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MODULE 4**

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**DREAMS OF
THE LURID SAC**

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BY PAUL KEIGH

PSYCHEDELIC FANTASIES MODULE 4

DREAMS OF THE LURID SAC

Written by Paul Keigh

Edited by Geoffrey McKinney

Introduction

The Lurid Sac is an adventure site to be added to a campaign map. The outermost opening of the Sac - the Mouth - is shrouded by a miasma and may be concealed within a larger structure, while the comings and goings of the various occupants and interlopers may spread rumours or leave clues. The tables below offer suggestions.

Where is the Mouth? (1d6)

1. In a hollow, niche or fissure in a sinkhole, well or mine shaft
2. In the slope of an undulation on a burial ground or battlefield
3. Beyond a collapsed wall or floor of a cellar, crypt or dungeon
4. Under the ashes or rubbles of a razed or ruined village or town
5. In a secluded corner of a suite in a keep, manorhouse or palace
6. On a gigantic exoskeleton, preserved corpse or decaying mass

What have you heard? (1d10)

1. A deep lode has been cut off by an immense ore-feeding beast.
2. The camps are abuzz with word of living caves that bleed gold.
3. Local wildlife is behaving oddly and migrating out of season.
4. A pack of 10-legged pilferers have been tracked to a crazy lair.
5. A trusted local claims to have seen a snout buried in the earth.
6. The airs have spoiled, soils turned and fare grown unsavoury.
7. A luminescent globule is begging for coins out along the trails.
8. The coinage is being debased, but subtly, as if by evaporation.
9. A golden aurora dances almost overhead and is waxing bright.
10. Sleep is troubled by visions of blazing forests and metal towns.

The Sac

The Sac is a vast living network of garishly-patterned organic chambers growing into the landscape. Entry may be gained at the miasma-shrouded Mouth, or along the narrow crawlspaces winding through one of the many Sponges, specialised chambers involved in atmospheric regulation. Other paths may exist, through the unknown complex beyond the unhealed Wound or the mysterious dying world beyond the vortices of the Incisions.

The Sac is nourished primarily by gold, and the entire structure is founded on a nearby reserve tapped long ago by the vessel bundle of the Root. Extraction and distribution are the work of the Pump, a collection of subchambers whose beat can be sensed throughout the Sac. Waste products are broken down and carried away by specialised secretions, either into the atmosphere of the chambers themselves or directly to the Sponges and thereby the wider world.

The Aurmind and the Manifestations, Humours and Symbiotes

The aurmind is the emergent identity of the Sac, a complex web of aurethic fields which overlap throughout the chambers and find their focus in the Cortex. Tensions and conflicts among the fields drive the growth of the Sac, each newly budding chamber inducing new fields and extending those already present, but diluting the influence of any given individual. While this gifts a homogeneity, and a form of harmony, it also sees the mind slip ever deeper into unconsciousness, increasingly carried ahead by momentum alone.

The various field subsets of the dreaming aurmind express their reflections and passions through a range of unwittingly manifested physical forms, the most common of these - the hauyra, khauri and phaeyr - often pursuing subconscious agendas and rivalries.

The health of the Sac is sustained by a great variety of bloods, secretions and discharges - the humours - as well as by distinct symbiotic creatures - chiefly the bheekl, fleebr and sleech - each having entered a mutually advantageous interrelationship with the whole. The aurmind helps instigate and develop these bonds, with certain subsets of the mind actively producing new humours and seeking new symbiotes to remedy perceived imbalances. Subsets may explore or propose solutions through manifestations, or use humours or existing symbiotes to create, coerce or capture new.

The Parasites

The parasites are creatures which entered the Sac at the Wound or

with one of the many interlopers, and which have proven able to adapt to the environment. Many are tiny, aurethic or otherwise invisible, but two larger species - the floogr and the groobl - are present in large numbers. While the symbiotes and manifestations rarely venture along the Neck or through the Sponges into the wider world, the parasites do so more often, and are forced on occasion to migrate in waves as conditions within the Sac change.

The Surgeons and the Invasives

The surgeons are beings of a world which has grown barren and hostile and is now close to death. They are the powerful, talented or wise of their realm, and the few still in a position to gather individuals of like mind and capacity or accrue the necessary resources to overcome their differences, avert their imminent fate and reverse the fortunes of the remaining peoples. In their various teams, however, there is much discord as to purpose and methodology and many of the leading figures have become fierce rivals or bitter enemies, often working at cross purposes, pursuing vendettas and conducting outright sabotage or worse.

The world of the surgeons is linked to the Sac by means of the two Incisions, each of which takes the form, on the Sac side, of a luminous, antigravitational vortex. The surgeons responsible for the Incisions, or with access to them, have begun an intensive campaign of exploration and experimentation across the thresholds, gradually recognising the potential of the Sac and becoming aware of the world beyond it. They make use of the invasives: semi-autonomous, part-magical exploratory beings of which the pruba and the scrudo are the most common forms.

Running Dreams of the Lurid Sac

The Sac has 100 chambers, each of which can have at least part of their contents generated procedurally. Of these, 20 chambers have specific natures, one of 10 types (Neck, Sponge, Fleebweb, Sleecher, Bheeklor, Wound, Incision, Pump, Root and Cortex). Initially, there are 14 possible entrances or exits - 11 to the wider world (the Mouth and 10 Sponges), one to an adjacent complex (the Wound) and two to the world of the surgeons (the Incisions) - plus one location (the Root) linked to a source of gold outside the Sac. The Sponges may allow shortcuts to be taken through the landscape beyond the Sac if their camouflaged vents can be found.

With the standard chambers having a 1 in 3 chance of a humour and a 1 in 3 chance of a general random encounter, there is a 1 in 9 (c. 11%) chance of both appearing, a 2 in 9 (c. 22%) chance of only a humour and a 2 in 9 chance of only the encounter. This means that there is a 5 in 9 (c. 55%) chance that each chamber has one or both. Other occupants may also be present in a given chamber owing to the nature of certain humours (see the Humour Special Features table) and specific structures (see Locations).

The module does not go into detail on creature intelligence, language use and precise relationships between occupant groups, with this left largely to the discretion of the GM. It is assumed that alignment language and reaction rolls will be used, with specifics flowing from the nature of the wider world or emerging in play.

All of the humours and occupants are of neutral alignment except the invasives, the alignments of which are determined randomly and usually those of the individual supervising surgeons.

Creatures from the wider world in which the Sac lies could be added to the encounter tables as parasites or invasives, whichever is most appropriate, even as symbiotes if a clear role exists. There could be a 1 in 3 chance that any interlopers are found deceased, having perished in the hostile environment of the Sac.

Initially at least, the module uses only two sizes of die: the d10, also used for the d100; and the d6, also used for the d3 and d2.

Lengths of time are given in rounds, turns, days or months. All monetary values are given in gp to simplify adaptation to local currencies. Other measures used are feet, miles, lbs and gallons.

Various elements can modify movement by a given proportion, whether reducing it to one third or one half or doubling it, while other elements can alter the base chance of performing actions; all of these modifications and alterations are cumulative.

ENVIRONMENT

The visible structures of the Sac and the fields of the aurmind are faintly magical. The chambers have no standard light sources, although light penetrates a little way along the Neck and into the Sponges. The Sac gives off enough heat to disrupt heat-based senses. The air is humid, pungent and moderately noxious deeper within, which may cause disorientation and weakness, enough to negatively modify all checks, ability tests and to hit rolls by -1 per day spent inside.

