

Being the Explorations of a Locale in the World of Narcoza

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Background

The slime pits are just one of the strange experiments created and then abandoned by Vilnid the Master. Vilnid has not been seen near the slime pits in at least a decade, but his loyal servants still maintain the "great works" he began here. The few who do remember him in person can describe a great sorcerer who never was seen outside of his suit of pale blue armour.

Vilnid the Master left the slime pits in the care of the Ageless Children – servants of halfling stock that he modified as part of the experiments here. They in turn command the majority of the other residents of the slime pits, most of whom are of human stock that has been infested, infected and modified by the many mushrooms of the area.

The true heart of the slime pits is the Tainted Lifestone, a magical artifact that rests beneath one of the pits and speeds the mutations and seeds the sentience of the fungal life that infests the area. If the stone is not removed, the pits will continue to be a home to strange mutated Fungi no matter how many times they are "cleared".

The Area

The slime pits of Vilnid are meant to occupy a hex somewhere not too close to civilization, either in tropical or subtropical climates. While the slime pits themselves only occupy a small part of the hex they are in, their effects are felt through a much larger area.

The entire hex of this area exhibits extensive large fungal growths including oversized mushrooms nearly overwhelming the local flora. Further out the typical flora for the region is more apparent, but odd fungal growths and infestations are still common.

In addition, collection teams travel from the slime pits at all times. These collection teams have the primary goal of bringing back plants and fruits to feed to the fungal masses, but also watch for humans and humanoids that can be used to supplement their own numbers. Persons travelling in any hex within two hexes of the slime pits have a chance to meet the collection teams. The chance each day is 1 in 6 while two hexes away, 3 in 6 while one hex away, and 5 in 6 chance while within the hex of the slime pits themselves. A standard collection team would be d4+1 Fungal ogres and d3 spore hounds (detailed below and on the next page). A collection team will be carrying 1d6-3 pounds of wild berries, 1d6-5 unconscious captured humans or humanoids, and 1d8-2 Fungal potions.

Spore Hound

Armour Class: 5

Hit Dice: 2

Move: 120' (40')

Attacks: 1 bite

Damage: 1d6 + Infection

No. Appearing: d3 (2d6)

Save As: F2

Morale: 11

Treasure Type: none

Alignment: Neutral

These barely-sentient beasts were once human but now run on all fours, acting as bloodhounds for the fungal ogres and the ageless children. Addicted to the spores of the white slime mold, they will do anything to be given more. They are excellent trackers (as good as any ranger) and infallible trackers when tracking someone infected by the bite of a spore hound.

Anyone bitten by a spore hound must make a saving throw vs poison or become infected with fungal rot.



Fungal Ogre

Armour Class: 6

Hit Dice: 4

Move: 90' (30')

Attacks: 1 club

Damage: 1d12

No. Appearing: d4+1 (3d6)

Save As: F4

Morale: 9

Treasure Type: Sx10

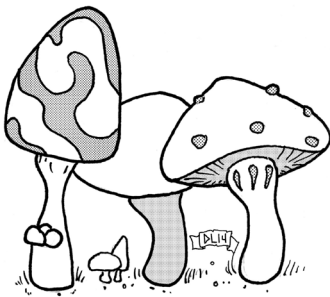
Alignment: Chaotic

Humans who have been nearly completely taken over by transcutaneous fungal infections, these massive ogrish beasts are completely beholden to the ageless children.

When slain, these massive creatures continue to spasm and twitch for hours. Unless burned, they will "blossom" into a Vivid Mushroom within 3d12 hours of their death.

Vivid Mushrooms

The massive fungal growths in the region are referred to as vivid mushrooms by the few who have wandered out this way and not been "collected" for the slime pits. Mature vivid mushrooms are between 5 and 16 feet tall and have a variety of cap shapes. Most are brightly coloured, making them hard to miss in mixed foliage. In large concentrations, the air around them will be contaminated with vivid spores too small for the eye to see. If disturbed, they emit these psychoactive vivid spores in larger numbers, creating a foggy cloud.



