activating the hormonal system of an intelligent being, this spell causes the target to fall madly in love with a second target of the vivimancer's choosing. Both targets must be within the range of the spell. The target is allowed to make a saving throw versus spells to resist. Note that the magic of this spell does not inspire a mutual infatuation, although it may be cast twice – once upon each target – in order to produce this effect.

At the Labyrinth Lord's discretion, species which have no instinct or tradition of pair bonding may be immune. Asexual creatures are not affected.

Polyvorousness

Duration: Permanent

Range: 30'

With this spell, the caster can alter the nature and dietary preferences of a single living creature. The targeted creature is allowed a saving throw versus polymorph to resist the effect.

A carnivorous creature targeted by this spell will lose any natural weapons such as teeth and claws, and become docile in nature, only using violence to defend itself. Males may grow horns which can be used to inflict 1d6 damage.

A herbivore, on the other hand, will develop the ripping teeth and claws of a meat eater, capable of inflicting 1d6 damage, taking on an aggressive predatory nature.

Creatures such as humans that are naturally omnivorous can be pushed to one extreme or the other, developing natural weaponry appropriate to a herbivore or carnivore.

Despite the radical transformation, the affected creature is completely able to subsist on its new dietary preferences, though it may not be able to continue to function normally in the social structure of its species (a herbivorous lion, for example, would have no place in its pride).

Polyvourousness may also be cast on a plant, causing it to lose its natural ability to photosynthesise and instead rely on consuming other plants or animals for sustenance. The affected plant will develop some means of trapping prey, perhaps similar to the jaws of a Venus flytrap. Likewise, a carnivorous plant may be turned docile by means of this spell.

Psionic Surge

Duration: 1 turn per level

Range: Touch

The target's mind is charged with a jolt of psychic energy, awakening latent psionic potential. The target gains the ability to use a randomly chosen psionic wild talent (see Appendix I) once during the spell's duration.

This spell has no effect on creatures of less than human intelligence or on targets which already possess psionic powers.

Spider Skein

Duration: 1 turn per level

Range: 0

When the vivimancer touches a surface, a sticky thread forms, connecting his hand to the surface touched. The vivimancer can cause the thread to extend to a maximum length of 100' per level and at a maximum rate of 60' per round. The skein is attached with incredible strength to the vivimancer's hand and to the surface touched. This spell is thus typically used to allow the vivimancer to descend safely from great heights. The spell does not confer the ability either to retract the skein or to climb up it again quickly. The caster may climb up the skein, but only at the normal rate of climbing.

The thread itself breaks if more than 300 pounds of weight are suspended from it, or it can be deliberately snapped by a creature with 18 or higher STR. The vivimancer can disconnect either end of the thread at will. When the spell's duration expires, the thread vanishes.

Staunch Blood Flow (reversible)

Duration: 1 round per level

Range: Touch

This spell causes the recipient's blood to flow less rapidly, making the effects of wounds less severe. The spell can instantly cure 1d4 hit points of damage from existing wounds and, while the duration lasts, any further wounds inflicted on the target by piercing or cutting attacks are reduced in severity by one hit point.

The reverse of this spell, *bleeding wounds*, causes the recipient's blood to flow more freely. This results in an instant loss of 1d4 hit points from any existing wounds and increases the damage of further wounds by one point while the duration lasts.



Symbiotic Familiar

Duration: Permanent

Range: 0

Casting Time: 1-24 hours

Cost: 100gp

This spell has two distinct uses.

Firstly, it can behave as a variation of the 1st level *bind familiar*, which, instead of binding a familiar to the caster, causes one to grow within his own body. In this way, the caster can acquire a plant- or fungal-based familiar which exists within and on the surface of his body. Some possible symbiotic familiars, and the advantages they grant the caster, are given in the following table.

Familiar	Advantage
Mimosa	Sensitivity to vibrations in the air up to 60' distant.
Deadly nightshade	+2 to saves versus plant-based poisons.
Blue mould	Immunity to the negative effects of fungal or mould spores.
Yellow mould	Cast <i>spore cloud</i> once per day, centred on self (caster is immune).
Toadstools	-1 reaction adjustment to fey creatures.
Creepers or ivy	Close range <i>entangle</i> effect once per day, up to 10'.
Nettles	Anyone touching the caster suffers 1 hp damage.
Fly agaric	Can cast a lesser version of <i>insect swarm</i> once per day – the swarm inflicts only 1 hp damage per round.

The caster also gains an additional 2d4 hit points due to the presence of the familiar, as described in *bind familiar*.

The second use of this spell is to allow an existing animal familiar to meld with the caster's body, giving it the ability to conceal itself within the caster's own flesh. The symbiotic familiar is able to freely enter and leave the caster's body.

When the caster takes damage while in symbiosis with a familiar of either type, there is a 1 in 4 chance that one point of the damage will be subtracted from the familiar's total. A symbiotic familiar is also treated separately for the purposes of area attacks and should make its own saving throw. The death of the familiar is handled in the manner described in the standard *bind familiar* spell.

The degree to which the presence of the symbiotic familiar alters the caster's appearance is left to the imagination of the player and Labyrinth Lord.

Transparency

Duration: 1 hour per level

Range: Touch

Over the course of 1d6 rounds, the flesh, bones, hair, and internal organs of the target become completely see-through, enabling a near-invisibility. Clothing, armour, and carried equipment are not affected by this spell and must be removed in order to achieve the full effect. A target thus prepared is completely invisible when stationary and has a 90% chance of remaining undetected when moving. It is also able to surprise on a roll of 1-5.

Unlike the *invisibility* spell, the effects of this spell are not contingent on the target's actions – it is fully possible to make attacks while in a transparent state. Victims of attack by a transparent creature may retaliate, but suffer a -2 penalty to hit. As the effects of this spell take the form of a polymorph rather than an illusion, spells and abilities which can detect invisibility are not effective in revealing a transparent creature.

An unwilling target is allowed a saving throw versus polymorph to resist this spell.

Venom

Duration: Instant

Range: See below

The caster can use this spell to create a variety of poisonous substances similar to those employed by venomous snakes and spiders. The spell has two different uses, chosen as it is cast.

Firstly, the spell can be used to envenom a single cutting or piercing weapon. Any creature damaged by the poisoned weapon must save versus poison or suffer 1d6 damage for the next three rounds. The poison is enough for one successful attack per three levels of the caster and evaporates after 3 turns if not used.

Alternatively, the caster can use this spell to emit a poisonous spray targeting up to one creature per three levels within a 45-degree arc, to a maximum range of 30'. The targeted creatures must save versus poison or suffer 2d6 damage.

Warp Wood

Duration: Permanent

Range: 10' per level

The caster causes wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck). A boat or ship springs a leak. Warped ranged weapons are useless. The caster may warp a volume of approximately 15 square inches per caster level. For example, a 1st level caster could warp four arrows or a short wooden handle.

Water Breathing (reversible)

Duration: 1 day

Range: 30'

Temporary gills develop on the neck of the caster or another creature, allowing the subject to breathe water freely while the spell lasts. The spell does not make creatures unable to breathe air, and creatures under the influence of the spell are not granted any additional proficiency at swimming.

The reversed version of this spell, *air breathing*, causes an aquatic creature to develop external lungs, allowing it to breathe air.

Web

Duration: 48 turns

Range: 10'

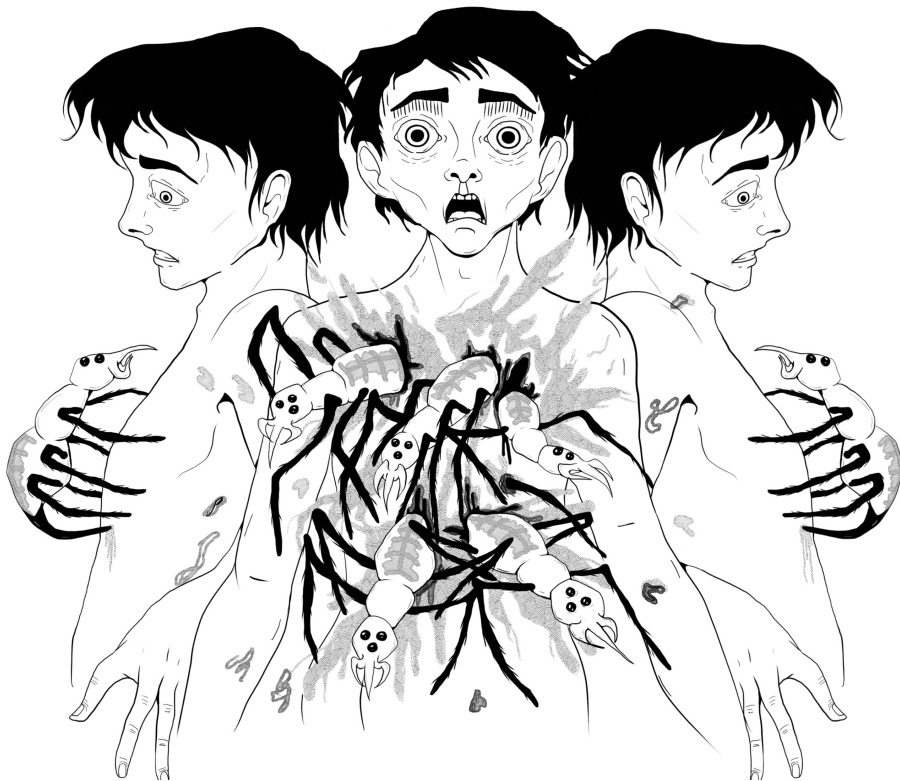
Web creates a many-layered mass of strong, sticky strands. Creatures caught within a *web* become entangled among the gluey fibres. Entangled creatures can't move, but can break loose depending on their strength. Any being with strength in a human range can break free of the webs in 2d4 turns. Creatures of higher strength or magically augmented strength above 18 can break free in 4 rounds. The strands of a *web* spell are flammable. All creatures within flaming webs take 1d6 points of fire damage from the flames for 2 rounds. After this time, surviving creatures are free of the webs.

Web Walk

Duration: 2 rounds, +1 round per level

Range: Touch

The subject gains the ability to climb or walk along ropes, skeins, and webbing as quickly and easily as he can move on the ground. The affected creature can traverse threads of any thickness, even those which could not normally support its weight – however, the spell's magic only allows thin threads to support the subject's weight plus up to 150 pounds. This spell has the additional effect of preventing the subject from becoming stuck in webs created by giant spiders or magical *web* spells, though it does not help creatures who are already bound up in webbing.



Third Level Spells

Absorb Equipment

Duration: 1 hour per level

Range: Touch

Items carried or worn by the subject are absorbed into its flesh, integrating into the biology of the subject. Each item may be either completely or partially absorbed as the caster wishes. Completely absorbed items cannot be used or accessed without ending the spell (see below), but are visible only as a swelling in the appropriate body location. Partially absorbed items are plainly visible but may still be used while the spell is in effect – for example, a fleshy weapon may be used to attack or an absorbed backpack may be accessed via a flap of skin in the subject's torso. For the purposes of other spells (for example *transparency*), absorbed items are treated as an integral part of the subject's body, in the same way as an internal organ.

The subject may choose to retrieve an item at any time during the spell's duration, in which case it emerges from her flesh. Once an item has been retrieved, it cannot be re-absorbed except by casting this spell again.

Accelerated Reproduction

Duration: Permanent

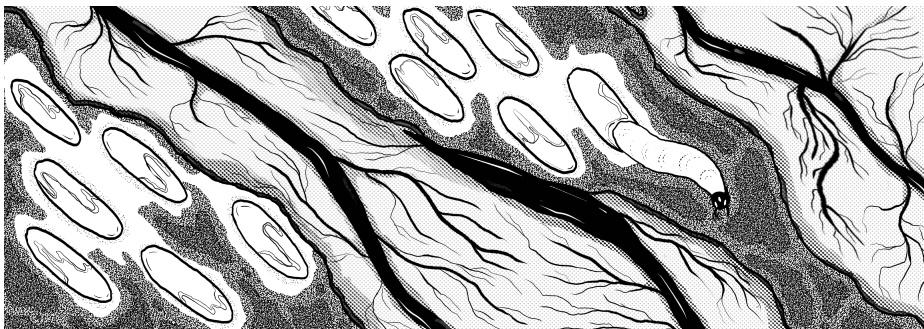
Range: Touch

Casting Time: 1d6 days

A staple of those vivimancers who undertake the breeding of new species, this spell increases the rate at which it is possible for life-forms to reproduce. The spell affects 1d4 target creatures of the same species, which may be plants, fungi, or animals. Creatures of greater than animal intelligence or of a magical nature cannot be affected.

The growth of the affected creatures is rapidly accelerated, such that they are sexually mature within 1d6 days. The caster must oversee the procedure during this whole period. The creatures also consume double the normal amount of sustenance (of whatever form is normal) during this time.

This spell has the side-effect of reducing the targets' natural life spans to one-quarter of what it would normally be.



Anthropomorphism (reversible)

Duration: Permanent /
special

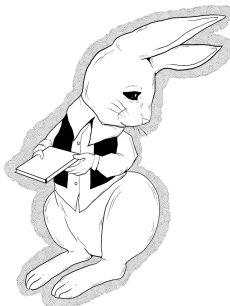
Range: Touch

Human qualities, both physical and mental, can be bestowed upon a normal, non-magical animal using this spell. A single animal of up to one Hit Die per level of the caster may be affected. Note that familiars cannot be affected, as they are of a magical nature. Following are some qualities typically endowed by this spell; many others are possible:

- The transformation of the subject's paws or feet into human-like hands, with an opposable thumb, allowing the manipulation of fine objects.
- The modification of the subject's posture, allowing bipedal locomotion.
- The gift of speech. Animals of normal intelligence are usually only able to master a few simple words.
- A complex behavioural pattern not typically exhibited by the subject. In this manner, tedious months of training may be bypassed. Some vivimancers use the spell in this manner to create animal servants or guards.
- Complex human emotions such as compassion, avarice, patriotism, or a sense of aesthetics.

Note that full human intelligence cannot be endowed with *anthropomorphism* – this requires the 5th level *evolutionary leap* (the reversed version of *devolution*).

The reverse of this spell, *animalism*, causes a humanoid to suffer the loss of one of the human qualities mentioned above. Thus, hands may be transformed into paws, quadrupedal locomotion may be forced, speech may be reduced to yowls, and complex emotions or behaviours may be forgotten. A saving throw versus spells is allowed to resist. The duration of *animalism* depends on the intelligence of the victim. Subjects with INT of 6 or less are affected for 1d6 days, those with INT of 7 to 12 for 1d6 hours, those with INT of 13 to 15 for 1d6 turns, and those of INT greater than 15 for 1d6 rounds.



Appendage Growth

Duration: 1 turn, +1 per three levels
Range: Touch

New appendages emerge from the flesh of one or more subjects at the body locations touched by the vivimancer. As the newly grown appendages are unfamiliar, they do not function with the full effectiveness of the subjects' natural limbs, however they grant certain additional abilities, as described in the following table.

d10		Appendage	Notes*
1-2	Arm		May hold a weapon and make an extra attack at -4 to hit.
3-4	Leg		Increases movement rate by 25%.
5-6	Tail		Aids with balance. May also be used to make tripping attacks in melee, if other attacks are forgone. A successful tail attack inflicts no damage, but stuns the target for one round.
7-8	Tentacle		May make an extra attack at -4 to hit. Successful attacks grapple the target, inflicting a -2 penalty to Armour Class and attack rolls. A grappled target may break free by cutting the tentacle, which has 1d6 hp.
9-10	Wing		One wing allows the subject to make leaps of up to 20'. Two wings allow the subject to hover in mid-air, or to fly or glide up to 120' in a round.

*The beneficial effects of appendages may not apply if they are placed in unusual locations.

Up to one new appendage may be grown per two experience levels of the vivimancer. For each appendage produced, there is a 1 in 6 chance of the type being randomly determined. Otherwise, the caster is free to choose the type of appendage.

