

Purple Duck Storeroom Gels



“In a nondescript dwelling, down a dusty hallway, past rooms of unclear purpose, there is a door... a door that looks like many others, except for the ancient maroon tint of the aged wood, and, of course, the glowing runes emblazoned on the stones that make up the door-frame. Should you know its purpose, should you know the correct sequence to touch those runes, you might gain entry to a Storeroom of wonders, shelves and bins and racks beyond counting. Place your torch in the rusty sconce, and enter...”

The Purple Storeroom is an ongoing series of tightly-focused supplements that cover topics that do not fit into our larger offerings. They are the pieces that just don't fit anywhere else or they are the little things we work on to take a break from bigger projects like Purple Mountain, Legendary Treasures, or Lands of Porphyra. They have been stored here for safe keeping.

ENGINEERED LIFEFORMS-GELS

“One winds through stacks of boxes -some uttering odd noises- and arrives in a cleared area of the storeroom containing three items: an open-topped sarcophagus, a large glass globe suspended from the ceiling, and a... stuffed ape? A large jar of inviting-looking blue substance stands on a table in the center of the trio; let's take a look shall we?”

The notion of engineering life forms is not new, but is infrequently applied to oozes, jellies, slimes and the like. There are too many examples of horrific combinations gone awry, or a creation unable to be controlled by its master. The mildly useful 'gel' series, attributed to a group of sequestered elves seeking to overcome ennui serve a number of purposes, and can be placed in dungeons or living castles as creatures of interest. A sealed castle of said elves, long abandoned by its sentient inhabitants, can be an off-putting feeding ground of neglected gels or be suggested as research topics for curious PCs.

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Gels are created beings, and do not reproduce. If a gel is in a functional environment, its creator 'keys' control of the gel to an individual, to whom it listens to and obeys in all things. Embalming gels are not specifically keyed, but will not allow molestation of their charges by anyone. As stated in its entry, taxidermy gels are keyed to whistled commands by a curator, and an aerogel to hand motions and verbal commands by an individual. Duplicating these control conditions in a non-functional environment is probably beyond the abilities of intruding adventurers.

All gels have creation formulas that list the components necessary for creating them. You do not need a special feat in order to create an engineered gel, but you do need to collect or procure a number of dangerous and rare components.

Base Creature: This creature must be present for a creation attempt.

Additional Creatures: These creatures are complementary and reduce the required caster level by 2. Possessing this creature for the alchemical process removes the need for *permanency* to be cast.

Essential Component: This ingredient is necessary for the transmutative creation process. If you are missing this ingredient the necessary Craft (alchemy) DC check is increased by +5.

Spells Required (in order): If any spells are missing from the creation attempt it increases the Craft (alchemy) DC by +2 for each spell.

Cost: This is the cost in raw materials to produce the engineered gel. This is in addition to the cost of procuring the creatures, essential components, and spells.

Creator Level: This is the minimum character level needed to attempt to create the engineered gel.

Craft (alchemy) DC: This is the DC of the skill check needed to complete the engineering of the gel.

Engineering a gel takes 1 day per 1,000 gp of its costs. A failed Craft (alchemy) check results in 1/2 your gold cost being lost and the essential component being ruined.

Aerogel

As you enter the ancient chamber, a mattress-sized cloud of multi-colored mist, too thick to see through, floats toward you.

AEROGEL (CR 5; XP 1,600)

N Medium ooze

Init +3; **Senses** blindsight 60 ft., *detect magic*; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 12

(+3 Dex, +2 natural)

hp 42 (5d8+20)

Fort +5, **Ref** +5, **Will** +0

Defensive Abilities energy absorbent, semi-incorporeal, ooze traits; **SR** 16

Weaknesses sunlight exposure

OFFENSE

Speed fly 50 ft. (perfect)

Melee slam +2 (1d6-2)

Ranged energy release +6 touch (2d6 varies)

STATISTICS

Str 7, **Dex** 16, **Con** 16, **Int** 2, **Wis** 6, **Cha** 6

Base Atk +3; **CMB** +2; **CMD** 15 (can't be tripped)

Feats Alertness, Skill Focus (Perception), Toughness

Skills Fly +10, Perception +8, Stealth +10

SQ Semi-incorporeal, energy absorbent

ECOLOGY

Environment any underground or indoors

Organization solitary or flock (2-6)

Treasure none

SPECIAL ABILITIES

Energy Absorbent (Ex) Aerogels are designed to absorb all types of harmful energy, absorbing up to its hit points in energy attacks in a round.

Energy Release (Ex) In response to damage taken or direction from its master, an aerogel can release a blast of random stored energy every 1d4 rounds for 2d6 damage (roll a d6 for the energy type: 1 - acid, 2 - cold, 3 - electricity, 4 - fire, 5 - force, 6 - sonic)

Semi-incorporeal (Ex) Aerogels are solid, but only barely. They take half damage from corporeal weapons and natural attacks. They take full damage from magically enhanced weapons and natural attacks.