Those exposed to vivid mushrooms and who fail their saving throw roll on the chart below for the effect. If they consumed vivid mushroom spores on purpose, there is no save. If they have entered into a visible vivid spore cloud, they make a save vs poison at -2. If they have entered into a lower density cloud, then the save is at +2. All effects last for 1 turn.

Vivid Spore Effects (roll 2d3)

2. Crazy hallucinations - roll on the confusion spell effect table every round.
3. Mad giggling prevents speaking and spellcasting.
4. Minor visual and auditory hallucinations increases surprise chance by 1.
5. Paranoia makes subject attack anyone not immediately familiar.
6. Subject believes they have transformed into an animal, and will act as such.



In addition to the other effects of vivid spore exposure, a common side-effect (occurring in 2/3rds of all exposures) is a form of double vision called spirit vision. The affected creature sees a ghostly upside down double image, perpetually out of focus in addition to what they normally see – this double vision becomes especially strong during times of stress and duress, and fades almost to nothing when things are “normal”. Because of this effect, the locals have a strong belief in the spirits of the dead sticking around after death (when someone is slain or falls down, the mirror image falls upwards, as if their spirit is escaping.)

Fungal Rot

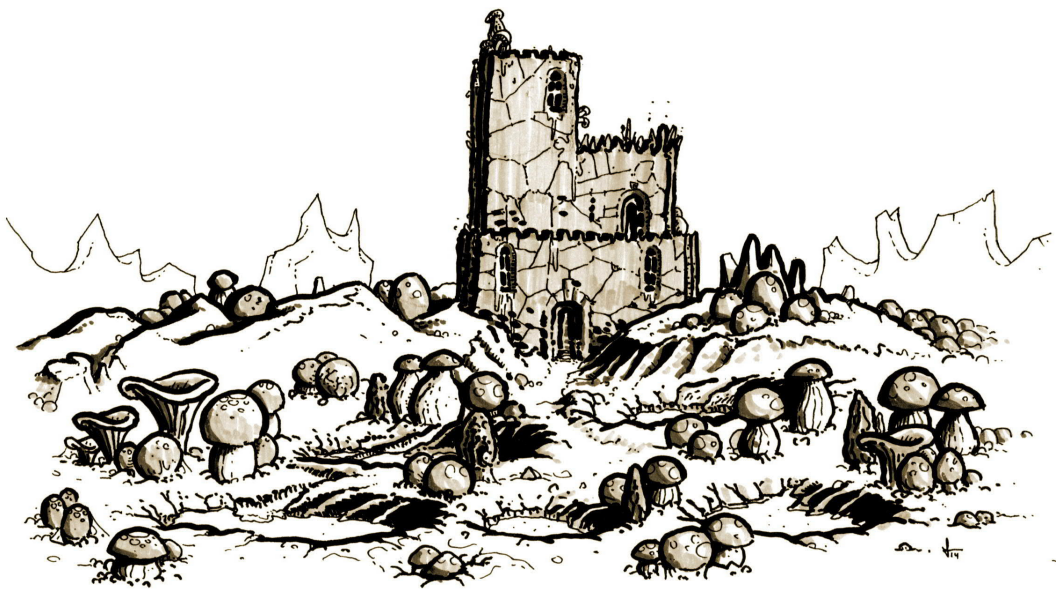
Those so foolish as to consume the vivid mushrooms directly or unfortunate enough to have been bitten by a spore hound must save versus poison or suffer from Fungal Rot. As Fungal rot sets in, the subject actually gains in Strength and hit points, while slowly dying as the vivid fungus eats away at them. Every 6 hours, the victim makes a save vs spells – failure means rolling on the vivid spore effect table and the effects last until the next save. Every 12 hours the subject loses 1 point of Constitution and 1 point of Charisma and gains 1d6 hit points. Every 36 hours they gain one point of Strength. Once their Charisma or Constitution is reduced to zero, the subject dies and then “flowers” as a new vivid mushroom within 3d12 hours.

Fungal Potions

These potions appear to be first-sized spheres of liquid held in a thin transparent membrane. They are the fruit of the ripe vivid mushroom. They are all treated as potions of delusion (that is to say they seem to be potions of some other type in all ways, and even have minor magical abilities in order to make it seem possible that they are indeed another potion type – roll on the standard potion tables to determine what potion type they are emulating). However, in addition to their delusional effects, half of all Fungal potions actually have the effects of a real magical potion, again rolled for on the standard tables.