Cannibalize

Duration: Instant
Range: Touch

This gruesome spell enables a vivimancer to magically absorb the living tissue of other creatures and transmute its energy to regenerate damage to her own body. Unless the target is willing or helpless, a successful attack roll is required in order to touch the target. If the attack roll succeeds, the caster's touch inflicts 2d6 points of damage, ripping flesh from the victim's body. This damage can only be healed by magical means. There is a 2 in 6 chance that the damage causes a randomly determined limb to be torn off and cannibalized. The caster instantly regenerates an equal number of hit points to the damage taken by the target.

Cannibal Rage

Duration: 1 turn

Range: 30'

Up to one Hit Die of creatures per level of the vivimancer must save versus spells or be overcome with the irresistible hunger to consume the flesh of their own kind. Fresh corpses of the same species will be favoured, if present, but afflicted targets are also quite willing to kill to satisfy their hunger. While under the influence of this spell, targets will abandon all other courses of action, being wholly consumed by their lust for flesh.

Carapace

Duration: 1 round per level

Range: 0

A shiny black chitinous shell grows around the vivimancer's body, providing her with a +4 bonus to Armour Class.

Chaos Mind

Duration: 1 turn per level

Range: 0

During the first 1d6 minutes after casting this spell, the vivimancer's brain undergoes a process of radical internal restructuring, causing temporary unconsciousness. Upon awakening, the caster can continue to function as normal, although her synaptic structure is wholly alien. This modification to the functioning of the brain provides immunity to all forms of mind reading and mental attack, both magical and psionic. The vivimancer's mind is indeed so incomprehensible that anyone attempting to make mental contact of any kind, including attacks, must save versus spells or be knocked unconscious for 1d6 turns due to the overwhelming effect of the chaotic neural patterns. This spell thus provides both a great defence and an effective offence against hostile psychics.

There is, however, a downside to the neural alteration – memorized spells are not always safely restructured. When the vivimancer casts a spell while under the effects of *chaos mind*, the player must roll 1d12. A result of 1 indicates that the spell being cast has been misconfigured, resulting in a synaptic shock which ends the effect of *chaos mind*.

At the end of the spell's duration, whether due to synaptic shock, as described above, or due to normal expiration, the vivimancer once more falls unconscious for 1d6 minutes while her brain is reconfigured to its normal state.

Decode Genome

Duration: Instant

Range: Touch

Casting time: 2d6 hours

Cost: 100gp

This laboratory procedure enables the caster to unravel the genetic code of a subject, gaining information about any dweomers that lie upon it. The subject of the spell must be either a tissue sample from a living being or a small portion of an object of biological origin. The sample is destroyed during the procedure, being dissolved in a series of expensive solvents costing 100gp.

Different kinds of information may be divined, depending on the type of subject:

continued...

Non-vivimantic enchantment: Normal creatures or items which are under the effects of a non-vivimantic spell will be identified as such. If the vivimancer makes a successful save versus spells, the name of the enchantment (or enchantments) is divined.

Vivimantic enchantment: If the subject is under the effects of a vivimantic spell, more information can be gained. The name of the enchantment is automatically divined, and a successful saving throw versus spells grants the vivimancer an insight into the workings of the spell or spells. This insight is enough to form a foundation for a process of research to duplicate the analysed spell effect, reducing the cost of spell research by 10–60% (1d6 × 10).

Artificial life-form: Living creatures which are the product of a vivimantic procedure, such as *vats of creation* or *clone*, are identified as such. If the vivimancer makes a successful saving throw versus spells, she is able to extract the name of the creature's creator from its genetic code.

Vivimantic magic item: A magic item of biological origin may be analysed, revealing the nature of its enchantment. The broad effects of the item are revealed, and command words are divined with a probability of 5% per level of the vivimancer. A successful saving throw versus spells also reveals enough information about the object to facilitate a process of research to create a similar item, reducing the research costs by 10–40% (1d4 × 10).

If a temporary enchantment is being analysed, it is sufficient for it to be in effect at the beginning of the procedure.

Divide Body

Duration: 1 turn per level

Range: 0

This spell causes the caster to physically split into two identical copies, which can be controlled individually. During the first turn of the spell's effect, the caster undergoes a horrific process of transformation, during which her body swells and mutates. At the end of this period, a second body splits away, leaving the caster with two separate and identical forms.

Each body can be controlled completely independently, and both may engage in speech and spell-casting, sharing all knowledge and experience. As the two bodies share one mind, they effectively have a continuous telepathic link, experiencing everything that the other does. The two bodies must, however, share the caster's hit points, having half of her current total each. If either body is killed while the spell is in effect, the remaining body must make a saving throw versus death or fall unconscious for 2d6 turns.

When the spell comes to an end, one of the two bodies (chosen at random) weakens and dies. The hit points possessed by the dead body are not regained and must be regenerated by natural or magical means.

Feign Death

Duration: 6 rounds, +1 round per level

Range: Touch

The caster of this spell causes a state of death-like paralytic arrest in herself or another willing creature. This physical state completely mimics death to any observer, even if the creature is physically examined. If affecting another creature, the target's level or Hit Dice must be equal to or less than the caster's level. No saving throw is permitted. Any being under the effect of this spell is conscious and can hear and smell, but cannot move and is completely numb. Thus, if the body is damaged or otherwise molested, there will be no discomfort to the spell recipient and no physical reaction. Damage inflicted to a creature in this state is reduced by 50%, and poison, paralysis, or energy drain attacks are ineffective. However, any poison that retains its effective duration after the spell ends will affect the creature once the spell ends or is negated. The caster may negate the spell before the duration ends, but 1 round must pass for the body to resume normal life functions.

Fluid Absorption

Duration: Special

Range: Touch

During the first few rounds after casting this spell, the subject absorbs one gallon of liquid per level of the vivimancer. The liquid is absorbed into the tissue of the subject's body, causing a grotesque bloating. Subsisting on the absorbed liquid, the subject may go for days without consuming water. Typically half a gallon of water is consumed per day in a temperate climate, or a gallon in very hot climes. It is also possible to share the absorbed fluid with others, by means of special glands in the subject's abdomen.

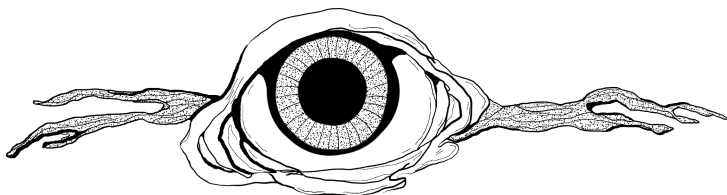
Gelatinous Transformation

Duration: 2 rounds per level

Range: 60'

This spell causes a single object or creature to undergo a complete transformation into a gelatinous state, similar to an ooze or pudding. Creatures in this state cannot attack or cast spells, though they may be able to use psionic or mental abilities. They are able to move 20' per round and can easily travel up walls, along ceilings, and through small holes and gaps. Gelatinous creatures are invulnerable to normal attacks and can only be harmed by magic or fire. An unwillingly targeted creature is allowed a saving throw versus polymorph to resist the spell's effects.

An object affected by this spell is transformed into an animate ooze controlled by the caster. If the object is in the possession of another, the wielder may make a saving throw versus spells to resist the transformation. While transformed, the object can no longer be used for its normal purpose.



Genetic Location

Duration: Instant / 1 turn
per level

Range: Unlimited / 120'

The vivimancer is able to determine the current location of a subject life-form by use of a tissue sample. This spell also has some effectiveness with a tissue sample taken from an individual which is genetically identical to the intended subject (such as a twin or clone) or from a closely related individual such as a parent or sibling. If the caster possesses a sample from an identical being, the chance of the spell succeeding is reduced by 10%. Using tissue from a parent or sibling of the subject reduces the chance of success by 50%. The spell may be cast in two forms, as follows.

Firstly, the spell may be used to attain a visual impression of the subject's location. There is a base 50% chance of success, modified by 5% per difference in level (or Hit Die) of the subject versus the vivimancer – if the subject is of higher level, the chance of success is reduced. If the spell succeeds, the vivimancer gains a fleeting image of the subject's surroundings, covering an area of roughly 60' radius.

Secondly, the spell may be used as a direction finder. In this case, the duration is one turn per level of the caster, and the range is limited to 120'. If the subject is within range, the caster gains an awareness of its direction, relative to her own location. This usage of the spell has a base 100% chance of success.

Hibernate

Duration: Up to 6 months

Range: Touch

This spell puts a single mammalian or reptilian creature into a deep sleep wherein its metabolism is reduced to the barest minimum. The target can survive in this way without food or water for up to 6 months. An unwilling target may make a saving throw versus spells to resist. The caster may cast this spell on herself. During its hibernation, the creature can be awakened by force and will awaken automatically if it is harmed in any way.

Homing Instinct

Duration: 1 day per level

Range: Touch

A natural direction-finding instinct is awakened in the subject, allowing them to sense the compass direction to either their place of domicile or birth.

Insect Swarm

Duration: 1 round per level

Range: 30'

As soon as this spell is cast, a swarm of biting, pinching, and stinging insects engulfs a victim. There is a 50% chance either way that the swarm is a mass of flying or crawling insects. They inflict 2 hp damage per round, and a victim may commit no other action than try to get rid of the insect swarm. The caster may direct the swarm to attack different opponents, but it takes one round for the insects to disengage one opponent and move to another. Flying insects move at 180' (60') and crawling insects move at 120' (40').

Leech Blast

Duration: Instant

Range: 30'

A huge volume of leeches erupts in a spray from the caster's outstretched hands, engulfing all within a cone 30' long and 30' wide at its end. All characters caught in the cone must save versus spells or be covered in the mass of bloodsucking worms.

Leech-covered targets suffer one point of damage per round due to blood loss. The leeches continue draining the target's blood until it is dead or until they are removed. Each round, the target may choose to forgo other actions in order to remove leeches. It takes a number of rounds equal to the half the caster's level (rounded down) to remove the attached leeches.

More extreme methods of removing attached leeches (such as setting fire to oneself or rolling in large quantities of salt) may allow the leeches to be removed more quickly at the Labyrinth Lord's discretion.

Mutagen

Duration: Permanent

Range: 90'

One or more targets within range must save versus polymorph or suffer a permanent mutation, rolling on the tables in Appendix II. One target may be affected per five levels of the vivimancer. Magical or non-living targets are not affected by this spell.

Natural Weaponry, Improved

Duration: 6 turns

Range: 0

This spell causes the vivimancer to develop natural weapons in the same way as the 1st level spell *natural weaponry*. The improved version of the spell increases the damage inflicted by the unarmed attacks to 1d6. It also grants the additional ability for the caster to exude poison from the newly gained claws or fangs. One poisonous attack per three levels of the caster can be made within the spell's duration. The poison causes death in 1d10 rounds if a saving throw is failed.

Neural Encoding

Duration: Special

Range: 30'

This spell causes a message to be encoded via subtle variations in the neural structure of an intelligent target. The message may be anything chosen by the caster, up to 100 words per level. It must be spoken by the caster as the spell is cast.

The vivimancer must also choose a special command word which can be used to release the encoded message. The message remains dormant in the target's brain until the command word is heard, at which point the target is compelled to speak the implanted message in its entirety. The *neural encoding* is then erased, ending the spell.

The target is allowed a saving throw versus spells to resist the process of encoding. A *neural encoding* may be detected as a faint enchantment or charm upon the target.

Overgrow (reversible)

Duration: Permanent

Range: 160'

Overgrow causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) or fungus within range and a 20' square area per level to become thick and overgrown. The vegetation entwines to form a thicket or jungle that creatures must hack or force a way through. Movement drops to 10', or 20' for large creatures. The area must already contain suitable plants or fungi for this spell to take effect. This spell has no effect on plant- or fungal-based monsters.

The reverse of this spell, *wither*, causes normal plants or fungus in a like area to become feeble and thinned out. Normal passage through otherwise overgrown areas becomes possible. If *wither* is cast on an area which has been enchanted with *overgrow*, there is only a 50% chance of the spell being effective. This percentage is modified by 5% for every level difference between the caster of *wither* and the caster of *overgrow* (+5% per level if the caster of *wither* is higher level, -5% per level otherwise).

Paralysis

Duration: 2 rounds per level

Range: 90'

The muscles of creatures within range will seize up, paralysing those affected. Up to two Hit Dice of living creatures may be affected per level of the vivimancer. Each target is allowed a saving throw versus paralysis to resist the effect. Note that the muscles which control breathing and circulation are not affected by this spell – victims are unable to move, but will not die from asphyxiation. Non-living targets as well as creatures without any form of musculature (plants, for example) cannot be affected.

Repulsive Scent

Duration: See below

Range: Touch

The vivimancer touches an object or creature of up to 10' diameter in size, infusing it with a hideously repugnant odour. If the target is an unwilling creature, it is allowed a saving throw versus spells to nullify the effect. The vivimancer may choose to create either a universal scent, which is repulsive to all creatures able to perceive it, or a selective scent, which only affects a single named species – other species can smell the odour, but it has no effect on them.

Universal scents last for one turn per level of the caster, and selective scents for one hour per level of the caster.

Creatures of relatively weak olfactory capability (such as humans) are affected by the scent at a range of 60', while those with more powerful senses are affected at 120'. Affected creatures must save versus paralysis or be unable to approach the source of the scent. Those who make the saving throw are able to approach but suffer a -1 penalty to attack rolls and saving throws due to nausea.

The scent can only have an effect if there is an air flow to carry it – for example, an object in a sealed room cannot be detected until the doors are opened.

Revert Biology

Duration: Instant

Range: 60'

Design Note

Revert biology is essentially the vivimancer version of the magic-user's *dispel magic*. A very large number of vivimancer spells manipulate organic tissue or genetic structures – all of these spells may be nullified by *revert biology*. This highlights the primary weak-point of vivimantic magic: its almost total inability to influence inorganic matter or energies.

Cast upon a living target which has undergone a magically created mutation, shape-changing, or flesh-warping effect, this spell causes the transformation to end and the target to return to its natural form. The spell can also cause the dissolution of unnatural life-forms which were created by magic.

Effects or creatures created by spells of 3rd level or lower are automatically cancelled. Higher level spells have a base 50% chance of being dispelled, adjusted by 5% for each level difference between the caster and the character who created the effect to be reverted.

Note that while this spell is able to cure diseases of magical origin, it has no effect on naturally occurring diseases. The bacteria or viruses which cause disease are as natural as the biology of the host that suffers from their presence.

Spying Homunculus

Duration: 1 turn per level

Range: Unlimited

Over the course of 1d6 rounds, a 1' tall, winged replica of the caster emerges from his flesh. The homunculus has a telepathic bond with the caster who can communicate with it silently, give it commands, see through its eyes, and hear through its ears. Controlling the homunculus requires only minimal concentration from the caster who is able to act as normal.

The homunculus has 1 hit point, AC 9, and a movement rate of 30' (10') while creeping or 60' (20') while flying. It cannot attack, but can be directed to carry or move objects, explore, or perform mundane tasks. It can carry up to 20 pounds or drag up to 40.

When the duration expires, the homunculus melts into a small pool of blood.

Synaptic Trigger

Duration: Permanent

Range: Touch

A new synaptic pathway is established in the mind of a willing subject, enabling the triggering of a specific effect (chosen as the spell is cast). The subject is aware of the implanted trigger and can activate it at will with a moment's thought. The synaptic trigger cannot be activated by any external factor. The following types of synaptic trigger may be implanted:

Amnesia: The subject's memory is completely erased. This effect lasts for either 1d6 hours, 1d6 days, or 1d6 weeks, as chosen by the subject when activating the trigger.

Death: The subject dies immediately, due to brain haemorrhage.

Unconsciousness: The subject falls into a deep coma, barely distinguishable from death. This state lasts for 1d6 days.

Vats of Creation

Duration: 1 week per level

Range: Touch

Casting Time: 1d4 weeks,
+1 per Hit Die

Design Note

Vats of creation, in many ways the iconic vivimancer spell, is inspired by the writing of Jack Vance, in particular the character Turjan of Miir, who strives to create artificial life in his nutrient vats.

With the use of this spell and a special laboratory, the caster is able to create any life-form which she can dream up. Creatures of animal or plant intelligence of up to one Hit Die per caster level can be grown with ease. The process takes 1d4 weeks plus one week per Hit Die, during which the new life-form grows in a vat of liquid. The creation of creatures of greater intelligence may also be attempted, but the procedure is somewhat elusive, having only a 3% chance of success per level of the caster above 4th. If the caster succeeds in an attempt at creating an intelligent life-form, she is also able to pre-determine its personality and disposition, although there is a 10% chance of this going awry. The results of failed attempts to create intelligent life-forms are left to the Labyrinth Lord's imagination.

