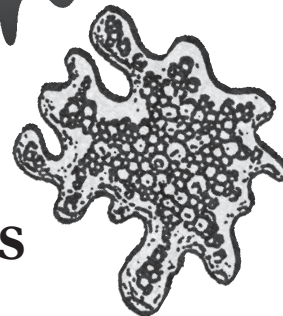
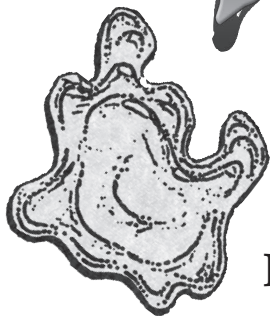


GURPS[®]

Fourth Edition

DUNGEON FANTASY MONSTERS[™] 2

Icky Goo[™]



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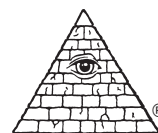
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ABOUT GURPS

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

*An elf from the wood came across
A growth he was sure was a moss
Turned out to be slime
Just biding its time
Hey, a liquefied elf is no loss!*

– Dwarven graffiti

INTRODUCTION

Most slime is only dangerous if touched or if it drips on a careless delver.

– *GURPS Dungeon Fantasy 2: Dungeons*

From the dawn of dungeon fantasy, a pillar of the genre has been goo that falls (well, drips) somewhere between “passive hazard” and “active enemy.” It appears in countless colors and might sit and wait, ooze along slowly, or aggressively pursue anything that moves. Defeating it brings neither the fame and riches of slaying a dragon nor the sense of moral achievement of banishing a demon, yet can be a challenge equal to either. As fans of old-timey hack ‘n’ slash are acutely aware, this class of monster has such a broad range of immunities and noxious, insidious attacks that there’s little an adventurer can do but weather the storm . . . often *after* precious gear or a slower-moving friend has been dissolved!

Welcome to the moist, unpleasant world of fungi, jellies, molds, oozes, puddings, slimes, and spores.

PUBLICATION HISTORY

This is the first edition of *GURPS Dungeon Fantasy Monsters 2: Icky Goo*. It starts from the definition of Slime-class monsters in *GURPS Dungeon Fantasy 2: Dungeons*

and *GURPS Dungeon Fantasy Monsters 1*, but all creature stats are new to this work.

Killed by a green slime, while helpless.

– *NetHack*

ABOUT THE AUTHOR

Sean “Dr. Kromm” Punch set out to become a particle physicist in 1985, ended up the *GURPS* Line Editor in 1995, and has engineered rules for almost every *GURPS* product since. He developed, edited, or wrote dozens of *GURPS Third Edition* projects between 1995 and 2002. In 2004, he produced the *GURPS Basic Set, Fourth Edition* with David Pulver. Since then, he has created *GURPS Powers* (with Phil Masters), *GURPS Martial Arts* (with Peter Dell’Orto), *GURPS Zombies*, and the *GURPS Action, GURPS Dungeon Fantasy*, and *GURPS Power-Ups* series . . . among many other things. Sean has been a gamer since 1979. His big non-gaming interests are mixology and Argentine tango. He lives in Montréal, Québec with his wife, Bonnie, and their cat, Zephyra.

READING GOO STATS

The goo in *GURPS Dungeon Fantasy Monsters 2: Icky Goo* uses the stats format from p. 21 of *GURPS Dungeon Fantasy 2: Dungeons*. Character-point values aren’t shown because these creatures are *highly* unsuitable as Allies or Alternate Forms and possess many abilities that are difficult to represent using advantages.

ST, DX, IQ, HT, HP, Will, Per, FP, Speed, and Move: These basic attributes and secondary characteristics mean exactly what they do for heroes and every other creature in *GURPS*. Goo with ST 0 cannot pick up objects, grapple, or be usefully grappled. Most goo has IQ 0; its actions are reflexive and it’s immune to Influence rolls, mind control, Fright Checks, and so on because *it has no mind*.

SM: This affects all rolls to hit the goo. Multiply the energy cost to cast Regular spells on it by (1 + SM). The stats *already* reflect other effects, such as increased Reach.

Dodge and Parry: Dodge is prefigured from Basic Speed and *already* includes bonuses for Combat Reflexes and Enhanced Dodge – don’t add these again. No goo can parry; Parry is always “N/A.”

DR: This is *total* DR from natural and supernatural sources. Goo cannot wear armor, but the GM may add

more DR if, say, a mad druid pours an invulnerability potion into a slime.

Attacks: These are listed by attack name. For strikes and grapples, the number in parentheses is effective skill. For afflictions, curses, venoms, and the like, it’s the resistance roll, which might be a simple attribute roll or a Quick Contest against the victim’s score. Damage scores are *final*, and already consider bonuses for skills and advantages.

