

The Sepulchre of the Clone

by Alex Schroeder

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

The Bolotus Spellbook of Flora, Fungi, Shaping and Controlling

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

Island Encounters

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

Baboon treasure

4000 silver coins of the rocket men

4000 electrum coins of the shark men

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

inscription: “forged by the dwarf Erech of the Paindealers”

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

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

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

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

outer wall

the gate is locked

great altar of transformation

these clueless meat monkeys are the owl bears’ favorites...

Secret passage beneath throne

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

Čerenkov blue light down below.

A blue haze fills this level.

Reaching the sarcophagus takes three rounds

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

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...

treasure of the baboons

baboon lair full of the sound of madness

furniture covered by blankets, chests locked

throne room guarded by an iron golem

stairs

Radiation effect (rds)

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

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

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