In general, the caster can choose the exact appearance of the created life-form, though attempts to exactly replicate an existing individual are 90% likely to fail. There is also a 10% chance that the creature emerges from the vat with an unexpected mutation as per the tables in Appendix II.

Creatures with magical properties may be created by this spell, but this typically either reduces the maximum Hit Dice of the creature or requires the use of additional special ingredients, perhaps including body parts of creatures with like properties, which must be acquired by adventuring. The exact details are left to the Labyrinth Lord's judgement.

Creatures created by this process are genetically flawed, and, after emerging from the vat, only live for one week per level of the caster.



Fourth Level Spells

Animate Vegetation or Fungus (reversible)

Duration: 2 rounds per
level

Range: 80'

This spell may be used to animate all forms of non-intelligent plant and fungus life. Animated plant or fungus material within range clumps together to form a mobile entity under the caster's control. The animated vegetation or fungal matter can be moulded into any form the caster wishes. The size and strength of the animated being depend on the available quantity of vegetable matter. The caster can animate a single vegetable construct with a maximum HD equal to his level, if sufficient matter is available – a 3' cubic area of matter is required per Hit Die. If the animated matter is commanded to attack, it deals 1d4 damage per three Hit Dice.

The reversed version of this spell, *hold vegetation or fungus*, may be used to magically immobilize plant and fungal matter within range. Affected life-forms are unmovable by magical animation or any other movement except by natural outside means, such as wind. Intelligent plants or fungus, or plant/fungus monsters, are entitled to a saving throw versus spells to negate the effect. The caster may affect up to 70 square feet of plant-covered terrain, or up to four mobile plant- or fungus-based beings. If fewer than four creatures are affected, each creature receives a -1 to the save versus spells for each creature fewer than four. Thus, if only one is affected, it saves at -3, -2 for two creatures, and -1 for three creatures.

Chimera I

Duration: 2 rounds, +1
round per level

Range: 30'

In the round this spell is cast, a formless, throbbing blob of flesh appears at the chosen location within range. Over the course of the next two rounds, the blob grows and mutates, rapidly forming into a bizarre hybrid creature that will do the caster's bidding, understanding simple verbal commands. The creature is genetically unstable and will dissolve into a pool of protoplasm when the spell's duration expires.

The mutant creature is adapted to survive in whatever environment it is created in. For example, if this spell is cast in an aquatic environment, the chimera will have gills to breathe and fins to swim. It has 2d4 HD and a movement rate of 90' (30'). Its form, Armour Class, and abilities are determined by rolling a d12, d10, d8, and d6, and consulting the tables on the adjacent page. (For convenience, the dice may be rolled simultaneously.)

Chimera are generally around 2' long, tall or wide (depending on their exact form) per Hit Die. The Labyrinth Lord and players should feel free to add any further descriptive details desired.

1d12	Body Type (AC)	1d10	Head Type (Damage)
1	Blubbery (AC 6)	1	Bear (bite, 1d8)
2	Fungoid (AC 7)	2	Bull (gore, 1d6)
3	Furry (AC 6)	3	Frog (bite, 1d4)
4	Insectoid (AC 5)	4	Insect (bite, 1d6)
5	Mossy (AC 8)	5	Lion (bite, 1d6)
6	Ooze-like (AC 5)	6	Lizard (bite, 1d6)
7	Ribbed (AC 3)	7	Rat (bite, 1d4)
8	Scaly (AC 2)	8	Snake (bite, 1d6)
9	Segmented (AC 6)	9	Spider (bite, 1d6)
10	Serpentine (AC 4)	10	Wolf (bite, 1d6)
11	Transparent (AC 7)		
12	Worm-like (AC 7)		

1d8	Head Special Attacks
1	None.
2	Blood-sucking – attaches after a successful attack and causes 1d4 hp damage automatically in following rounds, until killed.
3	Gaping maw – swallow attack on a natural 20.
4	Giant tongue – may attack up to 10' with tongue, doing 1d4 damage. A successful attack indicates the target is dragged to the mouth on the next round and suffers a bite attack for automatic damage, unless it can successfully attack the tongue before then.
5	Breath attack (fire, cold, gas) causing 2d6 damage. Can be used once.
6	Poisonous bite – save versus poison or suffer 2d6 additional damage.
7	Two heads, each able to attack once per round.
8	Three heads, each able to attack once per round.

1d6	Appendages
1	Two claws which can attack for 1d6 damage.
2	Many legs – 120' (40') movement rate.
3	Wings – can fly.
4	Tentacles – 1d6 tentacles which can each attack for 1d3 damage.
5	Suckers or grippers – can climb walls.
6	Springing – can make a jumping attack up to 30' distant, gaining +2 to hit.

Clone Monster

Duration: Permanent

Range: Touch

Casting Time: 2d6 weeks

Functioning in a similar manner to the 2nd level *clone plant or animal*, this spell allows a vivimancer to magically clone any creature. A creature of Hit Dice no greater than the vivimancer's level may be cloned. Beings of human-level intelligence cannot be cloned with this spell – this requires the use of the 8th level *clone* spell.

To create the duplicate, a tissue sample from the creature to be cloned must be grown in a laboratory for 2d6 weeks. There is a 10% chance of something going awry with the procedure. In this case, there is an equal probability of the clone dying, being mutated (roll on the tables in Appendix II), or exhibiting an extreme behavioural aberration, typically resulting in a violent and dangerous creature.

Life-forms with magical properties may be cloned at the Labyrinth Lord's discretion. This may entail an increased chance of failure or additional requirements for the process (time, money, unusual ingredients).

Detach (reversible)

Duration: See below

Range: Touch

Casting this spell and touching a body part causes it to detach from its owner, who can then control the part as an independent entity. Thus, hands may crawl around, legs may hop, and even heads can be detached and rolled. If the target is unwilling, a save versus spells is allowed to resist the detachment.

The detached body part can be controlled for up to 1 turn per level of the caster, after which it must be retrieved and reattached to the body (which happens automatically). If the body part is not reattached during the spell's duration, it dies.

Using the reversed version of the spell, *graft*, body parts lost in any way may be replaced either by reattaching the missing part or by grafting on replacement parts cut from another living or recently dead creature. It is entirely possible to graft body parts from incongruous species together. The graft is permanent, but the recipient (which may be the caster himself) must make a transformative shock roll. If the roll fails, the graft does not take and will wither and fall off in 1d6 weeks.

Fungal Zombie

Duration: Permanent

Range: Touch

Casting Time: 1d4 days

The caster implants a magically created fungal spore into the body of a host target, preparing it for transformation into a zombie-like state. The host may be a living creature or the corpse of a creature which has died within the last day. A living being is allowed a saving throw versus death to resist the spore's effects. This spell affects a single host creature of up to one Hit Die per level of the caster.

continued...

Fungal zombie
(continued)

Once implanted, the fungal spore grows rapidly, riddling the host with fibrous mycelium. The full process takes 1d4 days, during which time the vivimancer must tend to the developing fungus. A living target suffers terrible pain during the process and dies at its conclusion. The process may be interrupted by magical means such as *cure disease*, but normal medicines are ineffective against the fungal infestation.

When the fungus has fully grown, it takes control of the host's nervous system and musculature, animating the dead body. The fungal zombie possesses one Hit Die more than the host had in life and moves at a rate of 60' (20'). Any special abilities of the host creature (such as poisons, flight, breath attacks, etc.) are no longer usable once it is controlled by the fungus. The fungus has a rudimentary intelligence and obeys commands from the caster. When not in the caster's presence, the fungal zombie can continue to obey very simple instructions (no longer than 10 words).

Note that as the creature created by this spell is not undead (it is actually alive – controlled by the fungal parasite), it is not affected by a cleric's turning ability.

Hive Mind

Duration: 1 turn per level

Range: Unlimited

This spell can be cast in two forms. The first enables the caster to communicate telepathically with any creatures who are currently bound to him under the effects of the *drone* or *mind slave* spells. In this way, the vivimancer is able to instruct his minions.

Hive mind may alternatively be used to grant telepathic communication to a group of clones. The spell is cast on a single individual, which must be in the vivimancer's presence.

Hive Sight

Duration: 1 turn per level

Range: Unlimited

This spell can be cast in two forms. The first enables the caster to see through the eyes of any creatures who are currently bound to him under the effects of the *drone* or *mind slave* spells.

Hive sight may alternatively be used to allow a group of clones to see through each others' eyes. The spell is cast on a single individual, which must be in the vivimancer's presence.

Immunity to Disease

Duration: 1 turn per level

Range: Touch

The spell's recipient gains complete immunity to all forms of disease for the duration.

Insanity

Duration: Permanent
Range: 30'

The neural pathways of a single intelligent target within range are disturbed, causing it to be afflicted with a debilitating mental disorder. A saving throw versus spells is allowed to resist. The following table can be used to determine the resulting affliction, or the caster may choose something specific. The insanity inflicted is permanent unless dispelled by *dispel magic* or *remove curse*.

d10 Insanity

1	Serious phobia or obsessive behaviour
2	Raving madness
3	Delusional belief
4	Radical personality change
5	Complete amnesia
6	Recurring hallucinations
7	Crippling paranoia
8	Hopelessness or catatonia
9	Multiple personalities or extreme mood swings
10	Sexual aberration

Mind Slave

Duration: Permanent
Range: 30'

A resonance is implanted in the synapses of a target, binding it to the caster's will in a manner similar to the 2nd level *drone*. Any creature of any Hit Dice may be affected by this spell – it is not limited to humanoids. The target also gains a rudimentary ability to understand simple commands from the caster, which it will carry out, within the normal behavioural restrictions of the *drone* spell. An initial saving throw is allowed to resist the enslavement and then periodic saves at the frequency interval indicated by *drone*.

Neutralize Poison

Duration: Instant
Range: Touch

The caster detoxifies any sort of venom or poison in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, or other effects that do not go away on their own. If a character dies of poison, *neutralize poison* will bring a character back to life if the spell is used no more than 10 rounds after death.

Plant Metabolism

Duration: 1 day per level
Range: Touch

The targeted creature's metabolism is modified so that it can survive by photosynthesis – the production of energy purely by absorbing sunlight. This means that the subject can survive without food while the spell's duration lasts, as long as sunlight and water are available. On the other hand, a creature under this spell's effects that is kept underground, away from sunlight, will slowly starve to death. A saving throw versus polymorph is allowed to resist this spell's effects.

Plant Symbiosis

Duration: 1 day per level

Range: Touch

The caster is able to meld his physical body with nearby plants. While in this symbiotic state, the caster can survive without food or water, being nourished purely by the root systems of the host plants. At the caster's option, he may meld his body completely so that it disappears inside the plants, may leave sensory organs exposed so that he can still see or hear while in symbiosis, or may choose to leave larger portions of his body outside of the host.

This spell may be used to target a single intelligent plant-based creature, providing it is of at least twice the caster's volume. The creature is allowed a saving throw versus polymorph to resist the symbiosis, but if it fails, it is affected by a charm (in the same way as *drone*) while the caster remains in symbiosis.

The caster can choose to end the symbiosis at any time during the spell's duration.

Polymorph Others

Duration: Permanent

Range: 60'

By means of this spell, one living being may be transformed into another kind of being. The creature may make a saving throw versus polymorph, but if the creature is willing, this roll can be forgone and the effects are automatic. If the new creature's HD total more than twice the HD of the original creature, the spell does not work. Although the final form will retain the same number of hit points as the original, all other abilities of the new form will be acquired, including intelligence level. The target becomes the new creature in every way, including instincts, alignment, preferences, etc. This spell may not be used to reproduce the appearance of a specific identity.

The polymorph is permanent unless dispelled. When a polymorphed creature dies, it will revert to its natural form.

Polymorph Self

Duration: 6 turns, +1 per level

Range: 0

The caster transforms himself into another being. A particular individual may not be mimicked with this spell, only a typical individual of a creature type. The new body must be of a creature with a number of HD equal to the caster or fewer. The caster retains his intelligence, hit points, saving throws, and ability to attack, but does gain physical abilities of the new form, including strength or strength-based attack forms and damage. Magical abilities or other special abilities are not gained. For example, if the caster transforms into a manticores, he will be able to fly. If the caster takes the form of a medusa, his gaze will not petrify. The caster is unable to cast spells when transformed.

The spells *dispel magic* and *revert biology* negate the effects of this spell, and if the caster dies while in a different form, he will revert to his natural form.

Repel Vermin

Duration: 1 turn per level

Range: 0

The caster of this spell is able to prevent all ordinary insects, rats, spiders, etc. from coming within a 10' radius. Giant vermin or vermin of 2 HD or more may enter the area if they succeed in a saving throw versus spells. However, entering the area causes 1d6 hp damage to them. This spell does not affect wererats or intelligent vermin-like creatures.

Slime Blast

Duration: Instant

Range: 120'

This spell unleashes a 20' radius explosion of green slime as per the monster (LL p.80), at the targeted location. Creatures in the affected area may make a saving throw versus spells to avoid being hit. Those who fail their save are covered in 1d4 hit points worth of flying green slime.

Once covering a victim, green slime will digest all clothing and armour in 6 rounds. The slime feeds so quickly that after this period, in only 1d4 rounds after contacting a creature's bare skin, the slime will completely digest it, creating more slime in its place. No magical revival is possible for a victim as nothing material of the victim remains.

Green slime is impervious to most attacks, but is susceptible to fire. The slime clings in such a way to make scraping it off ineffective. Note that if green slime is burned while it is on a character, the damage from the fire is divided evenly between the slime and the character. Green slime is killed instantly by a *cure disease* spell.

House Rule

The standard rule for green slime's ability to dissolve clothing and armour states that it takes 6 rounds. The Labyrinth Lord may alternatively wish to specify that the rate of dissolving depends on the protective capacity of the armour - a number of rounds equal to 10 minus the armour's AC rating.

Speak with Plants and Fungus

Duration: 3 turns

Range: 60'

The caster can communicate with plants and fungus, including both normal varieties and plant or fungal creatures. The caster is able to ask questions of and receive answers from plants or fungus, and can ask them to move in such a way to clear a path that is impassable or covered in difficult growth. Normal plants and fungi have a very limited sense of their surroundings, so normally cannot give detailed descriptions of events outside of their immediate vicinity.

The spell does not make plant or fungal creatures any more friendly or cooperative than normal. If a creature is friendly toward the caster, it may do some favour or service.

Spore Blast

Duration: 1 round per level

Range: 240'

This spell conjures a cluster of fungal spores anywhere in range. The spores can be triggered to explode at any time in the spell's duration from the second round onwards (and will explode automatically once the duration ends), causing 1d6 damage to any creatures within 20'. Creatures in the blast radius must also make a saving throw versus poison or die from choking in 6 rounds.

Swarm Transformation

Duration: Special

Range: 0

Upon casting this spell, the caster instantaneously transforms into a swarm of spiders or insects. While in swarm form, the caster can move at 20' per round and can choose to attack by engulfing victims in a 10' area who suffer 2 hp damage per round. The caster is immune to normal damage, but can be harmed by fire, spells, or area attacks. Victims can choose to forgo all other actions, including movement, to reduce the swarm's damage to 1.

The caster remains in swarm form as long as he wishes or until death. Any damage inflicted on the swarm is reflected on the caster's body when he returns to normal. Once the caster has returned to his normal form, the spell ends.

Wall of Ooze

Duration: 1 turn per level

Range: 60'

A barrier formed of up to one 10' cubic area per caster level springs into existence. The sections of the wall are of a semi-transparent gelatinous ooze, pulsating and slightly warm to the touch. The wall is coated in a toxic slime, causing paralysis. Anyone touching the wall must make a saving throw or become paralysed for 1d4 turns.

Careful cutting of a path through the wall is possible, taking 1 turn per 10'.

At the end of the spell's duration, the wall disintegrates into a flood of liquefied jelly. Any creatures within 20' must save versus paralysis or be affected by the same paralysing effect.

