

# The Sepulchre of the Clone

by Alex Schroeder

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

## The Bolotus Spellbook of Flora, Fungi, Shaping and Controlling

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

## Island Encounters

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

## Baboon treasure

4000 silver coins of the rocket men

4000 electrum coins of the shark men

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

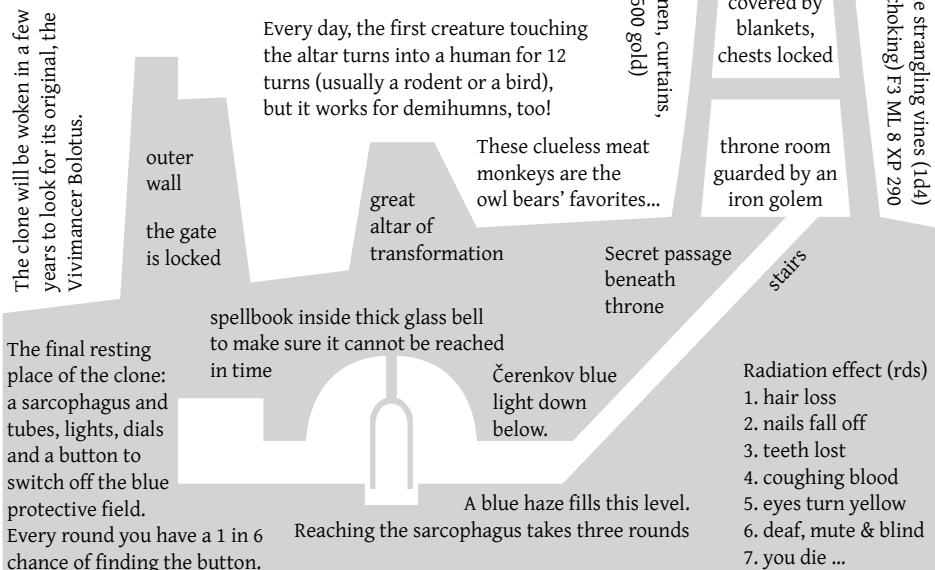
inscription: "forged by the dwarf Erech of the Paindealers"

## Lake

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

## Forest

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



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