Traits: Advantages or disadvantages important in dungeon fantasy. For brevity’s sake, DR and attacks aren’t listed a second time, and “color” traits don’t appear at all. If it matters that some goo is unusually attractive and suffers from Weirdness Magnet, the GM can adjust it to taste (yuck!).

Skills: Any skills possessed by all goo of this type. Most goo is IQ 1 at best – simply *having* skills would make it a truly exceptional specimen!

Class: Goo is nearly always *Slime* and thus immune to most Animal and Plant spells. Fungi count as *Plant* and are affected by Plant spells.

Notes: Anything else of importance – including explanations of stats with an asterisk (*) on them and exceptions to listed stats or these guidelines.

CHAPTER ONE

THE GOO

To clear up something right away: Sages describe goo using such terms as “fungus,” “mold,” and “spore,” but any similarity to biological usage is coincidental. In dungeon fantasy, supernatural forces militate against consistent classification, scholars lack such scientific concepts as “cell” and “eukaryote,” and the instruments needed to improve on any of this are beyond even guildmaster artificers. Instead, delvers rely on an empirical scheme that has served them well for generations; see *Glossary of Goo* (below).

GLOSSARY OF GOO

fungus: Pulpy, stationary growth found where goo occurs (traditionally, a mobile *fungoid* – like a crushroom – isn’t considered goo).

glop: Another word for goo (from the barbarian *glöpp*).

gunk: Yet another word for goo (from the dwarvish *g’hunk*).

jelly: Slow-flowing transparent goo that’s too bulky to penetrate narrow gaps (dire jellyfish, like the electric jelly, aren’t considered goo either).

mold: Stationary, flat goo you accidentally touch or step in.

ooze: Disturbingly fast goo that squishes flat to seep under doors after you.

pudding: Goo solid and mobile enough to engage in toe-to-toe combat.

scum: Any kind of goo, most often *slime*, sitting atop water.

slime: Semi-mobile surface-hugging goo that can’t rush you but can drip on you.

spore cloud: Airborne goo.

Goey Bodies

Goo lacks most of the weaknesses of complex organisms that have internal organs, eyeballs, debts, and regrets. It is universally *immune* to bleeding, blinding, disease, pain, poison, sleep, and suffocation, and has neither vital areas to attack nor discrete body parts to cripple. Its amorphous internal structure means that if it has ST 1+, it divides BL by four when it tries to lift, carry, or pull rather than push (goo with ST 0 can’t do *any* of these things). A pair of mutually exclusive meta-traits sum up these details:

Runny Goo: Doesn’t Breathe; Doesn’t Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Diffuse; Infiltration, Can ooze under barriers and through tiny holes); Injury Tolerance (No Eyes, No Head, No Neck); Invertebrate. *Notes:* Impaling or piercing damage inflicts at most 1 HP per attack; other damage is capped at 2 HP per

attack. Only area-effect, cone, or explosion attacks cause normal injury. If the goo can move, it can flow through the tiniest crack or hole regardless of SM.

Spongy Goo: Doesn’t Breathe; Doesn’t Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Homogenous, No Blood, No Eyes, No Head, No Neck); Invertebrate. *Notes:* Impaling and huge piercing damage have a wounding modifier of $\times 1/2$; large piercing, $\times 1/3$; piercing, $\times 1/5$; and small piercing, $\times 1/10$. Other attacks work normally. If the goo can move, subtract two from SM to determine what openings it can traverse.

No Legs is also a given, but the variety – usually Slithers, occasionally Sessile, and rarely Aerial – is independent of these meta-traits. Similar thinking holds for the choice between No Manipulators and No Fine Manipulators, which depends on whether the goo can manifest pseudopodia. Many other physical abilities are fitting and common, but not universal: Amphibious (no goo can drown, but some is distressingly *good* at squidging through water), Clinging, Damage Reduction (see *Monsters 1*, p. 35), Slippery (lichen-like molds and rugose puddings are rough, however), and Temperature Tolerance.

Goey Minds and Perceptions

Most goo has IQ 0. The IQ 1+ kinds are no easier to control, influence, or scare; they have Immunity to Mind Control, Indomitable, and Unfazeable. Such “smart” goo might possess skills and always has the Wild Animal meta-trait. This doesn’t make it an animal for the purpose of spells – goo is rarely affected by *any* sort of control.

Goo detects threats by shadow, scent, touch (eww!), and vibrations. It possesses all the senses of humanoids despite lacking the associated organs. Most goo can respond to enemies (that is, prey) all around it through some combination of Danger Sense, Detect (modified with Precise), and Vibration Sense; it has no “back” and fights unpenalized against anything it can detect with a Sense roll, regardless of relative position or light level. If it *does* depend on vision, it inevitably boasts 360° Vision and Dark Vision.