The best of these are of course ones such as a potion of levitation with the delusion of invisibility (the rest of the party can't see you either, since you floated up out of sight), a potion of diminution with the delusion of heroism, or just about anything combined with a potion of gaseous form.





The Slime Pits of Vilnid

The centre of this fungal mess is the actual slime pits of Vilnid and the small tower which sits beside them. The entire area is overrun with vivid mushrooms of all sizes, and collection teams come and go from the tower and the pits at all hours of the day and night.

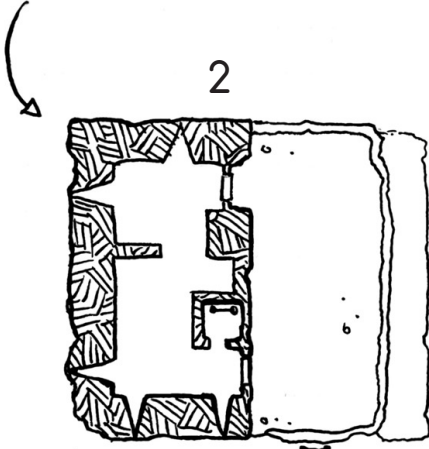
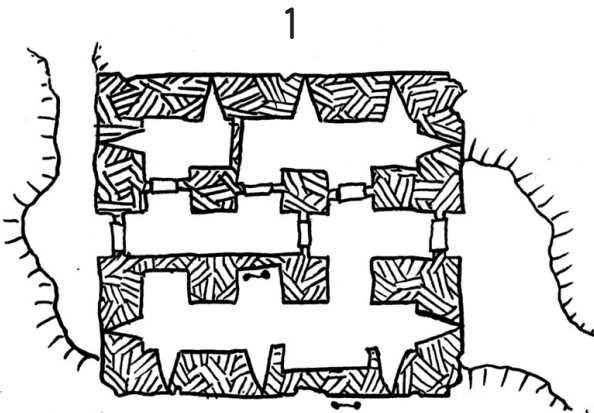
In addition to the Seven Ageless Children (see their own entry on page 8) and their attendant ogres and spore hounds, this area is home to a rare species of giant psychedelic frog and the occasional prismatic caterpillars.

Wandering Monsters

(roll 2d4 - check once per 3 turns - 2 in 6 chance)