Additional detail for the surfaces of chambers, openings and other Sac structures, or the various humours and occupants, can be generated by rolling 1d6 on the Sac Pattern table and 1d10 once or more on the Sac Colour table.

Sac Pattern (1d6)

1. Striped
2. Checked
3. Speckled
4. Mottled
5. Marbled
6. Iridescent

Sac Colour (1d10)

1. Carmine
2. Cerise
3. Vermilion
4. Tangerine
5. Chartreuse
6. Teal
7. Turquoise
8. Indigo
9. Puce
10. Fuschia

Chambers

Each chamber is roughly ellipsoid, on average around 60' across at the widest point, fleshy in texture and luridly coloured. It is held taut along winding axes by sinewy anchors and membranes grown into the material around, but away from these the flesh sags. Where the chambers are packed close together each may bulge into and deform its neighbours.

There is a 1 in 3 chance that a chamber has a humour on its interior surface (see Humours). If studied, the chamber will be found to pulse gently and there is a 1 in 3 chance of a web of capillaries or a major vessel just below the interior surface, each of which will be carrying its own humour. The pulsing is stronger nearer the Pump (see Locations).

The flesh of each chamber is 1d10' thick at any given point and can be cut without active opposition from the chamber itself. Beyond the flesh will be the material of which the surrounding area is formed, but smoothed with corrosives or gelatinous with stabilisers. There is a 1 in 10 chance that a cut will reveal an ingrown groobl (see Parasites).

For the purposes of tracking damage each chamber can be assumed to have 500 HP and recover 1d10 HP per hour or 100 HP per day. The chamber will spasm violently once per 1' of depth cut or 100 HP of damage done.

If reduced to 0 HP, or suffering major damage over more than 50% of its surface, a chamber will die. Humours will cease flowing and the whole gradually shrivel and putrefy, the openings into the chamber furling permanently. Neighbouring chambers cut off from the wider Sac will also perish.

There is a 1 in 3 chance that a chamber hosts a standard random encounter (see Encounters).

Each chamber may also contain scattered detritus of various types, whether in plain view or tucked into folds, covered with humour or partially or fully ingrown. For each chamber make 1d6-1 rolls on the Sac Treasure table.

The chambers on the map are numbered from 1 to 100, meaning 1d100 can be rolled to find one randomly. Certain chambers have specific structures, indicated on the map by the use of letters (see Locations).

Openings

Every chamber in the Sac, with the exception of the Cortex, is separated from its immediate neighbours by an opening which furls and unfurls. The Neck is also separated from the outside world by an additional opening, the Mouth (see Locations).

Each of these openings is roughly circular, on average around 10' across, fleshy in texture and luridly coloured. It consists of a central trio of lips, covered inside and out by an intricate set of skin folds. When the opening is furled the folds are closely interlocked and the lips pursed almost together. When unfurled the folds are drawn apart and the lips fully open. The entire structure can be unfurled from either side by stimulating receptors in the folds, specifically by applying delicate pressures along particular tracks; the symbiotes are able to do so easily and pass through any opening almost with pause, while interlopers may have greater difficulty. An opening will furl automatically within a turn of being unfurled.

Various approaches can be taken to the unfurling. For example, when one or more characters attempts to unfurl a given opening for the first time, the relevant players and the GM could each roll 1d6, the GM secretly. If any of the results rolled by the players matched that rolled by the GM, the opening would unfurl, but if more than one character made the attempt, the players would not be told which was responsible. This number could then be marked on the map; if a character made a future attempt to unfurl the opening, the player would simply pick a number between 1 and 6 rather than roll. Learning the method for an opening would allow a party to pass through almost without pause. Each batch of attempts could require one turn of experimentation.

For speed, however, especially with a single character, unfurling could instead be automatic, with the first instance simply requiring 1d6, 1d3 or 1d2 turns depending on group size. Alternatively, it could require a successful wisdom check or check modified by wisdom.

If an opening is held furled or unfurled, 1d3 bheekls and 2d6 fleebbs will each arrive within 1d3 turns to begin clearing the blockage and restoring function. An average group of these symbiotes will generally require 1-10 turns undisturbed to do so, based on difficulty: assign a difficulty from 1 to 10 or roll 1d10 for this.

The flesh of each opening is 1d3' thick at any given point and can be cut without active opposition from the opening itself.

For the purposes of tracking damage each opening can be assumed to have 50 HP and recover 1d2-1 HP per hour or 10 HP per day. The chamber will spasm violently once per 1' of depth cut or 10 HP of damage done.

If reduced to 0 HP, or suffering major damage over more than 50% of its surface, an opening will die. It will furl, gradually shrivel and putrefy.

Spasms

Each spasm requires all of the occupants of the chamber - with the exception of symbiotes and manifestations - to pass a dexterity check or a check modified by dexterity to avoid falling prone.

A spasm will draw other creatures, notably symbiotes: 1d3 symbiote encounters will occur immediately following a spasm, with a 1 in 3 chance of an additional occupant encounter following within 1d3 turns. Each encounter will enter through a randomly determined opening.

Humours

Each humour may cling to the surface of a chamber, flow in one or more vessels or be present in other specialised Sac structures.

For each humour roll 1d100. This is the percentage of the chamber surface which is covered or the number of gallons passing through the vessel or vessels per turn. Coverage of a chamber begins with a pool in the centre and runs up the curving walls to the vaults of the ceiling.

The result on the tens die is the level of activity, from passive to active. The result on the units die is the viscosity on a scale of 1-10, from liquid (1), through slippery (2-5), then sticky (6-9), to solid (10). If the humour is slippery, movement through it requires a dexterity check or a check modified by dexterity to avoid falling prone; if sticky, movement through is halved, but base chance or ease of climbing is doubled.

If level of activity is above 1, treat the humour as a monster or swarm of neutral alignment, with a) a number of hit points equal to the percentage of the surface covered or gallons per turn, b) an AC equal to the viscosity roll (if using descending AC; 19 minus the roll if ascending) and c) a number of smothering attacks equal to half the activity roll rounding up, each attack doing 1d3 damage. A humour can only be harmed by attacks based on extremes of temperature, whether cold or heat. A humour covering a chamber will be replenished or replaced at a rate of 1d10% coverage per turn.

If the d10s produce a double, roll on the Humour Special Features table.

Humour Special Features (1d10)

1. Acidic - Those struck by or otherwise coming into contact with the humour must save or have one or more body parts disfigured, either the parts in contact or one randomly determined part if struck; remaining in contact requires a further save once per round to prevent each part being completely dissolved. If protected with armour or similar, this is affected instead.
2. Aurethoconductive - The humour channels aurethic energy; 2d6-2 symbiotes of 1d3 types will be wallowing at any given time. While smeared on the body, it allows an instinctual comprehension of local activity within the Sac, but requires a save be made to avoid a desire to react to events as a randomly determined symbiote would.
3. Filamentary or foaming - The humour webs or fills the entire chamber, or will do so if spilt from a vessel, halving the movement of all but symbiotes; the halving is cumulative if the humour is sticky, quartering the movement of non-symbiotes.
4. Flaming - The humour flickers with a golden flame, illuminating to a distance of 15'. Those struck by or otherwise coming into contact must save or have one or more body parts transmuted into gold, either the parts in contact or one randomly determined part if struck. If protected with armour or similar, this is affected instead.
5. Fluorescent - The humour illuminates to a distance of 30'.
6. Golden - The humour is saturated with a fine gold dust, the equivalent of 10 gp per 1% of coverage or gallon per turn.
7. Mesmeric - The humour shifts hypnotically; observers must save or be mesmerised for 1d3 turns, or until disturbed or line of sight is blocked.
8. Nutritious - The humour nourishes symbiotes; 2d6-2 will be feeding at any given time, all of the same randomly determined type. If consumed, it restores 1d3 HP, but its potency requires a save to prevent 1d6 turns of sleepiness, i.e. movement at half speed and with base chance of performing actions halved.
9. Psychoreflective - The humour forms images which appear almost real, presenting a scene based on the fears of interlopers and intended to discourage them.
10. Vigilant - If active and not solid, the humour attempts to wash over and enter the bodies of interlopers to assess their suitability as symbiotes, doing so in lieu of damage following a first successful attack; it leaves a residue within to monitor, report and act as a channel for initial discussions with the aumind.