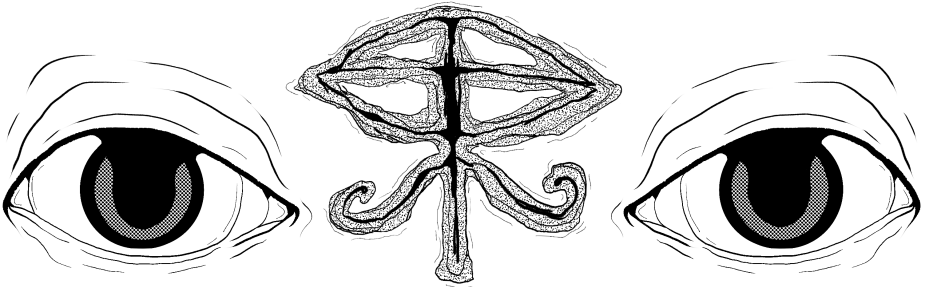
Weltmark

Duration: Permanent

Range: Touch

Applied to the flesh of a living creature, this spell causes an ugly cluster of bruises, welts, and scars to form in the shape of the caster's personal sigil. If a saving throw versus spells is successful, the *weltmark* has no effect and fades after 1d4 days. A failed save means that the mark is permanent and magical, bringing the target under a charm-like compunction. Targets bearing the caster's mark in this manner are unable to attack or in any way bring about harm to the caster.

By speaking a special word, the caster is also able to inflict pain on all beings within 30' feet who bear his mark. Targets must save versus death or be stunned for 1d4 rounds, unable to act.



Fifth Level Spells

Animal Growth (reversible)

Duration: 2 rounds per level

Range: 80'

The caster may use this spell to double the size of up to 8 animals within a 20' square area. This doubling effect applies to damage inflicted by the animals and to their HD numbers, which affects their attack values. The opposite, *reduce animal*, has exactly the opposite effect, reducing animals and their abilities by half.

Anti-Plant Shell

Duration: 1 turn per level

Range: 0

The spell *anti-plant shell* creates an invisible barrier that keeps all creatures within the shell protected, as if behind a wall, from attacks by plant creatures, animated plants, or missiles of plant material. The shell is centred on the caster and is 20' in diameter.

Devolution (reversible)

Duration: Permanent

Range: 60'

This spell causes a single intelligent target to undergo an evolutionary regression, reverting to a primitive ancestral form and behaviour. A human, for example, would regress to an ape-like state, incapable of understanding speech or performing complex tasks of planning or visualisation. The target's INT is reduced to 3, while its STR and CON are both increased by one point (to a maximum of 18).

A save versus spells is allowed to resist the effect. If the save fails, the spell can be reversed with *dispel magic* or *remove curse*. Magical creatures, which have no evolutionary ancestors, cannot be affected.

The reversed version of the spell, *evolutionary leap*, grants human-level intelligence to a target life-form of animal or lower intelligence. The affected being does not gain the ability to communicate, though it may be able to learn in time. The newly formed sentience does not in any way alter the creature's attitude towards the caster.

Divide Mind

Duration: 1 turn per level

Range: Touch

This spell allows the caster to imbue a fragment of her living consciousness into another being. The target must be touched and is allowed a saving throw versus spells to resist.

Once the mind fragment is imbued, the caster experiences everything the target does, in addition to the perceptions of her own body, and is able to communicate telepathically with the target. The caster can also attempt to control the target's body, overriding the mastery of its own mind. Each round, the caster has a base 50% chance of being able to control the target's body, modified by 5% per point of difference in INT scores.

continued...

Divide mind
(continued)

It is only possible to control the target's body – the caster has no access to its mind, and it is thus not possible, for example, to force the target to reveal information or to cast spells.

If the target dies during the spell's duration, the caster must make a save versus death or fall unconscious for 1d6 turns. If the caster's own body is killed while her mind is divided, she must make a saving throw versus spells. Failure indicates that the mind fragment imbued in the target also dies. If the save succeeds, the caster's mind takes refuge in the target and continues to exist beyond the normal duration of this spell. In this case, the caster's mind may be retrieved from the target's body by spells such as *magic jar* or *limited wish*, and will automatically return to the caster's real body if she is raised from the dead.

Immunity to Poison

Duration: 1 round per level

Range: Touch

The spell's recipient gains complete immunity to all forms of poison for the duration.

Nature's Secrets

Duration: See below

Range: ½ mile radius per level

Casting Time: 1 turn / 1 or more hours

This spell grants the vivimancer the ability to interpret information from the subtle whisperings of plants, fungi, and creeping creatures of the undergrowth. The spell may be used in two ways, as follows.

Firstly, the caster may gain mundane knowledge of the area within range. One fact per caster level above 7th may be gained, from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of powerful unnatural creatures, or even the general state of the natural setting. It takes 1 turn to cast this version of the spell.

Alternatively, the caster may delve deeply into the inhuman intelligence of the natural world in order to receive advice and information on any subject. The vivimancer may ask as many questions as she wishes and will receive answers in the form of riddles or cryptic statements with a 75% chance of containing hints at the truth – the vast and subtle intelligence of the natural world is so radically different to human intelligence that straightforward answers can never be obtained. Each question asked in this way carries with it a risk of insanity as the caster opens herself to the alien mind of nature. A saving throw versus spells is required with failure causing the caster to be afflicted with a form of *insanity* (as per the 4th level spell, lasting for 1d4 weeks). The saving throw is penalized by -1 per question asked beyond the first. This process takes one hour per question asked.

It is known that some vivimancers have driven themselves into a state of permanent insanity through seeking deep knowledge of the universe in this manner.

Psionic Awakening

Duration: Permanent
Range: Touch

Untapped psionic potential can be awakened by this spell; however, the process is somewhat risky. A maelstrom of psychic energy overcomes the subject's mind, causing it to become unconscious for 1 turn. During this time, the subject's synapses undergo a process of restructuring. The target must roll 2d6, applying its WIS modifier to saving throws versus magic, and consult the following table to determine the results of the process.

2d6	Result
2 or less	Synaptic obliteration. Subject dies.
3-4	Permanent violent insanity. INT reduced to 3.
5-6	One psionic power gained, usable once per day. Also affected by <i>insanity</i> .
7-9	One psionic power gained, usable once per day. WIS permanently reduced by 1d6.
10-11	One psionic power gained. May be used twice per day.
12 or more	Two psionic powers gained, each usable once per day.

Psionic powers are described in Appendix I.

A saving throw versus spells is allowed if this spell is cast upon an unwilling subject. This spell has no effect on creatures of less than human intelligence or those that already possess psionic powers.

Regeneration

Duration: 1 round per level
Range: 0

While under the effects of this spell, the caster regenerates 1 hit point of damage per round. Even if reduced to 0 hit points or less, while the spell's duration lasts, the caster will continue to regenerate damage, and may return to life.

Additionally, the caster can reattach severed body parts by simply holding them together.

Transfer Pregnancy

Duration: Instant
Range: Touch
Casting Time: 1 hour
Cost: 100gp

This sinister spell effects the transference of an unborn child from its mother to the womb of another female. Females of any species can be affected, and both the original and the receiving mother must be present as the vivimancer casts the spell.

The casting requires an hour-long ritual and the use of a glowing blue balm which must be applied to the body of the original mother. This balm must be produced in advance, costing 100gp.

It is possible to use this spell to transfer a baby to the womb of a creature of another species. In this situation, it is up to the Labyrinth Lord whether the child survives. If it does, it may exhibit unusual qualities related to its second mother.

Vats of Regeneration

Duration: Permanent

Range: Touch

Casting Time: 2d4 days

Severed body appendages (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), broken bones, and ruined organs can be regrown by means of this spell.

The subject must be immersed in a vat of liquid in a special laboratory for 2d4 days.

Venomous Blood

Duration: 1 turn per level

Range: 0

The caster's blood mutates and becomes venomous. Any creature attacking the caster with a bite attack must save versus poison or die.

The caster's blood can also be used to envenom weapons – one weapon per 1d3 hit points' worth of blood extracted may be affected. The venomous effects of the blood wear off after a successful hit or at the end of the spell's duration.



Sixth Level Spells

Anti-Animal Shell

Duration: 1 turn per level

Range: 0

The spell *anti-animal shell* creates an invisible barrier that keeps all creatures within the shell protected, as if behind a wall, from attacks by ordinary creatures. Ordinary creatures include giant animals and sentient races, but not any form of undead, demons, or most creatures from other planes of existence. The shell is centred on the caster and is 20' in diameter.

Charm Plants and Fungus

Duration: Permanent

Range: 300'

This spell enables a vivimancer to command plants and fungus in a 300' squared area. The plants or fungus may be directed to do anything within their ability, but intelligent life-forms are allowed a saving throw versus spells at -4 to resist the enchantment. Once an area is enchanted in this way, the vivimancer is able to command the plants and fungus within it indefinitely.

By whispering to the affected plants or fungus, the caster can encourage them, over long periods, to grow into any shape he desires. Vivimancers sometimes construct fabulous dwellings made of living matter in this way. By casting the 3rd level *overgrow* upon charmed plants or fungus, the formation of such architectural constructions can be accelerated.

Chimera II

Duration: 2 rounds, +1 round per level

Range: 30'

This spell works in a similar manner to the 4th level *chimera I*, creating a blob of tissue from which mutant life emerges. This enhanced version may either be used to create a single monster with 2d4 + 4 HD or two identical 2d4 HD creatures.

Flesh Blast

Duration: Up to 6 rounds

Range: 60'

The living tissue of a single target within range is caused to swell, bulge, and pulsate. This process causes the target 2d4 hit points' damage per round and is accompanied by agonising pain, preventing the target from performing any actions, including movement.

The vivimancer can choose to maintain the process of flesh distortion for up to 6 rounds. After this period elapses or immediately if the target dies, the target's swollen flesh explodes outwards in a radius of 20'. This explosion is fatal to the target (if it is not already dead) and causes 2d6 damage to other creatures in range. A save versus spells reduces damage by half.

The target may make a saving throw versus polymorph to resist the spell's effects. If the save succeeds, the target avoids the eventual explosion of its body, is able to resist the pain of the swelling process, and is able to act during the initial period. However, even on a successful save, the target still suffers damage. Creatures of greater than 8HD cannot be targeted by this spell.

Impregnate

Duration: Permanent

Range: Touch

Casting Time: 1 hour

This spell provides an arcane means of bypassing the norms of sexual reproduction. The caster must first select the female who is to be impregnated and the male who is to be the sire. Neither of the pair need be willing participants in this spell, and no saving throw is allowed. The pair may be of any species, and in this manner it is possible to create unusual hybrids. In the case of highly disparate species, the Labyrinth Lord may wish to impose a percentage chance of the foetus or the impregnated female dying.

The spell must be cast twice – firstly on the male (or a sample of tissue from the male), and again, within one week, on the female. In both cases, the spell takes the form of an hour-long ritual, during which the target must be within touch range of the caster.

Life Cycle

Duration: Permanent

Range: Touch

This spell allows the vivimancer to advance a single target to the next stage in its life cycle. For example, an advancement of life cycle may cause an egg to hatch, a caterpillar to pupate, a plant to bear fruit, a foetus to be born, or a child to become an adult.

In the case of humans and other animals with a natural ageing process, the following stages of life are treated as separate life cycles, for the purpose of this spell: foetus, childhood, adulthood, decrepitude, death. It is thus possible to cause the death of a target of advanced years. An adult who is advanced to old age typically suffers a 50% reduction of maximum hit points and all physical attributes (STR, CON, DEX).

A save versus polymorph is allowed to resist the effect.

Organ Transference

Duration: Permanent

Range: Touch

Casting time: 1 turn

This spell enables the transplantation of various bodily organs from one being to another. The affected creatures must both be alive, but may be of different species. The organs to be transferred must be physically cut from the bodies of the subjects and transplanted – this spell only causes the fusing of the new organs into place and the healing of any wounding inflicted by the process.

Commonly transferred organs include the eyes and the heart, but any organ except the brain may be transferred. Transplanting a healthy heart can restore CON lost due to ageing, disease, or magic.

Unless some kind of anaesthesia is used, the procedure causes extreme pain to both subjects who usually pass out. It is thus not normally possible for a vivimancer to cast this spell upon himself.

The caster has the option of actually exchanging the organs of both creatures or of simply removing an organ from one and transferring it to the other.

Repel Wood

Duration: 4 rounds per level

Range: 0

Waves of energy roll forth from the caster on a 120' wide path, 20' long per caster level, moving in the direction he faces. Once the spell is cast, the area of effect is stationary. It causes all wooden objects in the path of the spell to be pushed away to the limit of the range. Wooden objects larger than 30' in diameter that are fixed firmly are not affected, but loose objects are. Objects 30' in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40' per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. If a spear is planted (set) to prevent this forced movement, it splinters. The waves of energy continue to sweep down the set path for the spell's duration. After being cast, the path is set, and the caster can then do other things or go elsewhere without affecting the spell's power.

Synaptic Reprogramming

Duration: Permanent

Range: 20'

A subject's neural structure may be modified with this spell, having a number of possible permanent effects on the subject's psyche. The effect generally takes one of the following forms. In all cases a saving throw versus spells is allowed to resist the reprogramming.

Alter beliefs: A belief held by the subject can be modified or erased. New beliefs may also be implanted.

Alter behaviours: A single specific behavioural pattern or personality trait can be removed, implanted, modified, or inverted.

Alter knowledge: A single area of knowledge possessed by the subject may be erased or knowledge possessed by the vivamancer may be imprinted into the subject's brain. Implanting knowledge is a more dangerous procedure, requiring a saving throw versus polymorph to be made by both subject and caster. The saving throw is modified based on the extent of the knowledge being imparted, from a +4 bonus for very trivial knowledge (a specific poem, for example), to a -4 penalty for very extensive knowledge (a language, for example). Failure of the saving throw (by either party) results in a subtly incorrect transfer of the desired knowledge and a permanent *insanity* as per the 4th level spell.

Alter memories: Memories of a specific period (up to one hour duration per level of the vivamancer) can be either implanted, altered, or erased.

Transformative Pupation

Duration: Permanent

Range: 0

Casting Time: 1d6 weeks

By means of this spell, the caster can permanently alter his physical form to that of any humanoid race of approximately equal size.

Casting this spell requires the possession of a large quantity of magical silk, such as that produced by certain species of monstrous giant spiders. Over a period of several hours, the caster becomes entwined within the silken threads, finally entering a pupa-like state, wherein he will remain for 1d6 weeks. While in the pupa, the caster is unconscious and vulnerable to attack – anyone wishing to do so can easily cut the pupa open, killing the semi-transformed wizard.

When the pupation period is over, the caster emerges in the new form. The exact appearance can be chosen, including sex, height, weight; eye, skin, and hair colour; and facial appearance. It is even possible for the caster to accurately mimic the appearance of another, although very close scrutiny has a 10% chance of revealing some slight difference.

It is also possible for the caster to modify his ability scores during a pupation. He may choose to redistribute the sum of his physical attributes (STR, DEX, CON) amongst themselves in any way he desires. He may also choose to subtract points from his mental attributes (INT, WIS, CHA) in order to increase his physical attributes, but not the other way around. In any event, it is not possible to increase an attribute to greater than 16 using this spell.



Vats of
Reincarnation

Duration: Permanent

Range: 0

Casting time: 1d4 weeks

House Rule

This spell is a variant of the standard magic-user's *reincarnate*, requiring the use of a laboratory and a period of several weeks, over which the new body grows.

As it cannot summon an instantaneous "replacement" for a deceased character, it is, effectively, weaker than the magic-user spell.

Thus, some Labyrinth Lords may prefer to either allow vivimancers to use the standard spell or to specify that both vivimancers and magic-users may only cast this version.

With this spell, the vivimancer has the power to return life to a character by means of growing another body. A tissue sample from the original body must be used as a seed for the new body to form around. The magic of the spell is such that the newly grown body is not guaranteed to be of the same species as the original. The spell creates an entirely new young adult body. Since the character is returning in a new body, all physical ills and afflictions are also repaired.