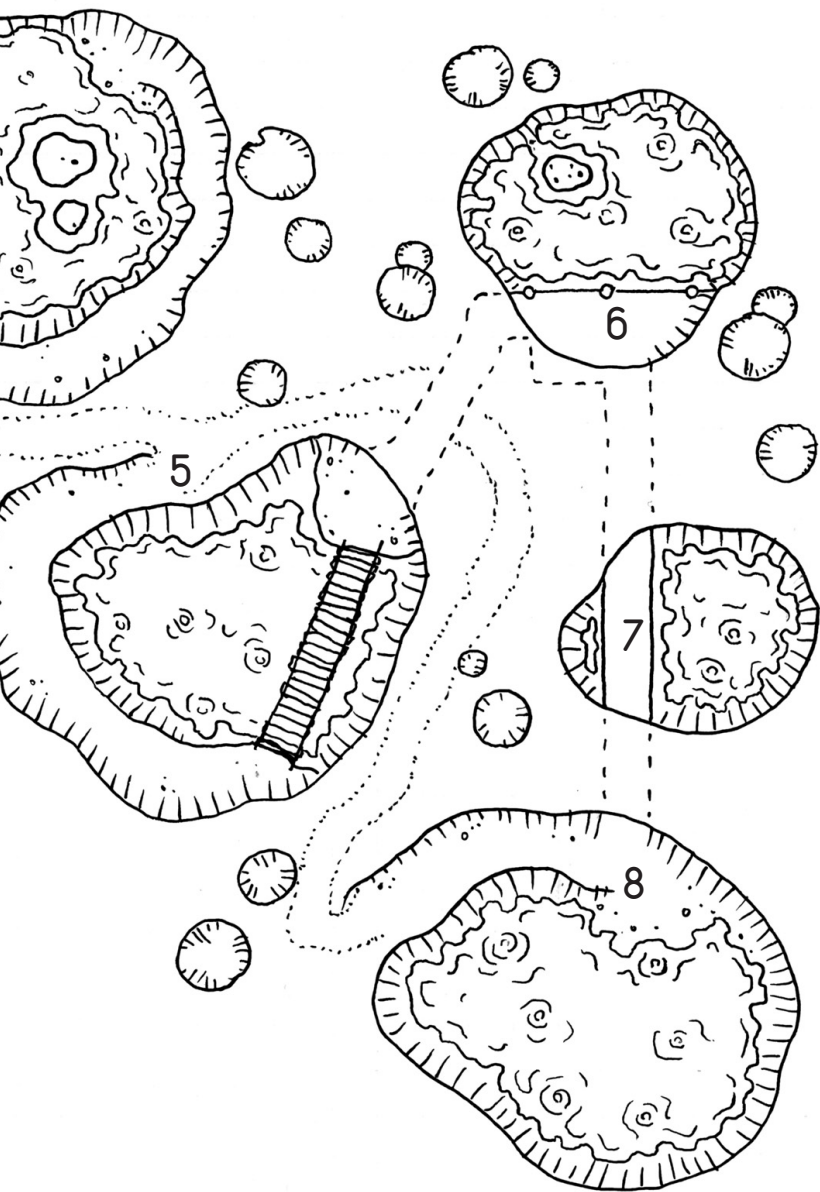
2. Gerard & Torius (see the Ageless Children) and 2d3 Fungal Ogres
3. 1d4 Giant Psychedelic Frogs
4. 1d6 Fungal Ogres
5. Collection Team (see page 2)
6. 1d4 Spore Hounds
7. 1d2 Prismatic Caterpillars
8. Hakana (see the Ageless Children) riding a giant psychedelic frog with 1d3 additional giant psychedelic frogs.





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The Seven Ageless Children

Once of halfling stock, the seven ageless children were left in charge of the slime pits by Vilnid the Master. They appear to be human children with orange skin and yellow hair, and each has developed strange mutations of one kind or another under the ministrations of their master. They have the ability to speak telepathically to anyone infected with Fungal Rot, and will offer to cure them of their ailment if spared in combat. In reality, they will attempt to feed the victims to the orange slime pit.

Gerard & Torius – Seemingly inseparable, Gerard & Torius wander the grounds day and night watching for things of interest, discussing their missing master, and generally being curious. They are the most “halfling-like” of the children – appearing to be orange-skinned small humans with large feet. They are repulsed by what has become of their siblings, but still loyal to Vilnid and thus hostile to interlopers. They each carry 2 spore bombs on their belts that can be thrown up to 60 feet and explode dealing 2d8 damage and causes blindness for 1d6+1 rounds to everyone within 15 feet (save vs poison reduces damage by half and prevents blindness) [AC: 6; HD: 3; hp: 19, 11; Att: Dagger or SporeBomb; Dmg: 1d4 or 2d8; Mv: 90 (30); Sv: H3; M: 9]

Hakana – The only other of the children who leaves the watch tower these days, Hakana is perpetually hallucinating because she rides a giant psychedelic frog. Roll reaction checks for her as normal, with a positive result meaning she thinks the party is fairies, sentient butterflies, or similar; neutral results confusing her completely, and negative results resulting in an immediate attack as she thinks they are invading fungus-eating brains from another plane of existence. [AC: 6; HD: 3; hp: 14; Att: 1 (Wand of Atrocities); Dmg: 3d8; Mv: 60 (20); Sv: H3; M: 9]

Frog, Giant Psychedelic

Armour Class: 7

Hit Dice: 3

Move: 30' (10') [or leap]

Attacks: 1 bite

Damage: 1d8 + Hallucination

No. Appearing: 2d4 (4d6)

Save As: F2

Morale: 8

Treasure Type: none

Alignment: Neutral

These monstrous amphibians have multicoloured slimy skins and can leap incredible distances (they can leap up to 120 feet in a round, but cannot attack that same round). Anyone touching the skin of one of these creatures must save vs poison or suffer the effects of a confusion spell for 1d3 turns.