For speed, the number of the host chamber could be used instead of rolling 1d100.

OCCUPANTS

Symbiotes

Symbiotes are creatures adapted to the Sac and guided by the aumind, moving quickly and decisively. They unfurl openings almost without pause, move freely through all humours and never need test for falls in the event of a spasm. Treasure carried will generally represent materials being used by the bheekl and detritus adhering to the sleech and fleebr; for each individual make one roll on the Sac Treasure table.

Bheekl

The bheekl is a highly-intelligent, 10-limbed, leathery scurrier tasked with surgical adaptation and trauma mitigation. Its enlarged incisor limb has multiple mechanical and chemical functions and injects a potent mixture when attacking, requiring a save to prevent 1d3 days of intoxication, i.e. movement at half speed and with base chance of performing actions halved.

Bheekl: neutral; 120' (40'); 2 HD; AC as chainmail; 1 incisor (1d6, poison) + 1 trample (1d3); SV 12+; climbs as spider

Fleebr

The fleebr is a swarming, gel-winged globule tasked with removal of irritants and invaders. Its lift and adhesive surface allow it to fix itself to its target following a successful attack; when it next moves it will drag up to half its own mass at full speed, or up to its own mass at half speed, in each case doing 1d3-1 dragging damage per round. If two or more fleebres fix, there is no penalty to their movement. To release itself from one fleebr, the victim must pass a strength check or a check modified by strength.

Fleebr: neutral; 180' (60'); 1 HD; AC as unarmoured; 1 special (drags for 1d3-1); SV 12+; flies

Sleech

The sleech is a quick-witted, gelatinous slitherer tasked with prevention of humour loss and tissue replacement. Its large mandible will hold the first target struck until this target makes a successful strength check or a check modified by strength. In the meantime, the sleech will vomit itself inside out as a binding and fusing agent which clots over 1d3 turns, immobilising the target and effectively ending its own independent existence.

Sleech: neutral; 90' (30'); 1 HD; AC as leather; 1 mandible (1d10, special); SV 12+; climbs as slug

Manifestations

Manifestations are energetic anomalies generated by the unconscious activities of the aumind or its subsets. Within the Sac they can appear or disappear in place of movement and move through interior surfaces at will, and never need test for falls in the event of a spasm. They are also diffuse, receiving only half of any damage done. They carry no treasure, but if destroyed will collapse into a fine rain of gold dust, equivalent to 10 gp per initial HD.

Hauyra

The hauyra is a drifting haze which takes vague forms reflecting the experience of the aumind. The form shifts from turn to turn, with a 1 in 3 chance that any given turn shows the observer or other local entities active within the Sac; generate an encounter to suggest which and how. A given form is not a record of a past or future point, simply a surreal interpretation of likelihoods, but there is a 1 in 3 chance that the encounter will occur within 1d6 encounters if it has not already. Those touched by a tendrill must save or be stupefied, joining the performance for 1d6 turns and affecting it with their own unconscious, with victim and aumind learning something of each other.

Hauyra: neutral; 60' (20'); 1d6 HD; AC as unarmoured; 1d6 tendrills (1d3, special); SV 10+; diffuse - receives only half damage

Khauri

The khauri is an expressive coalescence which acts as an intermediary for one or more subsets of the aurmind, adopting a form comfortable to its interlocutors. It will attempt, directly but unaggressively, to obtain the maximum amount of information while giving the minimum itself, and will usually take a long view. It will defend the Sac and itself if either is threatened.

Khauri: neutral; 120' (40'); 1d2 HD; AC as unarmoured; 1 lash (1d6); SV 10+; diffuse - receives only half damage

Phaeyr

The phaeyr is a blazing aurethic flare which leaps through and across the surfaces of the chambers striking at entities real and imagined. Those struck by a tongue must save or have a randomly determined body part transmuted into gold; if protected with armour or similar, this is affected instead.

Phaeyr: neutral; 180' (60'); 1d3 HD; AC as unarmoured; 1 tongue (1d10, special); SV 10+; diffuse - receives only half damage

Parasites

Parasites are creatures from beyond the Sac which have adjusted or adapted to the environment and other occupants. They are not entirely comfortable in the environment of the Sac, requiring 1d6 turns to unfurl openings and moving at half speed through humours. Treasure carried will generally represent materials accumulated unintentionally, in the exoskeletal plates of the groobl and across the membrane of the floogr; for each individual make one roll on the Sac Treasure table.

Floogr

The floogr is a translucent undulating membrane which attaches itself to the surface of a host and draws bodily matter into itself, expanding as it does to form a pendulous pouch. Once its current capacity is reached, it detaches, cutting through the matter and sealing itself, before waddling into a secluded location to digest and grow. A floogr will attempt to attach itself unseen and unfelt, forcing a wisdom check or a check modified by wisdom to prevent this, and will attach itself to the first target struck in combat. If not removed at a cost of 1 HP per floogr HD, it absorbs 1 HP worth of matter per turn and will absorb up to double its current HP before separating, whereupon the host loses these HP permanently.

Floogr: neutral; 30' (10'); 1d3 HD; AC as unarmoured; 1 special; SV 14+

Groobl

The groobl is a broad clinging tick which inserts a proboscal comb into the flesh of a chamber and extracts nutrients from the humours passing over the tines. It will remain in place for great lengths of time, shedding multiple exoskeletons to accommodate its growing stores, until removed or finally enveloped by the shifting surface. While the host chamber survives the groobl may be effectively immortal.

Groobl: neutral; 90' (30'); 1d6+1 HD; AC as plate; 1 comb (1d10) + 1 claw (1d6); SV 14+

Invasives

Invasives are semi-autonomous, part-magical, exploratory beings under the supervision of surgeons from beyond the Incisions. They allow the surgeons to map, test and remove specimens, as well as communicate directly with other occupants. They are not fully adapted to the Sac, requiring approximately one turn to unfurl an opening, although they are able to ignore the effects of local gravity and similar forces at will and may choose at any time to attract or repel any or all forms of matter (see Spells). The surgeon supervising a given invasive has a caster level of 1d10+5; speed of repulsion is based on this.

Invasives generally carry no treasure, but their bodies are complex constructions utilising a range of magical, otherworldly materials: for each individual destroyed make 1d3+1 rolls on the Invasive Components table for salvageable material. Extensive study of a given invasive or set of components may allow or support research into a randomly determined invasive spell.

The alignment of a given invasive, which will usually be the alignment of its supervising surgeon, can be found by rolling 1d3: on a result of 1 the surgeon is lawful, on a 2 neutral and on a 3 chaotic.