If the result on the following table indicates reincarnation into a PC race, determine which class randomly and roll 1d6 to determine the character's level. The level may not exceed the original character's class level. If the result on the table indicates that the reincarnated character returns as a creature, roll on the second table, using the column matching the character's alignment. Additional creatures may be used to extend the tables, but no creature having more than 6 HD should be included, and each creature should be at least semi-intelligent. A character brought back as a creature must either adventure as the creature or the player must retire the character. Monsters generally do not gain experience or advance in levels, unless the Labyrinth Lord allows this.

1d10 Incarnation				
1	Dwarf			
2	Elf			
3	Gnome			
4	Halfling			
5	Half-Elf			
6	Half-Orc			
7	Human			
8	Creature (roll on following table, based on alignment)			
9-10	Same race			
1d8 Chaotic		1d6 Neutral		Lawful
1	Bugbear	1	Ape	Blink Dog
2	Gnoll	2	Baboon	Gnome
3	Goblin	3	Centaur	Neanderthal
4	Hobgoblin	4	Lizardfolk	Pegasus
5	Kobold	5	Pixie	Roc (small)
6	Minotaur	6	Werebear	Unicorn
7	Ogre			
8	Orc			

Virus

Duration: 1 day per level

Range: Touch

A single target that the caster touches is infected with a magical virus having one of several possible effects, chosen by the caster (see below). The target is allowed a saving throw versus poison to resist. If the save fails, the virus is successfully implanted. An infected victim suffers no effects for the first day, but 24 hours after the spell was cast, the virus causes one of the following effects, chosen by the caster.

Mutation: The subject undergoes a mutation, rolling on the tables in Appendix II.

Instinct: The subject is affected as per the 2nd level spell *instinct*. The caster must choose which instinct the virus causes (feeding frenzy, fight, flight, mating instinct).

Transformation: The subject is affected by a polymorph, transforming into a creature of up to 4 HD chosen by the caster.

Once the virus is active (after the first day), the subject also becomes a carrier of the magical virus and can spread it to any other beings that it comes into physical contact with (including engaging in combat), who must then in turn also make a saving throw or become a carrier. The virus can spread in this manner to up to 2HD of victims per level of the caster.

When the spell's duration comes to an end, the virus dissipates, returning victims to their normal state.

Wall of Thorns

Duration: 1 turn per level

Range: 80'

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a *wall of thorns* takes damage equal to $8 + \text{AC rating per } 10'$ (a creature with AC -8 or better would take no damage). Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. The caster may create a $10'$ cubed area of wall per level. The wall must be $10'$ thick (or fills a smaller space completely), which allows it to be shaped as a number of $10 \times 10 \times 10$ blocks. A *wall of thorns* can be breached by slow work with edged weapons at rate of four turns per $10'$. Normal fire cannot harm the barrier, but magical fire burns away the wall in two turns.



Seventh Level Spells

Genetic Memory

Duration: Instant

Range: Touch

Casting Time: 1 turn

Cast upon either a living creature or a tissue sample, this spell unlocks the secrets of the subject's ancestors. Both knowledge of specific individuals who are known to be ancestors of the subject or general information about ancient cultures may be obtained.

The caster enters a trance for one turn, her mind travelling back through the genetic pathways of the subject, decoding the desired information. The answer to one question may be obtained, plus an additional question per two levels of the caster above 13th (two questions at 15th level, three at 17th, and so on). Each question has a percentage chance of success based on its antiquity, as follows. The caster gains a 2% bonus to the check per experience level above 13th. The chance is halved if the information sought was kept secret by the genetic ancestors of the subject.

Time Span	Chance of Success
50 years	95%
100 years	75%
250 years	50%
500 years	35%
1,000 years	20%
10,000 years	10%
50,000 years+	5%

Genetic Spell Encoding

Duration: Permanent

Range: Touch

The genetic code of the subject is modified to contain the pattern of a vivimantic spell of 3rd level or lower, which must be currently memorized by the vivimancer as she casts this spell. The spell to be encoded is erased from the caster's mind and implanted into the subject's genetic structure. Once implanted, the subject may cast the encoded spell at will. Casting a genetically encoded spell requires a round of concentration, but does not necessitate gestures or incantations.

Such deep alterations to a creature's genetic structure are not without risk. Firstly, if this spell is cast upon a creature that already carries a genetically encoded spell, the subject must save versus death or die immediately, due to genetic disintegration. Secondly, when casting an implanted spell, the subject undergoes a process of genetic shock as the encoded patterns of magical energy are ripped from its chromosomes. The subject must save versus polymorph or develop a permanent mutation (see Appendix II).

A genetically encoded spell does not register as magic for the purposes of spells such as *arcane sight* or *detect magic*.

Infestation

Duration: Permanent

Range: 300'

This spell creates a spore, seed, or nest that is planted at the centre of the area to be affected. Once planted, the seed takes root in the affected area, producing a voracious infestation of impenetrable creeping plants, choking fungal mycelium, swarming insects, writhing worms, etc. The infestation grows at a rate of 10' per day until eventually a 300' radius area is covered. All vegetation in the area is smothered and destroyed.

Progress through the infested area is greatly hampered. Movement rates are quartered. The infestation allows the caster, and any others to whom she grants access, unhindered transit.

While the caster is within the infested area, she can hear the psychic whispering of the infestation. In this way she may gain forewarning of intruders. She may also, up to three times per day, cause the infestation to manifest the following spell effects as appropriate: *entangle*, *spore cloud*, *insect swarm*.

The infestation can be damaged by normal means such as fire or cutting back, though it will regenerate at a rate of 10' per day, so it is very difficult to fully root out.

Instant Adaptation

Duration: One hour per level

Range: Touch

The subject of this spell gains the extraordinary ability to adapt to any environment in which she finds herself. Upon entering a new environment, the subject's body mutates, instantly developing enhancements to senses, breathing, skin, etc. which may be required to survive. For example, a human subject diving into water would develop gills to breathe and a membrane over the eyes, allowing vision to a normal range. All naturally occurring environments – including extremes such as lava pools or deep space – can be adapted to. The spell may also provide protection against the strange energies of some extra-planar environments, such as the elemental planes, at the Labyrinth Lord's discretion.

This spell also provides partial protection (a +4 bonus to saving throws) against natural or magical energy attacks which mimic extreme environments, for example a dragon's breath weapon, *fireball*, *ice storm*, etc.



Mind Mask

Duration: Special

Range: Touch

The target's true personality is masked by a new identity that this spell implants via a process of synaptic restructuring. The new personality may have whatever characteristics the vivimancer chooses. This spell may even impart knowledge (including languages) previously unknown to the target, but which the caster possesses. An unwilling target may make a saving throw versus spells to resist.

If the *mind mask* is successful, the target's knowledge and memory of its former self are completely concealed – the target takes on its new personality perfectly convincingly. Even spells or psionic powers of mind-reading cannot detect the deception. Only a spell-caster of higher level than the vivimancer, using the appropriate spells, will be able to detect the presence of this enchantment.

The target's true personality remains masked until a certain named contingency occurs. This may be something as simple as a trigger word, or as complex as meeting a specific person in a location of a certain type under certain temporal conditions – whatever the caster wishes. When the moment the contingency comes to pass, the *mind mask* falls away, revealing the target's true personality.

Note that it is perfectly possible for a vivimancer to cast this spell upon herself.

Parasitic Implantation

Duration: Permanent

Range: Touch

With a subtle touch, the vivimancer infects the subject with a magical parasite that will grow inside its host, causing one of a variety of effects. The subject is allowed to make a save versus poison to resist the implantation of the parasite; however, if the save fails, the parasite will take hold and begin to grow. For the first 1d6 days after the subject is infected, no noticeable effects occur. However, once this initial period has passed, the parasite begins to cause one of the following effects, chosen by the caster at the time of casting.

Spying: The parasite sends its subject's sensory experiences to the caster telepathically, enabling the caster to spy on every moment of the subject's life.

Geas: The subject is compelled to complete a certain task, in the same manner as the *quest* spell, with the one difference that the target is not consciously aware of the quest with which it is tasked. Instead, it receives a series of sub-conscious urges pushing it in the desired direction. If the target resists these urges, the parasite will inflict internal pains, causing the target to lose 1d4 points of CON or DEX per day of resistance. If the task is completed, the parasite will die.

continued...

Parasitic implantation
(continued)

Death: The subject must make a saving throw versus death once every 24 hours or meet its doom.

Suggestion: The presence of the parasite gives the caster great influence over the subject, allowing her to make a suggestion to the subject once per day. If the suggestion is worded in such a way so as to sound like a reasonable course of action, the subject will obey without question.

All types of parasite can be detected by spells which detect disease or magic, but can only be removed by *dispel magic*, *revert biology*, or *limited wish*; or the clerical *heal*.

**Regeneration,
Greater**

Duration: 1 round per level

Range: 0

This spell functions in the same way as the 5th level *regeneration*, except that the caster regenerates at the faster rate of 3 hit points of damage per round.

Replicate Life-Form

Duration: Permanent

Range: Touch

With the use of a tissue sample taken from a living creature, this spell causes a new creature of the same species to spring into existence by a process of instantaneous genetic replication. The newly formed creature is a typical example of the species from which the tissue sample was taken – it is not an exact recreation of the original, making this spell ineffective as a means of resurrection. The caster is able to replicate a creature with HD no greater than her level. The replicated creature behaves as a typical adult of its species, but has no knowledge of complex behaviours which are typically learned over many years, such as language, limiting the spell's usefulness in replicating creatures of greater than animal intelligence.



Spark of Life

Duration: Permanent

Range: Touch

Casting Time: 2d4 days

Some vivimancers pursue magically enhanced breeding programs or processes of vat growth in their quest to mould life to their own designs. Others prefer to craft new beings out of their raw components, breathing life into the non-living. This spell enables the vivimancer to perform such feats.

The vivimancer must first construct the creature to be vivified. Any organic materials may be used, for example flesh, blood, wood, hair, bone, leaves, and so on. The spell must then be cast upon the lifeless form in the vivimancer's laboratory. If the constructed creature has a reasonable biology, with tissue and organs in a feasible structure, then the spell has a 90% chance of success. More outlandish creations reduce the chance of the spark of life taking hold. The Labyrinth Lord should determine the exact percentage chance of success. For example, a being made entirely from bone may only have a 25% chance of coming to life. The constructed creature may have up to one Hit Die per level of the caster. Creatures with magical properties may be created by this spell, but this typically either reduces the maximum Hit Dice of the creature or requires the use of additional special ingredients, perhaps including body parts of creatures with similar properties, which must be acquired by adventuring. The exact details are left to the Labyrinth Lord's judgement.

If the vivification is successful, the creature rises under the vivimancer's control. Such creations are usually only of bestial intelligence, able to obey simple commands. Creatures brought to life with this spell exhibit unusual behavioural characteristics, according to a roll on the following table (made in secret by the Labyrinth Lord). There is additionally a (non-cumulative) 3% chance per day of the creature breaking free of its creator's command, becoming a completely free-willed entity.

1d6 Creature's Behaviour	
1	Lackadaisical – 1 in 6 chance of ignoring commands.
2	Violent – the creature interprets all commands in the most destructive manner possible.
3	Wilful – has a mind of its own and pursues its own ends when not under the vivimancer's supervision.
4	Hateful – the creature harbours a brooding hatred for its creator. If it ever breaks free, it will do anything in its power to destroy the vivimancer.
5	Obsessive – once given a command, the creature will not stop until instructed otherwise.
6	Intelligent – the creature is of human-level intelligence and may in time be taught to speak. It has an INT score of 2d4 + 2.

Vats of Creation, Greater

Duration: Permanent

Range: Touch

Casting Time: 1d4 weeks,
+1 per Hit Die

This spell works in the same manner as the 3rd level spell *vats of creation*, but produces stable life-forms which will live to a normal natural lifespan.

Wall of Claws

Duration: 1 turn per level

Range: 60'

This spell brings forth a barrier formed of blubbery flesh, riddled with vicious claws and talons. The wall has a small degree of sentience and will lash out to attack anyone approaching within 5', attacking as a 10 HD monster and inflicting 2d4 damage.

This spell creates up to one 10' cubic section of wall per level of the caster. Each 10' section of the wall has 10 Hit Dice. The wall is Armour Class 8 and can only be harmed by magical weapons or spells. It takes half damage from fire and cold attacks.

The caster may optionally specify a means of bypassing the wall, by way of a password, special token, or scent. In this case, the wall will also exhibit small sensory organs (eyes, ears, or nostrils, as appropriate). When the correct key is presented, a section of the wall opens up to allow egress.

When the spell's duration expires, the wall dissolves into a goo of plasma that fizzes and evaporates over the course of an hour.

Xenogamy

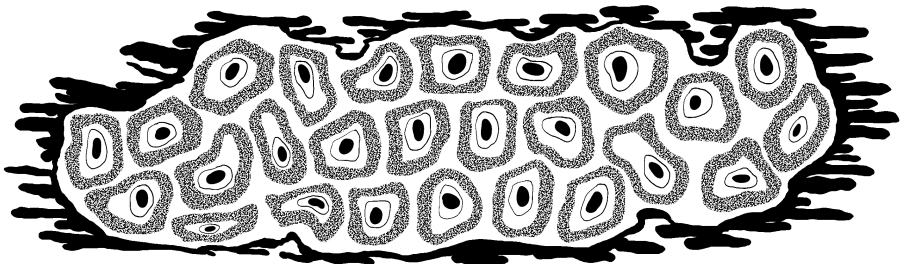
Duration: Permanent

Range: Touch

Casting Time: 2d4 weeks

This spell enables the caster to create an infinite variety of hybrid creatures by a process of genetic melding. Two living creatures of any species must be selected and contained within a laboratory for a period of 2d4 weeks. During this period, the two creatures gradually begin to meld into a single being. Each week, there is a 10% chance that the hybrid creature will die. If the process is successful, the resulting creature will have qualities and appearance reflecting both of its "parents". The Labyrinth Lord should determine which qualities are retained from which parent.

If creatures of greater than animal intelligence are melded, the resulting monstrosity has a 90% chance of being utterly insane.



Eighth Level Spells

Chimera III

Duration: 2 rounds, +1 round per level
Range: 30'

This spell works in a similar manner to the 4th level *chimera I*, creating a blob of tissue from which mutant life will emerge. This enhanced version may either be used to create a single monster with 2d4 + 8 HD or three identical 2d4 HD creatures.

Clone

Duration: Permanent
Range: Touch
Casting Time: 2d4 months

This spell makes a duplicate of a creature of human intelligence, including its memories and personality. To create the duplicate, the caster must have a tissue sample taken from the original creature's living body. The sample need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months. Once the duplicate reaches maturity, if the original being is alive, the two beings will share a psychic link for 1 week. During this time, each will seek to destroy the other. If this proves to be impossible, there is a 95% probability that either the clone or the original will lose his sanity. If this occurs, 25% of the time it will be the original, otherwise it is the clone that becomes insane. There is a 5% probability that both beings lose their sanity. After one week, if neither being destroys the other, the psychic link dissolves and there is no longer a compulsion to destroy each other.

If the original being is no longer alive, this procedure can be used as a means of resurrection. The spell duplicates only the original's body and mind, not its equipment.

Note that this spell cannot be used to create a replica of the caster's own body; this requires the 9th level *clone self*.

Explosive Growth

Duration: See below
Range: 120'

A single target in range begins to grow at a rapid and alarming rate – potentially reaching gigantic proportions within a matter of rounds. During the spell's duration, a target of normal human stature will grow in size and unarmed damage potential as follows:

Round	Height	Unarmed Damage
1st	10'	1d8
2nd	12'	2d6
3rd	14'	3d6
4th	16'	4d6
5th	18'	5d6
6th	20'	6d6
7th	22'	7d6

continued...

Explosive growth
(continued)

The maximum size is maintained after the 7th round for one additional round per level of the caster above 15. Subsequently, the target will return to its normal size, shrinking one step on the size scale per round.

Clothes or armour worn by the affected creature are destroyed in the first round, and, if it is in a confined space, the creature's body will either break out of the confinement or be crushed to a pulp.

The target is allowed a saving throw versus polymorph to avoid the effect.

Genetic Conduit

Duration: 1 round

Range: Unlimited

The possession of a tissue sample can grant a high-level vivimancer great power over the creature from which it was taken. When cast upon a genetic sample from a creature, this spell allows the vivimancer to magically influence the subject from afar. The spell is effective on both living organisms and the corpses of recently deceased creatures, as long as their flesh is intact.

