

— THE SPELLS OF —
**MERRIDWYN
SCYMES**

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BEING A BONUS TO



WORMSKIN NO. 5



THE SPELLS OF MERRIDWYN SCYMES



For people who do not already have *The Complete Vivimancer* from **Necrotic Gnome Productions**, the spells known to the vivimancer Merridwyn Scymes (dwelling in Dolmenwood hex 0808, described in *Wormskin* issue five) are provided here. ([The Complete Vivimancer](#) contains over 130 new spells dealing with flesh warping, genetic meddling, neural manipulation, and vat growth.)

Meld Flesh

Level: 1

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 at least one other.

Clone Plant or Animal

Level: 2

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, 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)

Level: 2

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.

Face Absorption

Level: 2

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.

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.

Transparency

Level: 2

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.

Cannibalize

Level: 3

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.

Vats of Creation

Level: 3

Duration: 1 week per level

Range: Touch

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

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.

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.