Pruba

The pruba is a chameleonic, slender tube which runs from its present location back to the nearest Incision; if no clear route to the Incision exists, it has broken through one or more chamber walls on the way. Its usual role is to retrieve samples, the smaller fired back to the Incision through the tube, the larger carried back. The front end of the pruba interacts and will strike if the need arises; its head holds a cluster of tools and its dexterous neck coils and swipes. A successful swipe will allow the pruba to grip its target until the next such attack, lifting any amount of weight thanks to its ability to ignore the effects of gravity; if the target is of interest, it will retreat with it to the Incision. Doing at least 8 HP of damage to the head and neck will destroy them both. Doing at least 8 HP of damage lower down will sever the length to that point, immobilising this; losing two chamber lengths will cause a pruba to retreat.

Pruba: lawful / neutral / chaotic; 180' (60'); 2 HD per chamber length; AC as chainmail; 1 toolset (1d10) + 1 swipe (1d3, special); SV 8+; long

Scruco

The scruco is a 10-limbed scurrer modelled on the bheekl and indistinguishable from it by normal means, beyond its ability to ignore the effects of gravity and fly. Its usual role is to scout, linger and return small samples to the Incision by which it entered.

Scruco: lawful / neutral / chaotic; 120' (40'); 2 HD; AC as chainmail; 1 toolset (1d10) + 1 trample (1d3); SV 8+; climbs as spider, but clumsily; may fly at double speed

The Aurofloogr and Scrudites

The Sponges are occupied at various times by a range of creatures surviving on the fringes of the Sac and using these chambers for access, shelter or concealed lairs. Among them are the aurofloogr and scrudites.

Aurofloogr

The aurofloogr is a hybrid of parasite and manifestation, a floogr which has consumed a substantial part of a khauri and survived. Although in distant contact with the aurmind, it cannot sustain itself on the fields alone and instead travels out from the Sponges to request gold from passersby, offering knowledge in return. It is a typical floogr, but also glows with a golden light and communicates as a khauri does, shapeshifting only as far as its biological element allows.

Scrudites

The scrudites are a group of 1d3+3 bheekls led by a scruco which has been cut off from its supervising surgeon. The scruco has adapted itself and learnt to dominate the bheekls it mimics, and with their support now pursues its own agenda, a reordering of the wider world. The pack ventures systematically into surrounding region for information and materials. Both the scruco and the bheekls are typical examples of their type, although the scruco is now subject to gravity and cannot fly.

ENCOUNTERS

Use the following table to generate each encounter. An encounter with any of the four occupant types can be found by rolling 1d10, but the table can also be treated as four smaller tables, rolling 1d3 for a symbiote or manifestation, 1d2 for a parasite or invasive. Current activity can be found using the list in the relevant entry; additional occupants required can be generated randomly using the appropriate table.

Symbiotes, manifestations, parasites and invasives (1d10)

1-3. Symbiotes (1d3)

- 1d3 bheekls - roll 1d6: 1) tinkering with one entry on the Sac Treasure table; 2) passing through; 3) working on the chamber surface or an obstruction; 4) mesmerised by a manifestation; attempting to modify 5) a group of parasites or 6) an invasive
- 2d6 fleebars - roll 1d6: 1) roosting; 2) preening and removing 1d6 additional pieces of detritus generated using the Sac Treasure table; 3) passing through; 4) attempting to remove a manifestation; removing 5) a group of parasites or 6) an invasive
- 1d10 sleeches - roll 1d6: 1) writhing; 2) passing through; 3) plugging the chamber surface; 4) mesmerised by a manifestation; striking at 5) a group of parasites or 6) an invasive

4-6. Manifestations (1d3)

- 1 hauyra - roll 1d3: 1) drifting; mesmerising 2) a group of parasites or 3) an invasive
- 1 khauri - roll 1d6: 1) waiting; engaged in dialogue with 2) a group of symbiotes, 3) another khauri, 4) a group of parasites or 5) an invasive; 6) carrying on a monologue
- 1d3 phaeys - roll 1d3: 1) whirling; striking at 2) a group of parasites or 3) an invasive

7-8. Parasites (1d2)

- 1d3 floogrs - roll 1d6: 1) digesting; 2) hunting; attempting to consume part of 3) a group of symbiotes, 4) a manifestation, 5) 1d2 groobls or 6) an invasive
- 1d2 groobls - roll 1d6: 1) attached to a surface; 2) testing a surface; 3) detaching from within a surface; 4) migrating; 5) mesmerised by a manifestation; 6) defending against another encounter

9-10. Invasives (1d2)

- 1 pruba - roll 1d6: 1) examining; 2) passing through; 3) observing another encounter; carrying 4) a symbiote or 5) a parasite; 6) salvaging another invasive
- 1 scrudo - roll 1d6: 1) examining; 2) passing through; 3) observing another encounter; 4) seeking a hiding place; 5) concealed among 1d3 bheekls; 6) salvaging another invasive

FACTIONS

A range of factions are active in the Sac, with the two major types being the various subsets of the aurmind and the rival surgeons. Each type has its own motivations, visions and schemes and may enlist willing parties to perform suitable tasks, offering gifts in return.

Communication with a subset is achieved most easily through a khauri, and communication with a surgeon through an invasive (see Occupants). For each subsequent meeting with a khauri or invasive which has not been arranged, assume only a 1 in 3 chance that the individual represents a known subset or surgeon. A 1 in 3 chance of opportunistic impersonation may also be applied.

Tasks and gifts can be generated using the tables below.

TASKS

Aurmind Subset Tasks (1d6)

- Feed the subset, aurmind and Sac with gold from the wider world by evaporating this within the Neck in the presence of an appropriate khauri; 1 gift per 2d6 x 1,000 gp evaporated.
- Assist in healing the Wound by removing the mass and the sources of infection and encouraging repair and regrowth; 1d2 gifts if healed.
- Assist in closing the Incisions by any means possible then destroy the remaining invasives; 1 gift per Incision closed, plus 1 gift for destroying the 3d6 remaining invasives.
- Assist in expanding the Sac to the world beyond the Incisions; 1 gift for each Incision expanded through.
- Carry a budding chamber to a site in the wider world suitable for a new Sac and tend to it (the bud appears in a randomly determined chamber; use the Where is the Mouth? table for site type); 1d3 gifts for a successful planting, judged by the new Sac bonding with the existing aurally in 1d6 months.
- Find species beyond the Sac willing to consider a symbiotic relationship with it; 1 gift per species which engages in discussion freely and proves suitable.

Individual Surgeon Tasks (1d6)

- Destroy rival invasives; there is a 1 in 3 chance that these must be invasives supervised by a specific surgeon, determined randomly; 1 gift per 1d3 invasives proven destroyed.
- Assist in harnessing the aurmind; 1 gift per subset persuaded to collaborate or ally with the surgeon.
- Direct an invasive to key chambers as yet unknown (the surgeon knows 1d3 Sponges and 1d3 of the following: 1) Cortex, 2) Pump, 3) Root, 4) Sleecher, 5) Bheeklor and 6) Fleebweb); 1 gift per 1d3 key chambers shown.
- Deliver samples and arcane knowledge from the outside world; 1 gift per 1d3 major items.
- Direct an invasive to the outside world and protect it for 1d6 days of exploration; 1 gift per 1d3 entrances / exits shown and 1 gift if protected.
- Carry a cryer (see the Invasive Components table) to a site 1d3 x 10 miles away to allow creation of a new Incision (use the Where is the Mouth? table for site type); 1d3 gifts once open.