In the single round of the spell's duration, a second spell (of up to 4th level) or magical effect (such as from a wand) may be cast upon the tissue sample. This second effect is instantly relayed to the body from which the tissue sample was taken.

Genetic Resequencing

Duration: Permanent

Range: 0

This advanced spell allows the caster to permanently modify his own genetic structure, stabilising the normally temporary effects of a transformative spell. The following spells can be made permanent: *adapt appendage*, *appendage growth*, *arcane sight*, *echo location*, *flesh pocket*, *hyperolfaction*, *infravision*, *jump*, *natural weaponry*, *nauseating stench*, *reptilian metabolism*, *scentlessness*, *skin transformation*, *water breathing*. Once the transformative spell has been fixed into the caster's genetic code, it cannot be dispelled by any means short of a *wish*.

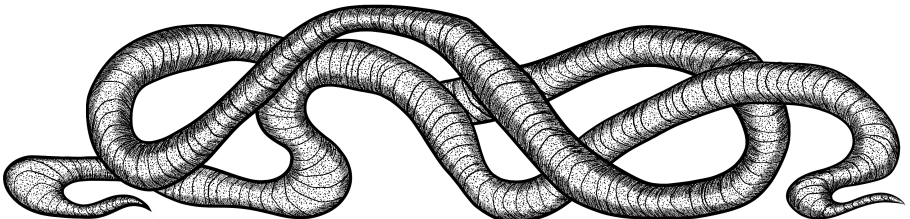
Casting this spell permanently reduces the caster's CON by one point.

Mass Devolution (reversible)

Duration: Permanent

Range: 60'

This spell causes all creatures of a single named species in range to be affected by the 5th level spell *devolution* or its reversed form *evolutionary leap*.



Neural Absorption

Duration: 1 day per 3 levels

Range: 0

Cast upon one or more freshly extracted brains, this spell effects the absorption and temporary integration of the neural tissue into the vivimancer's own cerebrum. The addition of cerebral matter causes the vivimancer's head to swell noticeably while the spell is in effect.

The absorbed neural matter can be used by the vivimancer for the memorization of additional spells per day. For each brain absorbed, the player should roll 1d20. If the result is less than or equal to the INT of the creature whose brain has been absorbed, the vivimancer gains the ability to memorize an additional spell level per day for this spell's duration.

The additional spell levels gained may be used to memorize extra spells of any combination of levels. For example, if a vivimancer successfully absorbs neural matter sufficient to grant three additional spell slots, he may memorize three 1st level spells, a 2nd level spell and a 1st level spell, or a single 3rd level spell.

This process is, however, not without risk. For each brain absorbed during a single casting of this spell, there is a cumulative 2% chance of the vivimancer's mind being dominated by the foreign neural tissue. When this occurs, the caster's behaviour and thought processes are replaced by those of the brain absorbed. This state endures until the end of the spell's duration.

If more than one brain is available, the vivimancer may choose, after absorbing each one, whether to continue with the process or to stop. In this way, the vivimancer may tread the delicate balance between risk and reward.

Organ Transference, Greater

Duration: Permanent

Range: Touch

Casting time: 1 turn

This spell functions in the same way as the 6th level *organ transference*, but additionally enables the transplantation of the brain from one being to another, essentially causing a permanent body swap.



Regenerative Pupation

Duration: Permanent

Range: 0

Casting Time: 1d6 weeks

Similar to the 6th level *transformative pupation*, this spell causes the caster to enter a state of pupation lasting 1d6 weeks.

While in the pupa, the caster undergoes a process of regeneration, having one of several effects. Firstly, up to three levels lost due to energy drain may be regained. Secondly, any physical damage, including lost limbs or disease, may be healed. Alternatively, the caster may rejuvenate himself – becoming 1d8 years younger.

Each time this spell is used for rejuvenation, there is a 1 in 6 chance that the caster will permanently lose one point of CON. When the number of CON points lost equals the caster's original CON ability score, the caster dies permanently.

Shape Change

Duration: 1 turn per level

Range: 0

This spell enables the vivimancer to assume the form of any single non-unique creature of any type except for particularly powerful creatures like demons, devils or demi-gods. The caster's hit points remain the same. The caster gains all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, except for any abilities relying on knowledge or intelligence of the monster, because the caster's mind remains his own.

If the assumed form is capable of human-like speech and gestures, the vivimancer is still able to cast any spells he has memorized.

The caster can change form once each round for the duration of the spell.

Stabilize Mutation

Duration: Permanent

Range: Touch

This spell modifies the unstable genetic structure of normally temporary life-forms such as those created by the *vats of creation*, *chimera*, *homunculus*, or *wall* spells. A single target can be affected.

The affected creature's life span is extended to 1d6 months, after which it will die unless this spell is cast again.

The first time this spell is used on a creature with a degree of sentience (*chimeras* or *walls of claws*, for example), the creature must make a saving throw versus spells. Success indicates that it has broken free of the caster's command, becoming free-willed. Such monstrosities are typically highly aggressive.

Survival of the Fittest

Duration: Instant

Range: 60'

This reckless spell forces all living creatures within range, including the caster and allies, to make a saving throw versus death or die immediately.

Ninth Level Spells

Artificial Intelligence

Duration: Permanent

Range: Touch

Casting Time: 1d4 days

One of the most elusive properties in the vivimancer's quest to create life is human-level intelligence. This strange and powerful spell brings about the creation of a disembodied intelligence, which the caster can choose to imbue into an object or a location. It is sometimes used by vivimancers during the creation of powerful magic items or to create spies, assistants, companions, or sentient libraries. The spell requires the caster to concentrate continuously for 1d4 days, as tiny extracts of his consciousness are gathered and imbued into the target. After the casting the vivimancer must rest for 1d4 days, and cannot cast spells.

The Labyrinth Lord should roll 3d6 to determine the INT, WIS, and CHA scores of the magically created mind, and then also roll 1d20 and consult the following table to determine additional characteristics of the mind. The mind's alignment should also be randomly determined. The artificial intelligence is able to see and hear (by magical means) within a 60' radius and can speak with a disembodied voice.

1d20 Mind Characteristics	
1-2	Insane (harmless)
3	Insane (subtly psychotic)
4-5	Unfathomable and alien
6	Obsessed with a certain goal
7	Impressionable – picks up personality traits of those whom it first encounters
8	Capable of learning to cast spells
9	Claims to be a reincarnation
10-11	Has an innate detection power (roll on the table for sapient swords, LL p.122)
12-13	Has an innate spell-like power (roll on the table for sapient swords, LL p.122)
14	Completely empty – can learn, but has no pre-formed knowledge or personality
15	Expert in an obscure field
16	Driven and manipulative
17	Hateful
18	Replica of the caster's mind
19	Roll twice*
20	Roll three times*

* Re-roll further results of 19 or 20.

Cannibal Holocaust

Duration: 1d6 days

Range: 20' per level

Casting time: 1 hour

This abominable and greatly feared enchantment triggers a bestial cannibalism in all creatures of a single named species within range. Individuals are allowed a saving throw versus spells to resist. The effects are the same as the 3rd level *cannibal rage* with the one difference being the much longer duration of the effect. In this manner, whole settlements have been wiped out in a gruesome cannibalistic orgy.

The casting of this spell takes the form of an hour-long ritual requiring the vivimancer to consume the entrails of an individual of the species to be affected. During this process, there is a 5% chance of the vivimancer herself being overcome with a cannibalistic rage for the spell's duration.

Clone Self

Duration: Permanent

Range: 0

Casting Time: 2d4 months

Via a laboratory procedure lasting 2d4 months, the caster creates an exact duplicate of herself. When completed, the clone exists in a dormant state similar to *temporal stasis*.

Clones are used as a means of assurance against death. If the caster dies and the clone is still intact, her consciousness is instantly transferred to the duplicate body, which then awakens. The clone's mind is identical to that of the caster at the point the spell was completed. Memories of any events which occurred since that point are lost.

The caster must imbue a certain portion of her life energy into the clone. This causes a permanent loss of 1d4 hit points.

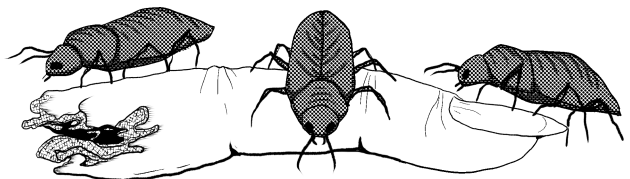
It is possible for a vivimancer to create multiple clones of herself. In this case, upon death, one of the clones (chosen at random) will come to life.

Creeping Doom

Duration: 4 rounds per level

Range: 0

When the caster utters the spell of *creeping doom*, a mass of centipedes, insects, and arachnids is called forth. The swarm occupies a volume of 20' square and can be commanded to swarm any target within 80'. The swarm moves at 10' per round, and will consist of $(1d6+4) \times 100$ individual bugs, each of which deals 1 point of damage and then dies. If a swarm occupies the same area as a target, as many bugs attack as the creature has hit points. The remaining swarm may be commanded to attack a new target in range. If the swarm moves beyond 80' from the caster, 50 of their number wander away. An additional 50 wander away per 10', so that if they are 100' away, 150 have been lost.



Dispersed Mind

Duration: Special

Range: 0



The vivimancer's mind leaves her body and seeps into the living tissue of plants, fungi, and animals in the surrounding area. Initially, the caster's consciousness extends 60' around the location of her body. The longer the caster concentrates to maintain the spell, the further she can spread her mind – up to a range of one mile per hour with a maximum radius of one mile per experience level. The caster's mind can be gradually withdrawn from the natural world at the same rate. The duration of the spell is limited only by the vivimancer's desire for her mind to remain dispersed.

Once her mind is dispersed, the caster is aware of everything perceived by all living creatures in the affected area, excluding intelligent beings, who are immune. The caster is also able to speak anywhere in the affected area, producing sound via the rustling of leaves, chattering of birds, fluttering of insects, and so on. It is in this manner even possible for the vivimancer to cast spells within the area of her mind's reach. While it is left vacant, the caster's body remains in a comatose state where it does not age or require any form of nourishment, essentially under the effects of *temporal stasis*. The caster's mind, in the dispersed state, likewise does not tire and requires no sleep.

Several dangers lie in the use of this spell. Firstly, the caster's body, while in stasis, is completely vulnerable and can be killed with ease. Secondly, if the caster, for some reason, wishes to quickly return her mind to her body, she must make a saving throw versus spells. If the save succeeds, the return is effective within 1d6 rounds. A failed save, however, indicates that a rapid withdrawal cannot be achieved. In this case, the caster's mind can withdraw only at the standard rate of one mile per hour. If the save results in a natural 1, the vivimancer's mind cannot withdraw at all, and the duration of the spell becomes permanent. Note that there is no risk when withdrawing at the normal rate. The saving throw is only required when a hurried return is attempted.

Legends tell of areas of haunted, desolate wilderness, where the depraved minds of arch-vivimancers from ages long forgotten still lurk, cursed by misuse of this spell to live on in an eternal twilight of disembodied consciousness.



Extinction

Duration: Instant

Range: 240'

This spell brings about the instantaneous death of living creatures of a single named species within range. Up to 40 Hit Dice of creatures are affected. A saving throw versus death is allowed to completely avoid the effect.

If greater than 40 Hit Dice worth of individuals of the chosen species are within range, the affected targets should be determined randomly – the caster is not able to choose.

Magical creatures and those with greater than 8HD are not affected.

Extraordinary Regeneration

Duration: 1 round per level

Range: 0

This spell grants the vivimancer immunity to all physical damage, poison, and disease for the duration.

While the spell lasts, the vivimancer can only be harmed by spells or magical weapons. All other damage is regenerated at a startling rate – wounds heal over instantly, severed limbs regrow, and so on.

Genesis

Duration: Permanent

Range: 30'

This spell instantly conjures living beings of any natural species desired or any unnatural type which the caster has seen personally. Up to 2HD of creatures per level of the caster may be conjured, in any combination of species. The conjured creatures are typical examples of their race – the spell cannot be used to summon specific individuals. The conjured creatures are not in any way bound to obey the caster and will follow their natural behaviour.

Immortality

Duration: Permanent

Range: 0

This hypothetical spell is the holy grail of arcane research for many high-level vivimancers who, after mastering the creation and manipulation of life in all its forms, seek to unravel life's final mystery – death.

Design Note

This spell's feasibility, existence, and exact means of functioning are left up to the Labyrinth Lord to determine. Quests for historical traces of the spell, and subsequent research to recreate it could potentially form part of a high-level campaign.

It is rumoured that vivimancers in ancient times succeeded in this quest, and that this spell of perfect immortality did indeed exist, once upon a time. Such secrets have, however, been lost in the mists of time, and only the merest hints as to the required procedures remain.

Mutagenic Zone

Duration: Permanent

Range: 30'

A 30' diameter area is permanently enchanted to warp the genetic structure of any creatures entering within. A saving throw versus polymorph is allowed to resist the zone's effect. Failure indicates that the creature develops a permanent mutation, according to the tables in Appendix II. The vivimancer is immune to this effect and can pass freely through *mutagenic zones* of her own creation.

Progeny

Duration: Permanent

Range: 0

Casting time: 7 days

A risky procedure undertaken by some arch-vivimancers, this spell produces a child from the vivimancer's own flesh. Over the course of the seven-day procedure, the child forms inside the caster's body as a foetus, emerging when the spell is complete. Female vivimancers casting this spell experience a normal (if hyper-accelerated) process of pregnancy and birth, while male vivimancers undergo the disturbing process of the foetus emerging directly from the flesh of the torso. In either case, part of the vivimancer's own life force is imbued into the child, causing a permanent loss of 1d8 hit points. These lost hit points cannot be regained by any means.

From the moment of its birth, the vivimancer has an empathic link with the child, allowing the sharing of thoughts and sensations, at-will. The child develops normally, albeit at twice the normal rate, reaching adulthood after about 9 years. At this point, the *progeny* begins to age normally. Physically, the child is an almost exact replica of its parent, but is always of the opposite sex. Its ability scores are the same as those of the caster.

The great benefit of this spell (as well as the risk) lies in the soul connection that exists between the caster and the *progeny*. If the child dies, the vivimancer must make a saving throw versus death, with a -4 penalty, or also die. When, eventually, the caster dies, the knowledge and experience of her entire life, including her expertise as a vivimancer, is passed instantaneously to the *progeny*. Thus this spell enables a form of immortality, spanning over multiple generations.

Temporal Stasis

Duration: Permanent

Range: Touch

The subject is placed into a state of suspended animation, and for the creature, time ceases to flow. The creature does not grow older, and its body functions virtually cease. This state persists until the magic is removed (such as by a successful *dispel magic* spell). No saving throw is permitted.



Magic Items

Like other magic-users, vivimancers of 9th level or higher are able to create new magic items. These may simply be potions or scrolls replicating the effects of vivimancer spells, but the ability also includes the possibility of creating unique items possessing any imaginable magical properties. Vivimantic items are always of biological origin, typically being crafted from specially bred plants, fungi, or animals. Indeed, much of the construction time of a magic item may be taken up by a process of breeding or genetic experimentation to produce creatures with the qualities required in the manufacturing of the magic item. Even potions and scrolls produced by vivimancers have a biological quality. Vivimantic potions are sometimes found in the form of fruits whose juices bestow magical properties. Scrolls of vivimancer spells are often written on parchment prepared from the skin of specially bred animals.

This section lists a selection of vivimantic magic items. These may be placed as treasure in adventures or may be used as inspiration for the creation of new items by player character vivimancers.

House Rule

Traditionally, the ability of magic-users to create new spells and magic items only becomes available at 9th level. Many campaigns, however, never approach this stage of the game, remaining in the low-level range. Bearing this in mind, the Labyrinth Lord may wish to allow magic-users (including vivimancers) to create spells and magic items from 1st level - subject, of course, to the usual constraints of research time and expense. In this way, this very exciting and creative aspect of the game can be included without the need for many months of play in order to reach 9th level.

Animals

Some animals bred by processes of vivimantic research are in and of themselves magical. Such beings are created purely for their practical qualities which are of use to humans, and as such are treated as magic items rather than monsters. Some vivimantic animals are more magical than natural, existing without sustenance or air. Others are more akin to natural biological organisms and require some kind of sustenance.