Sunlight Exposure: Though an aerogel can absorb, and thereby 'feed' on

sunlight, more than eight hours in the sun will cause an aerogel to explode from within, doing 5d6 points of force damage to everything within 20 feet. A *daylight* spell will have that effect if it overcomes its spell resistance.

An odd creation indeed, an aerogel appears as a coalescent cloud of semisolid material, that wavers and changes color in all of the spectrum, a pleasing side-effect of its creation. As well as being somewhat attractive, the purpose of aerogels is to shield its owner from harmful effects, especially energy.

An attentive aerogel acts as a parasol from the sun, a mostly clear cylinder protecting from the cold, a wall shielding from fire, even able to absorb an errant lightning bolt. Some owners would even command the living clouds to 'dance' in small groups when they got bored- and stored them in glass containers when not needed or wanted. A flaw in their creation ensures that they cannot spend a great deal of time in the sun, and they instinctively avoid exposure for more than an hour, and only if they are hungry or ordered to do so.

Aerogels are fed by energy, and throwing a *acid splash* or *ray of frost* cantrip their way a couple of times a day usually keeps them happy. If wild and unfed, they will pester humanoids to feed them, reacting with energy blasts if damaged. A *fireball* or *lightning bolt* thrown at one will typically send it on its way.

CREATION FORMULA

Base Creature: Ectoplasm (ghost ooze)

Additional Creatures: Medium air elemental

Essential Components: All the blood of a phase spider

Spells Required (in order): *polymorph*, *lesser planar ally*, *shield other*, *resist energy*, *detect magic*, *permanency*

Cost: 6,000 gp

Creator Level: 6th

Craft (alchemy): DC 19

Embalming Gel

The gaudily-attired corpse climbs out of the sarcophagus, awkwardly, encased in a roughly human-shaped layer of clear substance.

EMBALMING GEL (CR 4; XP 1,200)

N Medium ooze

Init +0 **Senses** blindsight 60 ft.; Perception +5

DEFENSE

AC 10, touch 10, flat-footed 10

hp 46 (4d8+28)

Fort +8, **Ref** +1, **Will** -1

Immune mind-affecting effects, ooze traits

OFFENSE

Speed 20 ft.

Melee slam +7 (1d6+4 plus 1d6 acid plus paralysis)

Special Attacks acid dissolve

STATISTICS

Str 16, **Dex** 10, **Con** 24, **Int** 4, **Wis** 5, **Cha** 1

Base Atk +3; **CMB** +6; **CMD** 16 (can't be tripped)

Feats Skill Focus (Perception), Weapon Focus (slam)

Skills Perception +5

Languages Common (cannot speak)

SQ transparent

ECOLOGY

Environment any underground or indoor; tombs

Organization solitary, pair, or group (3-5)

Treasure standard (at least one permanent magic item, funeral goods, incidental)

SPECIAL ABILITIES

Acid Dissolve, Paralysis (Ex) The strikes of an embalming gel deal normal acid damage, and a target must make a DC 19 Fortitude save or be paralyzed for 3d6 rounds. A paralyzed target will be dissolved at a rate of 6 hit points per round. The gel will not dissolve any paralyzed targets if it is engaged in combat. The save DC is Constitution-based.

Transparent (Ex) Though the embalming gel itself is transparent, its assigned corpse is not. A DC 15 Perception check is required to notice that the gel surrounds and supports its assigned corpse when first observed. Any creature that fails to notice an embalming gel and tries to touch its assigned corpse automatically suffers damage as if struck by the gel's slam attack.

An embalming gel's purpose is to preserve and protect one of the honored dead. Once the creation procedure is completed, typically within the sarcophagus or stone coffin itself, the corpse is placed within, with whatever goods are chosen; one requirement for the funeral goods is a permanent magic item, like a ring, weapon or device, that 'feeds' the embalming gel. The organism no longer consumes flesh or body fluids, instead preserving them for as long as the gel functions, generally 1 year per gp value of the magic item. The body 'floats' within the gel, as if in amber, pristine and untouched by decay. Even dust does not accumulate on its surface, eliminated by a sheen of acid.

It is when and if a grave robber tries to disturb the preserved body that the embalming gel's secondary function emerges. If touched by tool or creature, the gel will move to attack and paralyze the interloper, moving the entombed body with it, forming limbs around its appendages-almost as though the corpse itself were animated. If interlopers flee, the gel and attendant corpse will generally only pursue as long as it is in sensory range, and return to its eternal rest. If it paralyzes an intruder, or kills it outright, the gel will apply its surface acid to dissolve flesh, bone and organic material, absorbing any magic items brought by the tomb robber into its interior, and leaving metal, stone and ceramic goods on the tomb floor, unconcerned with their disposal.