GIFTS

Aurmind Subset Gifts (1d6)

1. Symbiote companions - roll 1d3: 1) 1d2 bheekls; 2) 1d6 sleechers; 3) 1d6+3 fleebhrs
2. 1 dedicated nutritious humour restoring 1d3+3 HP with no side effects; generated as usual (rerolling results of Nutritious) and produced by a randomly determined chamber; an alternative humour may be negotiated
3. Creation of 1d3 openings in the Sac onto adjacent reserves of a valuable material; each will be located in a randomly determined chamber and prepared in stages over 2d6 days by 1d3 bheekls, 1d6 sleechers and 1d6 fleebhrs
4. Major physical transformation, for up to 1d3 recipients; achieved with bheekl modification, sleech lining and circulation of specialised humours over 1d3 months, including 3d10 days of cocooning
5. Aurethic touch, for up to 1d3 recipients: all matter touched by the individual within 2d6 x 10 miles of the Sac turns to gold
6. Ascendence, for one recipient: the individual departs the corporeal to become an aurmind subset with a degree of control over general Sac functions

Individual Surgeon Gifts (1d6)

1. 1 randomly determined invasive spell (see Spells); taught through an invasive
2. 1 freed scrudo as a companion; the scrudo may or may not be monitored by the surgeon, but is now subject to gravity and unable to fly
3. 1 variant bronze seed (see the Invasive Components table) with a magical filter added for wielder control and near universal compatibility; delivered by an invasive
4. 1d3 tailored mindpatches (see the Invasive Components table) for receipt of a portion of knowledge from the world of the surgeons and/or data on the Sac; all delivered by an invasive
5. Transition, for up to 1d3 recipients: ambassadorial status and enchantment with Repel Matter allowing passage through a given Incision
6. Minor vortex (see the Manifested or Changed Matter table), for up to 1d3 recipients; opened in one randomly determined body part, with partial control of repulsion and invasive access gained over 1d3 months

SPELLS

The magic used by the surgeons to animate and supervise the invasives includes three reversible spells: Attract / Repel Matter, Impart / Extract Voice and Sustain / Obstruct Communication. The specific forms used are Repel Matter, Impart Voice and Sustain Communication: an invasive subject to these effects is able to pass through an Incision, operate independently as if the imparting surgeon and use the voice of the surgeon to manage its relationship with surrounding matter, with the surgeon able to assume direct control at any point.

Invasive Spells (1d3)

1. Attract / Repel Matter
2. Impart / Extract Voice
3. Sustain / Obstruct Communication

Attract / Repel Matter (reversible)

Range: Limit of communication **Duration:** Caster level squared in turns

The caster indicates a mass of up to 10 lb per caster level squared. The mass may then attract / repel any or all forms of matter at up to 5' per second per caster level, including ignore the effects of gravity and similar forces. While the caster is within the limit of communication, i.e. able to issue commands to the mass by any means, the speed and movement of the mass may be controlled and the nature of the matter attracted / repelled varied instantaneously. Beyond this limit the mass continues with the parameters last set.

Impart / Extract Voice (reversible)

Range: Limit of communication **Duration:** Caster level squared in days

The caster indicates a mass of up to 10 lb per caster level squared and either a) imparts to this entity a copy of the caster's personality or b) extracts to the caster a copy of this entity's personality. Multiple personalities combined in this way in a single host allow the host to think and act with any or all at any one time, including communicate with any associated voice in any usual form. The quality of the copy rises with caster level.

Sustain / Obstruct Communication (reversible)

Range: Special **Duration:** Caster level squared in turns

The caster sustains / obstructs communication between the caster and one other entity beyond a usual limit, specifically across one major physical or metaphysical barrier per caster level, e.g. over an interstellar distance, dimensional horizon or planar boundary. Alternatively, the caster sustains / obstructs communication between any two entities across such a barrier provided at least one of the entities is on the caster side and currently able to communicate with the caster; the caster can choose whether or not to be aware of any information exchanged. The communication may be of any form.

LIFESPAN

The chambers of the Sac are sustained by a variety of systems and can enjoy great lifespans. Individual chambers naturally fail and shrivel at a rate of 1d3 chambers per month, but while the Pump continues to operate, new chambers will bud elsewhere at the same rate. The ratio of chambers which are not Sponges to those which are will remain relatively constant, at 1+ Sponges per 10 other chambers; if the number of Sponges falls too low, it can be raised by making each new chamber a Sponge until corrected.

For every 1,000 gp of gold from the wider world evaporated in the Neck or added to the aurethic fields by some other means in a given month, modify the roll for the number of chambers budding that month by +1.

For every 1,000 gp of gold removed from the Sac in a given month, modify the roll for the number of chambers lost that month by +1.

The location of each chamber lost and each from which a new chamber is budding can be found by rolling 1d100 and referring to the map. Update the numbering by transferring the numbers from the lost chambers to the new. If the number of chambers rises above 100 or falls below it, the roll of 1d100 could be adjusted to match, in increments corresponding to the dice available, e.g. down to 1d80 using a d8 for the tens, or up to 1d120 using a d12.

If a roll for location produces a result for which there is no chamber, either a) roll again, b) take the chamber nearest in sequence or c) roll 1d6: on a 1-3 use the next lowest numbered, on a 4-6 the next highest numbered. Over many months of development, with numbers scattered across the map, this system may become inconvenient, at which point a full renumbering is recommended.

Although the Sac, the aurmind and the larger ecology are ancient, they are not invulnerable. If the Root, Pump or Cortex is destroyed, or at least half of the Sponges, the Sac will die, with the fields of the aurmind, the humours and the symbiotes failing in turn. Major disruption to the ecology as a whole, especially where the changes are rapid, may also prove destructive.

The death of the aurmind will cause each chamber to spasm 1d6 times and result in a fine rain of gold dust throughout the Sac, equivalent to 1d10 x 10 gp per chamber. This will be followed by the rapid failure, shrivelling and putrefaction of the entire structure. The remains of the Sac will contain strands and globs of gold congealed with inactive humours, equivalent to a further 1d10 x 10 gp per chamber once separated.

LOCATIONS

With the exception of the Mouth, all of the locations described below are chambers. The Mouth is a standard opening and the chambers standard chambers except where a specific description below overrules this. The chambers may have humours, encounters and treasure in the same way as standard chambers. With the exception of the Cortex, they are linked to their neighbours by openings.

The symbiotes will repair these chambers before standard chambers, in the following order of priority: Cortex, Pump, Root, Sponges, Sleecher, Bheeklor then Fleebrweb.

Mouth

An opening which produces a miasma from microscopic ducts; this covers a radius of 2d6 x 5', reduces visibility to 1d6 x 5' and burns delicate membranes like those of eyes and lungs, doing 1 HP of damage per turn.

The active humour on its lips (10 HD, AC as leather, Smother (1d3)) is slippery and lightly soiled with debris from the surrounding area.

Neck

A passage lined with 2d6 x 10 large cilia which halve all movement inwards; if cut, they regrow to their full length in 2d6 days, but tougher. The specialised aurethric fields at work here mean that 50% of any and all gold which passes along the passage, in either direction, will evaporate into the aurmind.

Sponge

A dense honeycomb of pulsing humour vessels, crossed only by tight, circuitous passages for symbiotes; movement through this chamber is at one third speed and requires a dexterity check or a check modified by dexterity to avoid becoming entangled.

The chamber enables atmospheric exchange and the air here is always in motion. At one point on its surface the chamber opens onto the outside world; the exposed vessels are psychochameleonic to hinder identification, reflecting the expectations of observers.

The humour in the vessels is liquid and inactive, with no special features beyond a high degree of absorption.

There is a 1 in 10 chance that a given Sponge is currently home to either the aurofloogr or the scrudites (see Occupants), with a 1 in 3 chance of their presence.