Mamsel, Taxis & Melinda - These three ageless children no longer have any bones in their bodies (well, Taxis claims he still has one, if you get my drift). They never leave their chamber in the watch tower, summoning forth fungal ogres to bring them food, drink, and more drugs to keep them in their perpetual state of sexual satiation. They haven't realized it themselves (yet), but they have actually merged into a single physical form. [AC: 8; HD: 8; hp: 48; Att: 1 bite, rend or engulf; Dmg: 2d6; Mv: 30 [10]; Sv: F8; M: 10]

Wand of Atrocities

A magic wand crafted from a petrified griffon baculum, the wand of atrocities has 30 charges. When used, the wand strikes the target with destructive magical energies dealing 3d8 damage (save vs wands for half damage). Anyone reduced to zero hit points by this damage suffers a horrible fate as their form is turned inside out, or they explode into sizzling chunks of flesh, or their skin is stretched over everything within 20 feet of their location, etc. Be creative and nasty.

Six Eyes - Once part of the never-ending orgy with Mamsel, Taxis and Melinda, Six-Eyes' later mutations caused him to be exiled from their communal "cuddle puddle". Now he lives on the roof of the watchtower, perpetually watching everything around him - no longer is he cursed with six eyes in his misshapen halving face, for his entire body has been covered with eyes. As such, he cannot be surprised, and when his nearly amorphous form shifts and moves, all who make eye contact must make a saving throw versus paralysis or be shocked into inaction for 1d3 rounds. Once every 4 rounds he can emit a 30 foot by 30 foot cloud of noxious gas that deals 1d8 damage to all within it and is treated as a cloud of vivid spores (see page 5). While he has probably seen the party approach and perhaps even attack and kill other members of his "family", his despondence over being rejected by Mamsel, Taxis & Melinda means that he does nothing to alert the others or the fungal ogres. [AC: 7; HD: 4; hp: 21; Att: 1 bite or noxious breath; Dmg: 1d8 or special; Mv: 30 [10]; Sv: H4; M: 8]

Encounter Key for the WatchTower & Slime Pits

The watchtower looms over the site of the slime pits, a squat and unpleasant stone structure created by Vilnid the Master through his strange magics. The walls are a specially hardened stone, and all doors are crafted of a similar material making them exceptionally durable (and also not prone to getting stuck in the local humidity).

There are two ladders to access upper sections of the tower. One is on the outside of the building on the south side and leads up to the balcony of the mid level. The other internal ladder accesses all three levels.



1. WatchTower – Ground Level

This level is broken up into rooms where the three still motile ageless children live. Everything is overrun with harmless Fungi, and three Fungal ogres rest here waiting for orders from their masters (AC: 6; HD: 4; hp: 12, 20, 17; Att: 1 club; Dmg: 1d12; Mv: 90 (30); Sv: F4; M: 9).

Among the various bedstuffs of the ageless children on this level are 2d8 Fungal potions and a bright silver ring on a chain that once belonged to Vilnid the Master and that Hakana has been hiding as her personal keepsake. The ring acts as a ring of protection +1, reduces the wearer's chance to be surprised by 1, but also decreases the wearer's saving throws against gaze attacks, light attacks and similar by -2.

2. WatchTower – Mid Level

This stinking level is home to the never-ending orgy of Mamsel, Taxis & Melinda. There are drugs, alcohol and ruined foodstuffs of all kinds scattered around the structure. On the outer balcony are a pair of napping Fungal ogres (AC: 6; HD: 4; hp: 16, 19; Att: 1 club; Dmg: 1d12; Mv: 90 (30); Sv: F4; M: 9).

3. WatchTower – Upper Level

Six-Eyes maintains his silent vigil on the small balcony up here, with his long-forgotten quarters in the tower behind him. He is melancholy and unpleasant and itching for a fight.

The Slime Pits are each sunken into the soft dirt of the area by about 20 feet. In reality, the bottoms of the pits are at least 5 feet deeper than that, but the lower reaches are obscured by the masses of slime that live within them. Each slime is a mass of tonnes of slime, and untold quantities of rhizomes fill the earth nearby (sprouting into the forest of vivid mushrooms). Destroying any of the slimes (besides the Fuchsia slime) is an effort requiring large quantities of accelerants, acids or other means of producing continuous elemental damage over a serious period of time.