Though only a researcher would have any real insight into the issue, it is thought that an embalming gel, at least semi-intelligent, passes the years away by accessing the memories of the dead personage within it, almost melding with its memories. The creator of the embalming gel may imprint some command words into what passes for its mind, in case it needs to be moved ('Follow') or put on mobile display ('Rise').

CREATION FORMULA

Base Creature: Crystal Ooze

Additional Creatures: Slithering Tracker

Essential Components: All the blood of a Disenchanter

Spells Required (in order): *polymorph, gentle repose, deathwatch, restore corpse, sanctify corpse, permanency*

Cost: 3,000 gp

Creator Level: 3rd

Craft (alchemy): DC 16

Taxidermy Gel

The previously motionless tiger jumps down from the platform without the expected grace of the noble beast. No life seems present in its glassy eyes.

TAXIDERMY GEL (TIGER) (CR 4; XP 1,200)

N Medium ooze

Init +5; **Senses** blindsight 60 ft.; Perception +12

DEFENSE

AC 13, touch 10, flat-footed 12

(+1 Dex, +2 natural)

hp 51 (6d8+24)

Fort +5, **Ref** +3, **Will** +2

Immune mind-affecting effects, ooze traits; **Resist** acid 10

OFFENSE

Speed 20 ft.

Melee 2 claws +7 (1d6+3), bite +7 (1d8+3)

STATISTICS

Str 16, **Dex** 12, **Con** 16, **Int** 2, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 20

Feats Improved Initiative, Skill Focus (Perception), Toughness,

Skills Climb +8, Perception +11, Stealth +8

SQ adaptive size, freeze

ECOLOGY

Environment any temperate or underground

Organization solitary or exhibit (2-10)

Treasure none

SPECIAL ABILITIES

Adaptive Size (Ex) Though taxidermy gels can support small, medium and large animal frameworks, the gel itself is a Medium creature, and in taxidermy form always counts as a Medium creature, even if in a large or small framework.

Freeze (Ex) Taxidermy gels can stay perfectly motionless for long periods of time, not detectable as 'alive' without a *detect thoughts* spell or similar magic, which detects very vague consciousness. A DC 16 Knowledge (nature) check will determine that the taxidermy gel is capable of animation, adding 1 to the DC of the check per foot distance.

The creation of taxidermy gels brings another dimension to a menagerie or museum, a display that needs minimal attention, yet can be fully animate

and interactive when desired, under control of its creator or curator. The created gel is introduced into a prepared skeleton and skin of the taxidermied animal, and it fills in and supports the framework; the magical procedure melds the gel to the animal's remains, and it is capable of mimicking basic behavior of the deceased creature. The procedure only works on land animals and vermin.

The gel-animal, in a museum or menagerie environment, responds to simple whistled commands, such as 'freeze', 'return', 'pose' and 'perform'- some curators insist on an 'attack' setting in the case of intruders or robbers. Typically, they are fed with nutritive fluid but cannot naturally remove dust like other gels. Taxidermy gels that are abandoned can become feral, and will stalk and hunt living creatures for their blood, slashing or smashing 'prey', even if their form is that of a herbivore. They can spend long periods of time in a dormant state- up to a year, if they have consumed a large meal. The attacks of a taxidermy gel somewhat mimic those of the framework creature, and can vary in their damage type; though there are always 2 attacks, one tiger-formed gel might have a 'bite' and a 'claw', where another mountain sheep-formed would have a 'butt' and a 'hoof'- piercing and slashing with the former, and bludgeoning and piercing with the latter.

CREATION FORMULA

Base Creature: Mimic

Additional Creatures: Blood pudding

Essential Components: All the blood of a doppelganger

Spells Required (in order): *polymorph*, *beast shape II*, *restore corpse*, *statue*, *magic fang*, *permanency*

Cost: 6,500 gp

Creator Level: 7th

Craft (alchemy): DC 20

Nutritive Fluid

This milky blue liquid is a nearly universal magical food substance that satisfies the hunger of any being that consumes it; it cannot feed undead or placate a ‘hungry’ outsider, and has no effect on constructs. A single dose fulfills the weekly nutritional requirements of one Medium, 2 Small, 4 Tiny, or 8 Fine creatures. It satisfies a Large creature for 5 days, a Huge one for 4 days, a Colossal one for 2 and a Gargantuan one for 1 day.

Created in batches of a dozen, usually, sealed in measured jars, nutritive fluid is sensitive to light and heat, spoiling in direct sunlight or temperatures over 90 Fahrenheit degrees.

CREATION FORMULA

Essential Components: ½ pint trolls blood, ½ pint mammoth milk, 2 tbsp. angelic essence

Cost: 100 gp

Creator Level: 2nd

Craft (alchemy): DC 15

“...and so the torch is taken from the sconce, shadows swallow items on shelves not yet explored, and the rune-bordered door is closed; for who knows when an item, a curiosity, an unnamed oddity might be needed, for purposes wholesome or despicable- from the storeroom...”

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