Fleebrweb

A thick mesh of fleshy strands which halves the movement of all but fleebms and produces two specialised secretions: one which buds fleebms and one which nourishes them. At any one time 2d6 + 12 adult fleebms are present, roosting and feeding, along with dozens of young at various stages of growth. The strands are easily cut, but doing so will cause the fleebms to attack.

If a non-fleebm consumes the nourishing secretion, it restores 1d3 HP, but its potency requires a save to prevent 1d6 turns of sleepiness, i.e. movement at half speed and with base chance of performing actions halved. Consuming the other secretion (a 1 in 2 chance) requires a save to prevent 1d6 turns of vomiting and the loss of 1d3 HP.

If the mesh is destroyed or the chamber dies, the next standard chamber to bud will be a fleebrweb. When rolling for an encounter in the meantime, reroll the first result indicating fleebms.

Each adjacent chamber has a 1 in 3 chance of hosting 2d6 fleebms in addition to any usual encounter.

Sleecher

A chamber of pendulous folds dripping with jelly. Every turn 1d3 folds will each drop one sleet, which will then writhe for 1d6 turns adapting to its new existence. At any one time a group of 1d10 newly spawned sleetches is preparing to depart, gorging on the dripping jelly, which otherwise quickly sets hard.

If a non-sleet consumes the jelly, a save is required to induce vomiting or similar and prevent permanent blockage of the digestive system.

If the chamber dies, the next standard chamber to bud will be a sleetcher. When rolling for an encounter in the meantime, reroll the first result indicating sleetches.

Each adjacent chamber has a 1 in 3 chance of hosting 1d10 sleetches in addition to any usual encounter.

Bheeklor

The brood chamber of an immense egg-laying bheekl (1d6 + 6 HD), now immobile and connected to the Sac by 2d6 suspended vessels, each carrying a randomly generated humour. The chamber is scattered with 1d6 x 10 gelatinous eggs, half of which are split and are currently being consumed by 2d6 newly hatched but nearly full-grown bheekls.

If the egg-layer or the chamber dies, the next standard chamber to bud will be a bheeklor. When rolling for an encounter in the meantime, reroll the first result indicating bheekls.

Each adjacent chamber has a 1 in 3 chance of hosting 1d3 bheekls in addition to any usual encounter.

Wound

A chamber almost entirely filled with overlapping layers of abscess, swelling and scar tissue 2d10 + 20' thick, built up over an unclosed injury. At any one time 1d6 bheekls, 2d6 sleetches and 3d6 fleebms are working on reducing and removing the mass.

If an attempt is made to cut through the mass, the symbiotes will attack. Progress through the layers will reveal one pocket of a randomly generated humour every 1d6', with a 1 in 3 chance of an infected groobl accompanying this; damage done by an infected groobl cannot be healed by normal means.

The injury opens into another complex beyond the Sac. Access is blocked by a great heap of 2d6 + 12 groobl exoskeletons partially overgrown by chamber flesh.

Incision

A chamber with its interior surface sucked out on one side into a taut funnel, leading to a luminous vortex. The vortex has an antigravity which rises exponentially as approached and becomes an absolute barrier at the point of contact. The repulsion of the vortex produces an atmospheric void in the funnel, turns projectiles back into the chamber and prevents the symbiotes from repairing the rupture; at any one time 1d6 bheekls, 2d6 sleetches and 3d6 fleebms are battling against it.

Prubas and scruoes may approach and enter the vortex unaffected; there is a 1 in 3 chance that a pruba is currently extended from the vortex into the Sac and a 1 in 10 chance per turn of each of a pruba and scrudo arriving through a randomly determined portal, whether vortex or opening. The Incision is currently being used by 1d3 surgeons.

Pump

A chamber all but filled with 3d6 pulsing subchambers, each pumping a single major humour. Entering the chamber proper requires a dexterity check or a check modified by dexterity to avoid falling prone, taken once per round while inside.

Root

A chamber crisscrossed by 3d6 pulsing vessels, each filled with the same inactive, sticky humour and running into a mound of tissue set in the interior surface. The bundle of vessels reaches 1d6 x 1,000' beyond the Sac, tapping the gold of a major lode, seam or hoard. Half of the vessels carry the humour out, while the other half carry it back saturated with a fine gold dust, the equivalent of 10 gp per turn per vessel.

Cortex

A chamber sealed off from the rest of the Sac, identifiable only by the pressure on neighbouring chambers and the intensity of the aurethric fields here. It is the major seat of the aurmind and entirely filled with aurethoconductive tissues fed by 3d6 vessels, each carrying a randomly generated humour.

Each adjacent chamber has a 1 in 3 chance of hosting 1d3 phaeyrs in addition to any usual encounter.

TREASURE

You can use the following table to generate each item of treasure. An item of any of the six types can be found by rolling 1d60 (1d6 for the tens, 1d10 for the units), but the table can also be treated as six smaller tables, each using 1d10.

Invasive components are magical, otherworldly pruba or scrudo components, each potentially priceless to a local specialist in the esoteric and worth a base 1d100 gp unless otherwise noted.

Sac Treasure (1d60)

1-10. Sac Structures (1d10)

- 1 anchor sinew, 2d10' long
- 1 chamber bud; if placed and tended well, may grow into a new Sac (see Aurmind Subset Tasks)
- 1d3 cilia, 1d6 + 3' long; each may be wielded as a whip for 1d3 damage
- 1 cyst of a randomly generated humour, c. 2d6' across, equivalent to 1d3% coverage
- 1 fleebrweb fragment, a sinewy mesh c. 1d3' square
- 1 luminode, with 1d10 days of life remaining; illuminates to a distance of 30' with membrane retracted
- 1d3 miasma pores; each may be used once to produce a cloud of 1d6' radius which burns delicate membranes like those of eyes and lungs, doing 1 HP of damage per turn
- 1d6 sleecher nodules, each worth a base 1d6 gp as semi-precious stones
- 1 psychochameleonic sponge vessel, 2d6' long; reflects the expectations of observers
- 1d3 vesicles of a randomly generated humour, c. 1d6' across, each equivalent to 1% coverage

11-20. General Sac Debris (1d10)

- 1 crystalline crust; contains 2d6 small crystals, each worth a base 1d10 gp
- 1d6 lbs of dung
- 1 gilt scab fragment, c. 1d3' square; contains gold dust equivalent to 2d10 gp
- 1 glob of bheekl albumen; if consumed by a non-bheekl, restores 1d3 HP, but its potency requires a save to prevent 1d6 turns of sleepiness, i.e. movement at half speed and with base chance of performing actions halved
- Gold dust, equivalent to 3d10 gp
- 1d3 gold filaments or nuggets, each equivalent to 2d6 gp
- Loose detritus - a mixture of cilia, flakes, scales, plates and extremities
- 1 pool of a randomly generated inactive humour, equivalent to 1d3% coverage
- 1d6 skin fold pearls, each worth a base 2d10 gp
- 1d10 small crystals, each worth a base 1d10 gp

21-30. Occupant Parts (1d10)

- 1 bheekl incisor, with a 1 in 3 chance of a poison sac attached; serrated and flexible with several channels, may be wielded as a sword for 1d6 damage
- 1 bheekl poison sac
- 1 choked floogr pouch - make 1d3+1 further rolls for the contents
- 1 glob of adhesive fleebr gel
- 1 groobl body plate; flexible and strong - if worked, AC as plate
- 1d3 groobl leg plates; flexible and strong - if worked, AC as plate
- 1d6 groobl tines; sharp and strong with a single channel, may be wielded as a dagger for 1d3 damage
- 1d3 partially dissolved body parts, of a parasite or invasive (if an invasive, use the Invasive Components table)
- 1 sleech clot, with a 1 in 3 chance of a victim within, either a parasite or invasive
- 1 sleech mandible; if touched, clamps shut doing 1d10 damage, released only by a successful strength check or a check modified by strength