4. The Red Slime Pit

The Red Slime is a massive oozing slime mold that is host to the variation of Fungal Rot that produces the Fungal ogres. This version of Fungal rot produces significantly reduced hallucinations, significantly slower degradation (1 week for reduced Con & Cha and bonus hit points, 2 weeks per point of Strength). The Red Slime also produces prodigious quantities of Fungal potions, with 1d4 washing ashore every day.



5. The Orange Slime Pit

The orange slime is a very powerful acidic slime that sloshes gently from side to side in it's pit, as if a breeze were always blowing across it. Anyone touching the slime suffers 2d6 damage from contact. Persons falling in are unlikely to survive.

Along the bottom of the pit, 18 inches above the level of the slime, a wood and rope bridge spans to the far side where a masonry-walled tunnel leads to the next pit.

6. The Cold Slime Pit

The stone edge of the walkway in this pit is covered in frost and ice. Cold mist and water is everywhere, condensation from the chill of the deep green coloured slime that has been cultivated here. The slime keeps itself at a temperature just below freezing. Small chains are embedded into the three posts here, each long enough to reach into the slime. Two of these chains are currently suspended into the slime – each holding a cask of ale.

7. The Violet Slime Pit

There are actually two slimes living within this pit. The main area is home to a massive sentient violet slime. This hostile psionic mold can trigger a "charm person" effect on anyone within 30 Feet, and will then suggest (telepathically) that the creature proceed along to the white slime. If attacked or resisted, or if people try to assist the fuchsia slime, it will begin a psychic scream of anger and frustration that requires everyone within 60 feet to save versus spells each round or suffer 1d6 damage and instinctively cover their ears and do nothing except move at half their normal movement rate.

On the opposite side of the stone walkway over the violet slime's pit is a small amount of the slime that has evolved along a separate path. This small fuchsia slime is also sentient and friendly, and desperately wants out of here. Like the violet slime, this slime can communicate telepathically and will explain that it can be removed from the pit by a willing person "drinking" it. If someone does volunteer to drink the slime, the slime takes over the person completely



and irrevocably unless they make a saving throw versus death. If the save is made, then the person pukes up the Fuchsia slime within 1d4 turns and takes 2d12 damage. The person also gains a +4 bonus on all future saving throws against Fungal toxins, poisons, spores and so on as well as a +1 bonus on all future saves against charms, suggestions and other forms of mind control.

Under the violet slime is the key to the slime pits - the tainted lifestone. This fist-sized synthetic violet gem was crafted and placed here by Vilnid the Master. It is a powerful plant and Fungal mutagen and unless it is somehow destroyed or contained, this area will forever be home to strange tainted Fungal and plant monsters. Touching it causes uncontrolled and growth and mutations in animals that results in death in 1d6 minutes (save vs death to resist).

8. The White Slime Pit

The white slime is a semi-sentient "fuzzy" slime mold that releases clouds of grey spores whenever disturbed. It is a mean form of sentience, unpleasant and manipulative. It knows that its spores are highly addictive (treat as vivid spores, but each exposure also requires a save vs spells to prevent addiction, which in turn transforms the addict into a spore hound). The white slime also produces a fair number of Fungal potions, with 1d4-2 (minimum of zero) potions floating ashore every day.

Caterpillar, Prismatic

Armour Class: 8

No. Appearing: 1d2 (1d12)

Hit Dice: 6

Save As: F3

Move: 60' (20')

Morale: 8

Attacks: 1 bite & colour spray

Treasure Type: none

Damage: 1d12

Alignment: Neutral

These 12 to 18 foot long brightly multicoloured caterpillars are highly poisonous making them inedible to most creatures. They spend their days slowly eating mushrooms and other available plant life. They will investigate any new creatures they encounter to see if they are food (by giving them a good bite, and then desisting if they are not plant or fungal life), but will also defend themselves if attacked (such as by something they nipped).

When attacked, or when trying to attract a mate, the prismatic caterpillar can emit a colour spray (as the spell) every round in addition to their bite attack.