Assassin Bug

A small mosquito constructed from filigree silver and the internal organs of a specially bred (and deadly poisonous) spider. The creature lies dormant when kept in darkness. When brought into the light, the mosquito may be presented with the scent of a living creature, activating its predatory instinct. From this point, the insect will live for 24 hours, during which time it will untiringly seek the one whose scent it was imprinted with. The mosquito has a magical instinct which draws it in the direction of its target, travelling at a rate of 60' per turn. If it reaches its goal, it will seek an area of exposed flesh, land, and inject its deadly poison. The victim must save at -2 or die instantly. Like normal mosquitoes, assassin bugs produce a noticeable high-pitched buzzing, which may give their presence away.

Brain Leeches

When not in use, these normal-looking leeches must be kept in a quantity of blood, which must be refreshed on a weekly basis. Their magical function is revealed when they are placed on the skull of a living creature. The leeches attach immediately and begin sucking blood from the victim. Over a period of one week, the leeches work their way into the victim's flesh, boring small holes into its skull, exposing the brain, from which they begin to feed. Left to their work for a further week, the leeches completely drain the victim's memory before dying. An intelligent being put under the leeches can be thus rendered defenceless and pliable.

Cerebral Spider

A hideous-looking arachnid with yellowish grey, spindly, hairless limbs, distended mandibles and an abdomen tipped with a gruesome, prehensile spine. When allowed to settle upon the shaven crown of an intelligent creature's head, the spider's sinister instinct is activated. It plunges its abdominal spine into the subject's skull at the base of the neck, and over the coming days injects fluids which cause the brain to become entwined with a complex latticework of webbing. Once attached in this manner, the spider will lay completely immobile on the skull of the subject, becoming joined with its host in symbiosis. The presence of the spider and its webbing has the effect of protecting the subject from telepathy and mind reading, effectively scrambling thoughts so as to make them incomprehensible to outside observation. It also grants a +2 bonus to saves against other forms of mental attack, including psionic powers. In return for this boon, the spider drains the energy of one particular emotion from the host, effectively rendering the host incapable of feeling this emotion. Examples include: lust, love, hatred, greed, compassion, and so on.

Lockroaches

Appearing somewhat like brass stick-insects, these creatures are a hybrid of insect and clockwork. They need no sustenance, and if left to their own devices will slowly creep into crevices and dark places. When the mandibles of a lockroach are placed inside a keyhole, its magical function activates. The creature's forelegs and mouth-parts act as lock-picks of fantastic efficiency, opening any mechanical lock in the space of a single round. After fulfilling its function, the creature dies.

Swarm of Antiquity

Typically contained in a small ceramic jar, this swarm of hundreds of tiny, black, ant-like insects lie in a dormant state until released. When the jar is opened and an object is placed at its aperture, the insects come to life, swarming onto the object with which they are presented. Over the course of one turn, the insects explore the totality of the object's surface. Having completed their analysis, the insects perform a series of intricate movements of legs and antennae, which can be interpreted by a vivamancer with a magnifying glass and the correct training. The dance of the swarm indicates the age of the object, and the last time it was touched by another living creature, both accurate to within 1%. A swarm can be used 1d10 times before it dies.

Swarm of Translation

Placed upon written material, this swarming collection of tiny black mites is capable of translating the text into a language understood by the vivamancer who commands them. The mites scuttle over the writing, producing a faintly audible translation by means of their clicking mandibles. They can “read” at a rate of approximately 100 words per turn. The swarm requires little sustenance, but must be fed one sheet of parchment per week. Each time the mites are used to translate, there is a 5% chance of them dying during the process.

Swarm of Wound Suturing

Unnaturally ravenous and highly carnivorous, these inch-long beetles consume one “ration” of food per day. They must be kept in a sealed container, for their instinct is to disperse in search of prey. To one who opens their container, they present a frightening sight – snapping mandibles raised viscusly and legs scuttling in a bid for freedom. Indeed, given the opportunity, they will attack living beings and consume their flesh. The beetles' beneficial – and magical – behaviour is only observed when they are placed onto an open wound (a somewhat fraught procedure). The beetles proceed to close the wound, biting it shut with their powerful jaws. This procedure heals 2d6 hit points of damage caused by cutting or piercing attacks. The beetles die once used.

Worm of Poison Absorption

A 6' long, purplish tapeworm, which must be kept sedated in a vat of acid when not in its natural environment (the humanoid gut). Extracted from its acidic resting place and presented with a suitable gullet, the creature comes to life, attempting to writhe its way into the intestines of the subject. This process is extremely unpleasant for the subject, and almost invariably causes vomiting and sickness. Once the worm is in place, the subject benefits from its metabolic protection, becoming immune to ingested poison while the worm lives. Each time the subject consumes a poison, there is a 1 in 4 chance of the worm expiring. While the worm lives, the subject must eat twice the usual amount of food per day in order to avoid starvation.

Eggs and Seeds

Egg of Life

Magical eggs which come in many shapes and sizes. When an egg of life is cracked open and its contents allowed to fall onto the ground, a chain reaction of magical growth begins. Over the course of the following turn, a panoply of life springs into existence within a 120' radius, creating a full habitat complete with plants, insects, and small animals. Each egg creates a different type of habitat (forest, marsh, grasslands, etc.), as determined by the vivimancer who created the item.

Note that geological conditions such as soil or water sources are not created or modified by the magic of these eggs. Thus, while the plants and animals conjured will theoretically live to their natural lifespan and may reproduce, they may perish more rapidly if created in an otherwise hostile environment.

Hive Egg

These fist-sized, translucent white insect eggs have the capability of producing a whole hive of giant insects over a short period when buried in the earth. The process of hatching and growth takes a total of 1d6 rounds, producing a large hive structure along with 2d10 individuals. The type of insect produced is determined randomly using the following table.

1d10	Hive Type	Page Reference
1-2	Giant ants	LL p.63
3-4	Giant killer bees	LL p.65
5	Fire beetles	LL p.65
6	Giant centipedes	LL p.68
7	Giant carnivorous flies	LL p.75
8	Giant ticks	AEC p.138
9-10	Giant wasps	AEC p.140

Hut Seed

A normal-looking pine-cone which has the wondrous power to produce a dwelling when planted into moist soil. The moisture and nutrients of the soil activate the cone's magic, causing the rapid growth of a series of needled branches which, over the course of one turn, form into a small hut-like construct. The seed hut is proof against all naturally occurring weather conditions, providing a cosy interior with approximately a 10' cubed area of space. Once grown, the seed hut is rooted to the spot where it was planted and cannot be relocated. It is now a permanent construct.

Laboratory Equipment

High-level vivimancers often spend much of their time in their laboratories. It is thus unsurprising that their research sometimes leads to the production of magical items to aid in laboratory procedures. Magical vats are found in a range of sizes, the size determining the eventual Hit Dice of creatures which can be grown inside it. A vat found as treasure will be capable of containing creatures of up to 2d8 Hit Dice.

Apparatus of Organ Transference

This complicated mechanical apparatus takes the form of a pair of thrones placed back-to-back, surrounded by a macabre array of retractable brass arms, tipped with scalpels, grippers, suction cups, catheters, and specula. Living subjects placed in the apparatus can be subject to the *organ transference* spell (or the greater version), controlled by the operating vivimancer. The apparatus can also be configured to perform an automatic procedure, without human direction. In this way, it is possible for a vivimancer to transfer organs to or from his own body, including the brain.

Brain Vat

Made from thick glass of very high strength, these small vats have the power to maintain a single brain in a state of perfect preservation. A fresh brain can be immersed in the vat's liquid and the lid tightly sealed. The housed brain will survive indefinitely in a state of suspended animation and can be revived at a later date with the use of further magic (the greater *organ transference* spell, for example).

More advanced brain vats are found occasionally, which keep the housed brain in a conscious state and transmit aural and visual sensations through the glass of the vat into the sensorium.

Twin Vat

An exquisitely crafted vat of delicate green crystal, this item enhances procedures of vat-growth by producing two identical beings at the same time. There is a 2 in 6 chance of the twinned creatures having a mutual telepathic link, and a 3 in 6 chance of their fates being intertwined, such that if one dies, the other will die also.

Vat of Accelerated Growth

A vat of reinforced brass, with only a small dark window into the liquid-filled interior. This item makes use of an experimental and dangerous “hot synthesis”, and can be used to perform any vat procedure in 50% of the usual time. There is, however, a 10% chance of the contained creature dying during the procedure and a 5% chance of the vat exploding during use.

Vat of Continual Growth

The pinnacle of vat-synthesis, this item allows a vivimancer to produce a series of identical creatures in an ongoing procedure of vat growth. Using this vat has two effects. Firstly, the time required by the spell *vats of creation* (either lesser or greater version), is reduced by one-third. Secondly, once a creature emerges from the vat, the vivimancer has the option of continuing the process, producing another identical creature. The growth of subsequent creatures is randomly determined according to the usual duration of the spell which was originally cast, but is also reduced by 33%. The vivimancer may choose to continue this process indefinitely, the only limitation being the time required to maintain the laboratory process. In this way, vivimancers sometimes produce armies of minions. This vat requires unusually expensive fluids and fuels for its functioning, adding a cost of 200gp per month of use.

Lenses

Optic lenses harvested from the eyes of vat-crafted chimera, these items are found in wide variety, from marble-sized to cyclopean. Looking through these lenses, or allowing light to pass through them, activates arcane powers. Lenses may occasionally be found set in rings, crowns, or pieces of jewellery.

Like all vivimantic items, the magic imbued in lenses allows them to retain some of the features of living organisms.

Lens of Biological Detection

Always found in pairs, these small green lenses must be placed over the eyes. They reveal the world wreathed in a green mist with biological organisms haloed in yellow. The capability of the lenses is such that the outlines of organisms are visible even through inorganic matter up to 1' thick. If looking through one lens only with the second eye uncovered, the viewer's brain is bombarded with strobing energies – a save versus spells is required to prevent insanity (per the spell) lasting 1d4 days.

Lens of Blinding

A small, white, glistening lens with a dull light at its core. The lens emits a blinding flash when anyone except its rightful owner looks upon it. Onlookers within 20' must save versus spells or be permanently blinded. Even those who make the save are blinded for 1d6 turns. These lenses are sometimes used as traps to protect hidden valuables.

Lens of Observation

A pair of thin violet lenses which gently pulsate with a soothing warmth. Looking into one of the pair of lenses allows sight through the other. Cunning use of these lenses can enable various forms of intrigue, spying, or communication.

Lens of Perpetual Radiance

Unlike the other magical lenses described, this item is in fact constructed from many thousands of individual eyes, in this case the iridescent compound eyes of insects. The lens is in the shape of a disc 2' in diameter. The countless surfaces of the lens, each an individually placed compound eye, produce a shimmering light possessing the natural qualities of daylight. In this way, the lens can be used to sustain plant life in locations where no natural light penetrates. A single lens of perpetual radiance is sufficient to illuminate an area of up to 100' radius.

Lens of Sublime Refraction

Fist-sized lenses of a milky hue, covered in a warm oily liquid, these lenses gather and refract light from atypical angles. Looking through the lens and aligning it correctly, the viewer is able to see around corners and through small holes. The maximum range of vision using this lens is 60'.

Lens of Subtle Sight

This lens redirects any light which hits its surface into the optic nerve of one who holds it, essentially enabling sight via organs other than the eye. The lens must be in direct contact with the user's flesh in order to function. Lenses of subtle sight are typically palm-sized and of an azure hue, flecked with brown. Every time a lens of subtle sight is used, there is a 1 in 6 chance of it permanently embedding itself in the flesh of the user.

Lens of the Sub-World

A tiny black lens no larger than a fingernail, this object has the power to reveal biological matter on the smallest scale. Vivimancers trained in its use are thus able to study samples of living tissue in order to identify species or to diagnose disease.

Lens of Transparent Revelation

These clear, 1' diameter lenses scintillate with rainbow hues that ripple across the surface. They are extracted from octopoid monstrosities which can only be grown in large vat-pools. Looking through this lens, the internals of solid objects are revealed, allowing their form to be studied. Objects larger than 2' cannot be fully penetrated by this lens' sight.

Plants and Fungi

Similar to the animals described earlier, some vivimantic magic items are actually living plants.

Blood Tree

This 12' tall tree appears to be a hybrid between plant and animal. From a distance it looks like a normal tree, bedecked with exotic yellow flowers. It is only upon close inspection that one may notice that the tree is actually covered in a network of blood vessels. Indeed, if the tree's flesh is cut, it will bleed just like an animal.

Once per month a blood tree produces a single mango-like fruit with remarkable properties. Like the tree which produced them, the fruits have strange animal-like qualities: they are warm to the touch, throbbing with blood vessels. When consumed (a gruesome, bloody affair), the fruits of the blood tree are able to magically heal 1d6+1 hit points.

Mind Fungus

Reminiscent of a fist-sized human brain, a single specimen of this species of robust magical mushroom is the fruit of a lengthy procedure of growth under carefully controlled conditions. The mushrooms must be grown on a medium of neural matter, and are fed a solution of magically treated spinal fluid. A character who consumes one of these rare fruits gains a permanent +1 bonus to INT, but must also roll a side-effect on the following table, as the psychic echoes of the minds which fed the fungus interact with the character's neural structure.

1d10	Side-Effect
1-2	None
3	-1d3 WIS
4	-1d3 CHA
5	Re-roll WIS (3d6)
6	Re-roll CHA (3d6)
7	Alignment change – randomly determined (roll again if no change)
8	Insanity (as per the 4th level spell)
9	Radical personality change
10	Memory warp – long periods of the character's memory are either erased or replaced with events which did not occur (50% of each)

Safe Tree

Squat, bulbous trees, with slightly transparent succulent leaves, these magical plants are sometimes found in large pots in inconspicuous locations in the manses of powerful vivimancers. Safe trees grow and thrive just as normal trees, having but a single magical property, activated by a command word known to their creator. When the command word is spoken, the bark of the tree's trunk peels back, and its flesh divides, revealing an inner cavity in which objects can be secreted. A repetition of the command word causes the cavity to close once more, leaving no clue as to its existence.

Screaming Mandrake

A gnarled, 6" long root segment with a somewhat humanoid semblance. The mandrake's deadly power is the subject of many folk tales and is greatly feared. When planted under the light of the moon, the root comes to life and begins slowly to grow. Thenceforth, if the root is in any way disturbed (such as by digging or uprooting) it begins to scream, emitting a horrifying shriek audible to all within 60'. Those hearing the mandrake's scream must save versus death or perish. The screaming persist for 1d6 turns after the mandrake was disturbed, after which it dies.

Spying Mandrake

This mandrake root can be distinguished by the distinctly ear-like whorls which are found here and there on its gnarled form. When planted under the light of the moon, the mandrake begins to slowly grow and to listen. It hears and remembers all that is spoken within 30' of its resting place. If, at a later date, it is dug up, the mandrake will report what it has heard, speaking in a faint high-pitched whisper. Depending on the location in which it was planted, the mandrake's story may take some time to recount – it is mindless and cannot answer specific questions, merely reproducing the words it has heard.

Potions, Salts, Salves, and Solvents

Philtre of Infertility

Perhaps originally invented by accident or as a result of an experiment gone awry, this sweet transparent liquid has the ability to render one who imbibes it completely and permanently infertile. Imbibed in smaller quantities, however, the sterilising effect is only temporary, having a duration of two weeks. It is for this purpose which this potion is sometimes deliberately brewed. A single dose of this philtre is sufficient to make one creature infertile permanently or for 2d6 temporary uses.

Potion of Miraculous Fecundity

A rare and extremely potent substance whose process of manufacture is obscure and complicated, this potion imbues one who drinks it with a remarkable and somewhat grotesque reproductive capability. A dose of this substance grants a creature the ability to produce offspring which will mature and be born within the space of a single turn. The potion also grants the ability to breed with any species, producing hybrid creatures. The effects of the potion last 24 hours, quite long enough for the affected creature to produce a large number of odd offspring.