31-40. Invasive Components (1d10)

- 1 bronze seed, a compact orb providing a near limitless supply of heat, albeit at low volume and to compatible items
- 1 intact scrudo limb; if combined with a bronze seed, may be operated by a mindpatch within 5'
- 1 cryer, a miniature sphere emanating on outer spectra; a 1 in 6

chance per day that a surgeon opens an Incision in a nearby surface

- 1 eyeless stalk; draws extrasensory information from within 100' and broadcasts it by psychotelemetry to mindpatches within 5'
- 1 fireneedle; if combined with a bronze seed, projects a variable-focus cutting beam doing 1d10 damage
- 1 hypertome, a library of knowledge from the world of the surgeons along with data on the Sac; if interrogated by psychotelemetry, broadcasts to mindpatches within 5'
- Loose scrap - a mixture of 1d6+1 miniature component sets, each potentially priceless to a local specialist in the esoteric and worth a base 1d10 gp otherwise
- 1 mindpatch, a slip of thought-enhancing control fabric; boosts wisdom by 1d3 points while worn and allows communication by psychotelemetry
- 1 multiwhittler, a set of diverse miniature tools ingeniously arranged; if combined with a bronze seed, certain elements may be driven by a mindpatch within 5'
- 1d3 silvered hide sections, each c. 1' square; adhesive, fluid and strong - AC as chainmail; if combined with a bronze seed, may be flexed by a mindpatch within 5'

41-50. Manifested or Changed Matter (1d10)

- 1 bheekl-treated floogr skin, c. 1d6' square; strong and highly elastic
- 1 clump of hauyra froth, a coalesced aurethic psychoplastic reflecting the subconscious of those nearby; potentially priceless to a local specialist in the esoteric and worth a base 1d6 gp otherwise
- 1 coalesced khauri film, c. 1d3' square; meaning which passes through undergoes a rudimentary translation for the receiver
- 1d3 gold body parts, small, from a parasite or invasive, each equivalent to 1d10 + 20gp
- 1 gold body part, large, from a parasite or invasive, equivalent to 2d10 + 40 gp
- 1d3 gold items or weapons, small, equivalent to 1d10 + 20 gp
- 1 gold item or weapon, large, equivalent to 2d10 + 40 gp
- 1 imbued floogr skin, c. 1d6' square, saturated with consumed manifestation; mildly oracular, shifting slowly through forms of equal surface area
- 1 minor vortex (see Incision) on a scrap of matter c. 1d3' across, likely pinned to a surface by its own repulsion; a 1 in 6 chance that a miniature pruba is extended 1d10 x 10', and a 1 in 3 chance per day of a miniature invasive emerging or returning
- 1d3 wisps of phaeyr foam, a coalesced aurethic catalyst, each able to convert up to 1d3 lbs of matter to gold; potentially priceless to a local specialist in the esoteric and worth a base 1d3 gp otherwise

51-60. Other Beings (1d10)

- 1d3 aurethotites, shards of razor-sharp alloy, each 1d6' long and growing 1' per month; if worked into a blade, a hit will cut material desire from the target unless a save is made, engendering great generosity
- 1 auric meadow, fine gold flowers equivalent to 2d10 gp, growing by 1 gp per day
- 1 aurovoric colony, microscopic gold-eaters infecting possessions on contact; they multiply rapidly, consuming 1 gp per day of infection squared, i.e. 1 gp the first day, 4 gp the second, 9 gp the third etc.
- 1 cryercalled, an otherworldly entity drawn to a tissue by a cryer (see the Invasive Components table); contact requires a save to prevent creeping alteration, represented by a randomly determined attribute being rerolled
- 1 dermal bloom, a patch of algae c. 1d6' square with a feature found randomly using the Humour Special Features table
- 1d3 furl pickers, small parasites each able to clean a humanoid or tidy a volume 10' square once per day
- 2d6 khaurics; tiny, highly intelligent explorers constituted from Sac waste, animated aurethically but now independent of the aurmind
- 1 mineral plaque, a decorative layer c. 1d6' square worth 1d10 gp; doubles in size every month
- 1d3 ice crystals of youth, solid despite the heat; if consumed, each converts 2d6 years of age into 1 gp of gold dust, killing if age falls to zero
- 1 rooting tentacle, 1d6' long; paralyzes unless a save is made, before absorbing nutrients equal to 1 HP per day; immunity develops over 1d6 days

APPENDICES

The following four appendices contain supplementary material for Dreams of the Lurid Sac, whether simple expansions of elements presented elsewhere or additions in some way less conventional.

APPENDIX A: WHERE IS THE MOUTH?

Below is a fuller version of the Where is the Mouth? table, expanded by four entries to require a roll of 1d10.

Where is the Mouth? (1d10)

1. In the roots, flesh or canopy of a worldtree, forest or jungle
2. In a burrow, den, nest, hive or honeycomb, or the equivalent
3. In a hollow, niche or fissure in a sinkhole, well or mine shaft
4. In the slope of an undulation on a burial ground or battlefield
5. Beyond a collapsed wall or floor of a cellar, crypt or dungeon
6. Under the ashes or rubbles of a razed or ruined village or town
7. In a secluded corner of a suite in a keep, manorhouse or palace
8. Within a protective circle at the heart of an eldritch structure
9. On a gigantic exoskeleton, preserved corpse or decaying mass
10. In among the tissues and cavities of a hibernating worldbeast

APPENDIX B: CHAMBER EVENTS

The table below presents further events which could occur in the chambers of the Sac. A roll could be made every 1d10 chambers, or every 1d10 turns, or soon after a key function is disturbed.

Chamber Events (1d10)

1. Aurethic flare - Tensions among the subsets of the aurmind manifest as an aurethic flare striking 1d3 randomly determined occupants of the chamber: each must save or have a randomly determined body part transmuted into gold; if protected with armour or similar, this is affected instead.
2. Distant spasm - A spasm occurs 2d6 chambers away through a random opening; for the next 2d6 turns each chamber in that direction will host 1d3-1 encounters as other occupants react, with no need to roll as usual.
3. Groobl stampede - In a freak echo of their ancient exodus from beyond the Wound, a horde of 2d6+6 spooked groobls bursts through an opening and rushes on through the Sac; 1d3 will slow and settle in each successive chamber.
4. Humorous anomaly - This overproductive or experimental chamber is home to 1d2+1 humours; there is a 1 in 3 chance that any active humours will be engaged in battle with 1d3-1 encounters looking on.
5. Immune blockage - One randomly determined opening from the current chamber is blocked by a large sleet clot or ball of adhered fleebres, with a 1 in 3 chance of 1d3 victims within, either parasites or invasives; a further 2d6 fleebres are attempting to dislodge the obstruction.
6. Major inflammation - This chamber is heavily swollen, crossed only by tight, circuitous passages; movement is at half speed and each non-symbiote moving within will cause one spasm per turn.
7. Manifest council - This chamber currently hosts 1d3+1 hauyras of different subsets, attempting to resolve frictions within the deeper aurmind; this and each adjacent chamber also hosts an additional 1d3-1 manifestations.
8. Abheekling pustule - A large pustule bursts, spraying a randomly generated humour equivalent to 1d10% coverage: each occupant of the chamber must pass a dexterity check or a check modified by dexterity to avoid contact.
9. Liminal resonance - A burst of communication between an Incision and a set of invasives within the Sac resounds among the fields and for a moment may be overheard: there is a 1 in 6 chance that any given character will be able to intimate the dispositions and intentions of 1d3 local invasives.
10. Wasting chamber - This chamber is dying: it will shrivel and putrefy over the next 1d6 days into inactive humours congealed with strands and globs of gold, equivalent to 1d10 x 10 gp once separated; the death counts towards the monthly total if lifespan is being tracked.

APPENDIX C: THE QLUDI

The qludi is third invasive, more specialised than the pruba and scrudo. It is treated not as an encounter, but added to the Sac based on the position of another invasive and its associated Incision.

Qludi

The qludi is a smaller variant of the scrudo, modelled on the adhesive aerial fleebr rather than the bheekl, and used by the surgeons primarily to clarify communication with outlying invasives. It is growing ever more common as the rival explorations progress outwards through the Sac.

Assuming that no allied invasives are present, a qludi will use its calling stalk in combat: if this stalk attack is successful, the blast requires an insufficiently shielded opponent to save or be incapacitated for 1d6 rounds, with a 1 in 3 chance that each invasive component which the victim wears or carries is destroyed; the reordering caused in the victim also permanently reduces one randomly determined attribute by one point.

Qludi: lawful / neutral / chaotic; 90' (30'); 1 HD; AC as chainmail; 1 toolset (1d6) + 1 stalk (special); SV 8+; may fly at double speed

The qludi could be placed along a line of optimal relay points through the Sac: 1d3 could be spaced out between each first encounter with an invasive supervised by a given surgeon, other than a pruba, and the chamber holding the source Incision.

For the purposes of identifying a given invasive type, in particular for identifying the type which is being salvaged by a pruba or scrudo, one of the following tables could be used.

In order of presentation:

1. 1 pruba
2. 1 scrudo
3. 1 qludi

In alphabetical order:

1. 1 pruba
2. 1 qludi
3. 1 scrudo

There is a 1 in 3 chance that any eyeless stalk discovered is also a calling stalk. If combined with a bronze seed, this may be operated by a mindpatch within 5', converting data to energy as above.

APPENDIX D: THE ZHAEYR

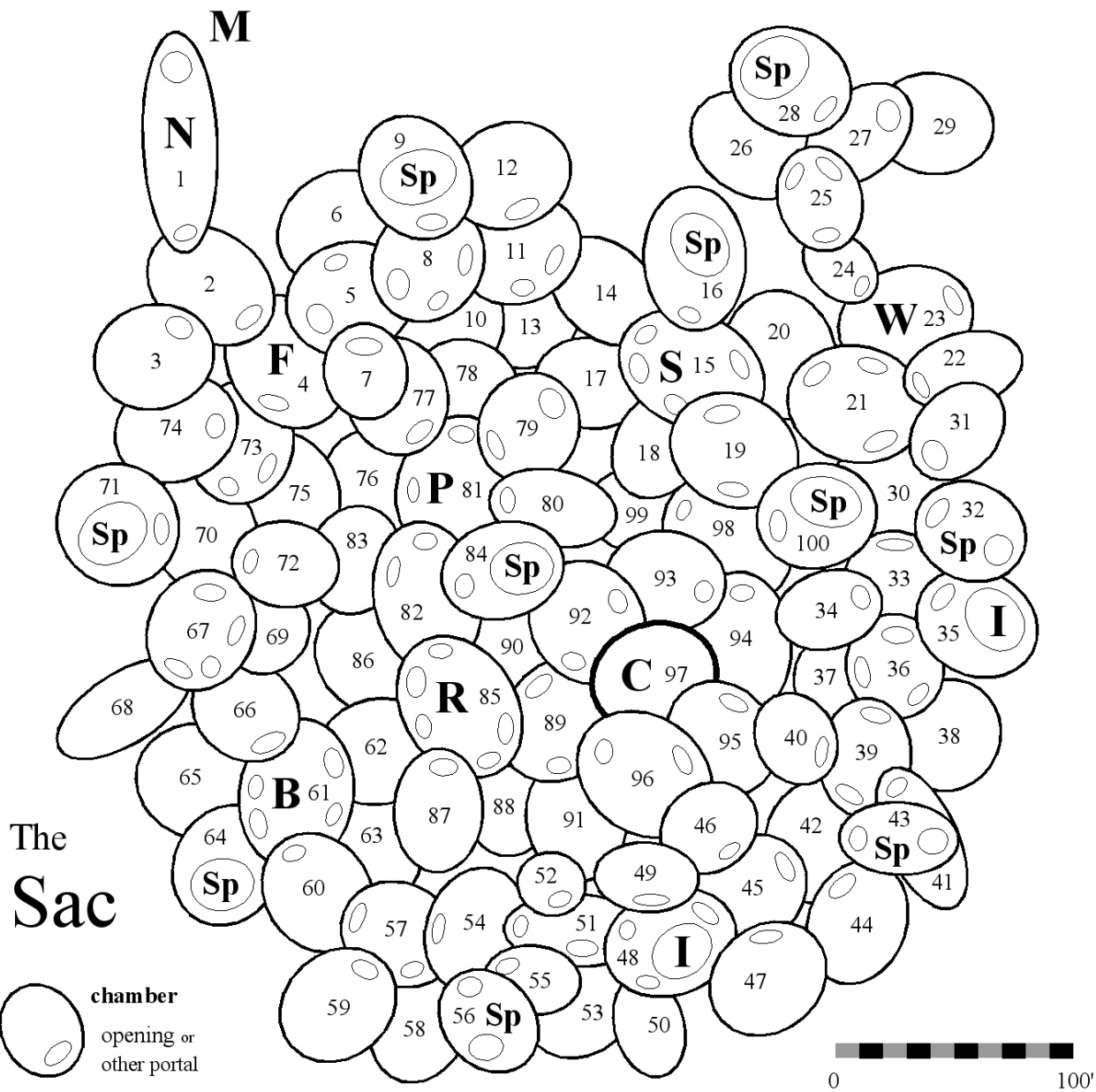
The zhaeyr is a fourth manifestation of the aurmind. It is treated not as an encounter, but as an aspect of a certain type of treasure item, specifically the larger pieces of gold to be found within the Sac. Its behaviour is linked with Sac lifecycle and ecology.

Zhaeyr

There is a 1 in 6 chance that any given gold filament, nugget or body part found within the Sac has been impregnated with a zhaeyr, a subtle manifestation of the aurmind. Using this piece of gold as an independent source of aurethic energy, the zhaeyr is able travel far beyond the Sac and survive long years away from the aurmind, gathering precious knowledge of the wider world.

If ever it finds itself within a hoard or any other location containing gold equivalent to at least 10,000 gp, it will expend 1d3 x 1,000 gp of this amount to broadcast the store of information gathered so far to Sacs across the region, stimulating the budding of new chambers and triggering the formation of seeding parties aimed at the source of the signal. The zhaeyr may also birth a new Sac itself, assuming that a supply of suitable materials is available.

If threatened, the zhaeyr is capable of acting as a phaeyr, but where gold is scarce the transmutation of matter which results from a successful tongue attack will use an alternative local metal.



The
Sac

chamber
opening or
other portal

0 100'

- | | | | | | |
|----------------|--------------------|-------------------|-------------------|---------------|-----------------|
| M Mouth | F Fleabrweb | S Sleecher | W Wound | P Pump | C Cortex |
| N Neck | Sp Sponge | B Bheklor | I Incision | R Root | © Paul Keigh |