Salts of Desiccation

A coarse grey salt, this substance causes the dehydration of living tissue at a frightening rate. To use this substance safely, the vivimancer must take protective measures – putting one's hand into a quantity of these salts causes a rapid desiccation, leaving the member crippled. Applied to the body of a living or recently dead creature, the salts cause the subject to wither to a dried husk one-third of its natural size. The application takes one turn. Curiously, living creatures that are desiccated can be returned to life by immersion in water for 24 hours.

Salts of desiccation are typically found in a quantity sufficient for use on 1d6 human-sized targets.

Salve of Repulsion

Applied to an item or area, this oily balm produces a pungent aroma which can be smelled up to 120' away, air circulation permitting. There are many different varieties of this salve, as each targets a single species. Creatures of the target species when smelling the aroma of the salve must save versus spells or do all they can to leave the vicinity of the protected object. Those who succeed the saving throw may venture closer to the object, but only by force of will, and suffer a -2 penalty to attack rolls and saving throws while in the affected area.

A jar of this salve contains enough for 1d4 doses. The effects of a dose wear off after 1d6 hours.

Solvent of Androgyny

Applied to the body of a living creature, this oily white solvent causes an agonising process of flesh melting and transfiguration over the course of 1d6 turns. Three varieties of the solvent are found with the following different effects – changing the sex of the subject, causing the subject to become sexless, transforming the subject into a true hermaphrodite. All effects are permanent.

Solvent of Essential Distillation

Distilled from the sap of a rare and delicate species of cactus, this fizzing, caustic substance is found in very small quantities (1d20 drops). A single drop, applied to the flesh of a living organism, is enough to progressively reduce the being to a pool of protoplasm. The plasm must then be boiled away, leaving behind a dark red, viscous residue. When a second drop of the solvent of essential distillation is applied to this residue, the reverse process occurs – the original creature is reformed. Both plasmification and reintegration take 1d6 rounds. The residue of a plasmified creature can also be used with spells such as *replicate life-form* or *clone*.

Solvent of Neural Crystallisation

A transparent, etheric liquid, close to vaporisation under normal conditions, this substance must be kept in an air-tight vessel until used. The brain of a sentient being, when placed in a quantity of several pints of this fluid, dissolves over a period of several hours. When the liquid has fully evaporated, a set of fine crystalline wafers remains. By shining different coloured lights at various angles through these crystal sheets, the sum experience of the being's life is projected as words and imagery. Given patience and time, any fact about the being's life may be discovered.

Solvent of Nutrient Recapture

A thin, acidic fluid of bright green hue, this substance is distilled from specially bred species of magical algae. The solvent works to disintegrate biological matter (either living or recently dead) at a cellular level, producing a protoplasmic nutrient slime. This slime can be used to feed processes of vat growth, reducing the growth time by one day for each Hit Die of matter dissolved.

The solvent is usually found in quantities sufficient for dissolving 4d6 Hit Dice of living tissue.

Staves and Wands

In addition to the wand of polymorphing (described in *Labyrinth Lord*), the following vivimantic wands may be found in treasure hoards.

Staff of Flesh Dissolution

This 6' long staff is crafted from a single bone, taken from the skeleton of a large creature, and treated by various arcane procedures which bestow it with magical properties and make it completely transparent. The staff has two uses. Firstly, its charges can be used to instantly liquefy the flesh on a corpse, leaving a clean skeleton behind. Corpses thus affected can no longer be raised by the clerical *raise dead* spell. Secondly, the staff can be used in combat. The expenditure of three charges and a successful attack roll force the victim to save versus death or have its flesh instantly liquefied.

Wand of Dissolving

This wand is a semi-living twig from a tree which was magically raised and nourished solely on the plasma of human blood. The wand's charges can manifest an effect causing living matter to dissolve. A non-magical creature of any size struck by the wand's ray is instantly reduced to protoplasm. As the wand is partly alive, it needs to drink a saucer of blood each day.

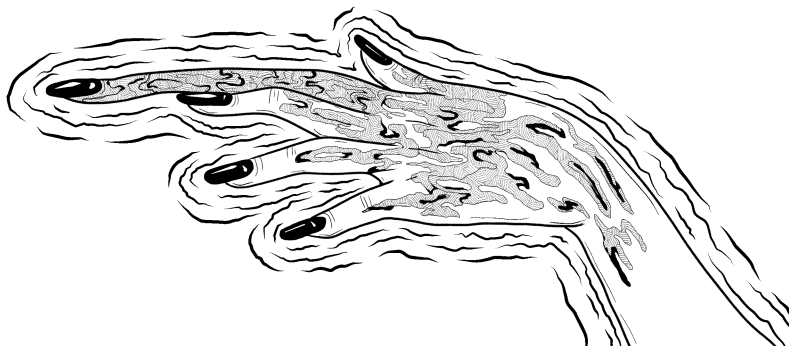
Wand of Muscle Control

A grotesque length of throbbing gristle, formed from the magically entwined tendons and ligaments of giant birds and insects, this wand contains charges allowing the 1st level *muscle control* spell to be cast. Two charges can be spent to cast the 3rd level *paralysis*.

Wand of Spasms

A cursed wand, similar in appearance to the wand of muscle control. When touched, the wand melds with a magic-user's hand, replacing one of his fingers. In addition to its hideous appearance, the wand causes its owner to be wracked by spasms when casting spells. Mostly these spasms are merely inconvenient, but 10% of the time they cause the victim to fall writhing to the ground for 1d6 rounds.

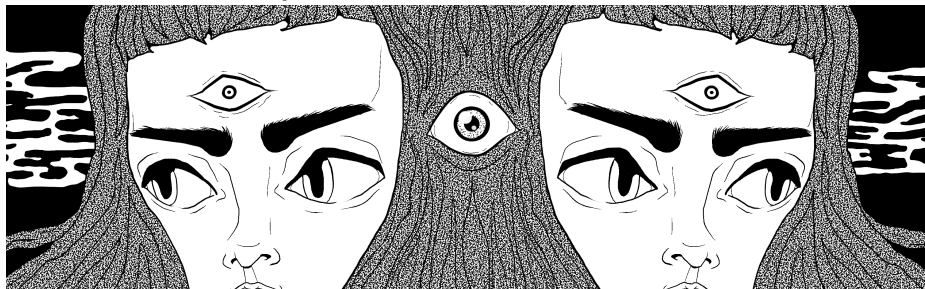
Cutting the wand from the victim's body is potentially fatal (save versus death). It can only be safely removed with *remove curse* or similar magicks.



Appendix II. Psionic Powers

Several vivimancer spells grant psionic abilities to a subject. The following simple system of psionic powers may be used, unless the Labyrinth Lord already has a preferred rules set.

- 1. Telepathy:** Allows language-transcendent, mental communication with a target within 100'. Communication can be maintained as long as the character concentrates.
- 2. Mind Control:** With deep concentration (no moving or other actions), the character is able to completely control the actions of a target of equal or lesser Hit Dice. The target can save versus spells to resist.
- 3. Telekinesis:** The character can move objects or creatures up to 20lbs per level with her mind. The target can be moved up to 20' per round, for up to one round per level. Creatures may save versus spells to resist being moved.
- 4. ESP:** The character can detect the presence of sentient minds within 60', and with a turn of concentration is able to tune in and read the surface thoughts of one target in range. Lasts for one turn per 3 levels of the character. ESP is blocked by stone or lead.
- 5. Psionic Blast:** A blast of mental energy which can disrupt the neural structure of a target within 60'. Causes 1d4 damage per level of the character, save versus spells for half.
- 6. Suggestion:** A subtle mind trick that lends persuasive power to the character's words. Affects up to two Hit Dice of targets per level. The targets must save versus spells or obey the character's command for up to 2d4 rounds.
- 7. Mind Probe:** Placing her hands on the target's temples, the character can delve into the other's mind and look for the answer to one question per round. The target can save versus spells to resist each round of probing. The power lasts for one round per level.
- 8. Clairsentience:** The character can see or hear (not both) through the senses of another being within 100'. The power lasts as long as the character concentrates fully.
- 9. Precognition:** Grants insight, extending one or two minutes into the future, regarding what would happen to the character if he or she were to take a specified action.
- 10. Mental Barrier:** Protects against all psionic powers, as well as mind-affecting spells such as *charm person* or *suggestion*, and similar magical effects. The power does not require concentration and lasts for one turn per level of the character.



Appendix III. Mutations

This appendix contains random tables which may be used to determine the result of a process of mutation. They may be used alone or in conjunction with any other mutation tables which the Labyrinth Lord wishes to use (for example, those found in *Mutant Future*).

To determine the result of a mutation using these tables, the player should first roll on the **Type of Mutation** table. This then indicates that one or more further rolls should be made on the **Body Part / Change in Form or Function** table, in order to determine the exact body parts which are affected, and in what manner. Separate tables exist for animals, fungus, and plants.

Many possible combinations of results are possible using these tables. The exact interpretation of the effects, including any possible benefits or downsides, is left to the creativity of the Labyrinth Lord and players. Some results may be clearly beneficial or detrimental, while others may be just weird or absurd. Sometimes the tables may indicate completely inapplicable results or a null result (for example a leg replaced with a leg). In such cases, the mutation should simply be re-rolled.

Example mutations (using the animal tables):

1. The player first rolls a 2 (“body part replaced with another”). This indicates that two rolls should be made on the **Body Part** table, the first to determine which body part is replaced and the second to determine what it is replaced with. A roll of 12 indicates that the creature's nose is replaced and a roll of 8 indicates that it is replaced with a head. The players interpret this as meaning that, in place of a nose, the creature has a tiny replica of its own head with normally functioning miniature eyes, ears, mouth, etc. This may be recursive – the nose of the miniature head may in turn be replaced with an even smaller head...
2. The initial roll comes up 11 (“additional body part with modified form or function at location of another”). The player must roll once on the **Body Part** table to determine what new body part has appeared, once on the **Form or Function** table to determine in what way the new body part is unusual, and once more on the **Body Part** table to determine the location of the new body part. A roll of 3 indicates that a new brain has developed. A 5 indicates that the brain is ultrasensitive while a 4 indicates that it is located in the ear region. The players interpret this as meaning that the creature's brain has divided into two with the additional neural matter protruding out of its ears. The creature is thus deaf and at severe risk of brain damage due to its exposed second brain. It is however also highly intelligent.

Special* Traits

The change in form or function tables have entries marked with an asterisk, denoting “special” qualities. This indicates that the affected body part has some unusual, perhaps supernatural, function. Some examples of the kind of trait which is possible: emitting light or darkness, colour changing (possibly adaptive), exceptional heat or coolness, discharging strong scents, exuding poison, spinning webs, producing unusual sounds, being partly ethereal, and so on.

Animal Mutations

1d20	Type of Mutation
1	Body part missing.
2-3	Body part replaced with another.
4-6	Body part changes places with another.
7-8	Body part moved to location of another.
9-10	Additional body part at location of another.
11-12	Additional body part with modified form or function at location of another.
13-17	Form or function of body part changes.
18	Body part replaced by a fungus or plant body part (use appropriate table).
19	Body part augmented by a fungus or plant body part (use appropriate table).
20	Roll twice.

1d20	Body Part	Change in Form or Function
1	Anus	Shrivelled, wasted, useless, or non-functioning.
2	Arm	Grotesque, bestial, or monstrous.
3	Brain	Lengthened.
4	Ear	Thickened or bloated.
5	Eye	Ultrasensitive.
6	Foot	Enhanced strength.
7	Hand	Retractable or prehensile.
8	Head	Duplicated or bifurcated.
9	Internal organs**	Stunted or shrunk.
10	Leg	Insensitive.
11	Mouth	Disproportionate – other body parts reduced in relation.
12	Nose	Odd colouration.
13	Sexual organs	Transparent.
14	Skin	Enhanced flexibility.
15	Spine	Inverted or reversed.
16	Tail	Of another species.
17	Tentacle	Extravagantly decorative.
18	Tongue	Dense hair, fur, spines, scales, or feathers.
19	Torso	Bald.
20	Wing or fin	Special*

** Either a specific organ or the internal organs in general may be affected. Specific organs may include: heart, blood vessels, lungs, kidneys, liver, intestines, stomach, etc.



Fungus and Plant Mutations

1d20	Type of Mutation
1-4	Body part missing.
5-12	Form or function of body part changes.
13-16	Body part replaced by a human, animal, fungus, or plant body part (use appropriate table).
17-19	Body part augmented by a human, animal, fungus, or plant body part (use appropriate table).
20	Roll twice.

1d12	Fungus Body Part	Plant Body Part	Change in Form or Function
1	Cap	Flowers or pollen	Extravagantly decorative.
2	Mycelium	Fruit	Odd colouration or pattern.
3	Spores	Leaves	Unusual texture – slimy, wrinkled, abrasive, furry, etc.
4	Stem	Roots	Mobile.
5	Cap	Seeds	Reminiscent of a human or animal body part (use animal table).
6	Mycelium	Stem	Duplicated or bifurcated.
7	Spores	Flowers or pollen	Emits unusual sound or scent.
8	Stem	Fruit	Disproportionate – other body parts reduced in relation.
9	Cap	Leaves	Possesses an unusual sense – sight, hearing, heat sensitivity, motion sensitivity, etc.
10	Mycelium	Roots	Shriveled, wasted, useless, or non-functioning.
11	Spores	Seeds	Special*
12	Stem	Stem	Special* quality granted to anyone consuming the body part.

Appendix III. Basic Spells

The following alternative spell list, with twelve spells per level, may be used by groups who prefer magic-users to have a more limited selection of spells, in-line with the basic *Labyrinth Lord* game.

1st level

1. Bonewarp
2. Elasticity
3. Flesh shape
4. Meld flesh
5. Muscle control
6. Mutate breed
7. Pheromone surge
8. Read magic
9. Skin transformation
10. Sleep
11. Speak with animals
12. Spore cloud

2nd level

1. Adapt appendage
2. Arcane sight
3. Clone plant or animal
4. Face absorption
5. Insect messenger
6. Instinct
7. Nauseating stench
8. Pair bonding
9. Transparency
10. Venom
11. Water breathing
12. Web

3rd level

1. Accelerated reproduction
2. Anthropomorphism (rev.)
3. Appendage growth
4. Cannibalize
5. Divide body
6. Gelatinous transformation
7. Genetic location
8. Mutagen
9. Overgrow (reversible)
10. Paralysis
11. Revert biology
12. Vats of creation

4th level

1. Animate vegetation/fungus
2. Chimera I
3. Clone monster
4. Fungal zombie
5. Insanity
6. Mind slave
7. Plant symbiosis
8. Polymorph others
9. Polymorph self
10. Speak with plants/fungus
11. Spore blast
12. Wall of ooze

5th level

1. Animal growth
2. Anti-plant shell
3. Devolution
4. Divide mind
5. Immunity to poison
6. Nature's secrets
7. Psionic awakening
8. Regeneration
9. Transfer pregnancy
10. Vats of regeneration
11. Venomous blood
12. Wall of thorns

6th level

1. Anti-animal shell
2. Charm plants & fungus
3. Chimera II
4. Flesh blast
5. Impregnate
6. Life cycle
7. Organ transference
8. Repel wood
9. Synaptic reprogramming
10. Transformative pupation
11. Vats of reincarnation
12. Virus

7th level

1. Genetic memory
2. Genetic spell encoding
3. Infestation
4. Instant adaptation
5. Mind mask
6. Parasitic implantation
7. Regeneration, greater
8. Replicate life-form
9. Spark of life
10. Vats of creation, greater
11. Wall of claws
12. Xenogamy

8th level

1. Chimera III
2. Clone
3. Explosive growth
4. Genetic conduit
5. Genetic resequencing
6. Mass devolution
7. Neural absorption
8. Organ transfer., greater
9. Regenerative pupation
10. Shape change
11. Stabilize mutation
12. Survival of the fittest

9th level

1. Artificial intelligence
2. Cannibal holocaust
3. Clone self
4. Creeping doom
5. Dispersed mind
6. Extraordinary regeneration
7. Extinction
8. Genesis
9. Immortality
10. Mutagenic zone
11. Progeny
12. Temporal stasis

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Expert of cloning, cross-breeding, flesh warping, genetic meddling, neural manipulation, and vat growth; master of mind slaves, mutants, symbionts, parasites, and viruses. The vivimancer is a perverter of nature, a magician whose focus is the manipulation of life to his or her own ends.

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