Goo lacks the weaknesses of organisms that have internal organs, eyeballs, debts, and regrets.

FUNGI

Fungus seems downright wholesome next to other varieties of goo. Hey, you can *eat* mushrooms, right? Some kinds, but most will kill you . . . and not merely because they're toxic. Dungeon varieties are hazardous even to delvers who know better than to nosh on toadstools, as they generate noxious effects – too often in the vicinity of *worse* dangers. And chopping them up tends to make matters worse before it makes them better.

Dungeon fungus is rooted in place and might resemble a clump of small toadstools, a single huge one, or an outcropping of “shingles” or “shelves.” It qualifies as goo because it's found in places with molds and slimes. Scholars claim it's a stage in the reproductive cycle of jellies, oozes, and puddings. They class mobile, bitey fungi – like the crushroom (*Dungeons*, p. 22) – as dire plants, not goo.

ST: 0	HP: 20	Speed: 4.50
DX: 10	Will: 0	Move: 0
IQ: 0	Per: 12	
HT: 12	FP: 12	SM: 0
Dodge: N/A	Parry: N/A	DR: 2

Long-Range Defense(s): One or more options from *Long-Range Defenses* (below).

Short-Range Defense(s): One or more effects from *Short-Range Defenses* (p. 6).

Traits: Danger Sense (Cosmic, No die roll required); Doesn't Eat or Drink; No Legs (Sessile); No Manipulators; Spongy Goo.

Class: Plant.

Notes: An SM 0 fungus obstructs one hex on a battle map, but larger ones exist: a two-hex radius (three yards wide) corresponds to SM +3, DR 5, and HP 70; a three-hex radius (five yards wide), to SM +4, DR 6, and HP 100; and a four-hex radius (seven yards wide), to SM +5, DR 7, and HP 150. Affected by Plant spells; Wither Plant can kill it but must encompass the full radius and overcome the fungus' HT. Nonsentient – *can't* communicate or negotiate. If some fool *eats* dungeon fungus, assess harm as for a dose of oozing doom (2d injury, or 1d with a HT roll) *on top of* any defensive effect that could logically afflict a single victim.

Long-Range Defenses

Fungus is troublesome to strangers who are merely nearby. The GM selects or rolls 1d for at least one effect that triggers the instant anyone hostile (e.g., delvers) has a line of sight to it or gets within 70 yards. Goo, deep-dwelling creatures that don't eat fungus, the undead, and many other monsters *won't* set off fungus.

1 – Dazzler: The fungus stages a psychedelic lightshow that behaves as Mystic Mist (*GURPS Magic*, p. 168) in a 16-yard radius, affecting anyone relying on vision (any kind) but not those operating blind. This limits visibility to two yards, forces IQ rolls to avoid straying, and causes Fright Checks. Monsters that dwell near a particular fungus often develop immunity! The effect isn't magical – Mage Sight



and Magic Resistance offer no defense. Dazzling ends if the fungus is killed.

- 2 – Lurker:** The fungus turns invisible, an effect as likely to depend on druidic energies as on mana (GM chooses). Fungus being stationary and silent, See Invisible is needed to detect it from afar. Delvers moving through the area may bump into the fungus and run afoul of *Short-Range Defenses* (p. 6). The fungus becomes visible if killed.
- 3 – Psychic Wailer:** The fungus emanates psionic harm, like a horrid skull (*Monsters 1*, p. 19). Living things within 16 yards suffer 1 point of toxic damage per second. This Cosmic attack ignores *all* DR except DR vs. psi attacks. Slaying the fungus ends this effect.
- 4 – Smoker:** The fungus spews dense, inky spores in a 16-yard radius. This completely blocks ordinary vision (treat as total darkness, p. B394) but not Infravision or other senses. Anyone who breathes the “smoke” must roll vs. HT-2 every second. Failure causing coughing: -3 to DX and -1 to IQ while in the cloud and for minutes equal to margin of failure afterward. Spores dissipate a minute after the fungus is destroyed.
- 5 – Trembler:** The fungus emits intense vibrations through its network of filaments. Everyone on the ground within 16 yards must roll vs. DX every second or fall down; Perfect Balance gives +4. Underground, this can cause falling rocks (8 or less chance on 3d of a hit per victim per turn, -2 to Dodge, 1d *dice* of crushing damage) or cave-ins (as bad as the GM wants!). Shaking ends immediately if the fungus is killed.
- 6 – Wailer:** The fungus produces a terrible noise that attracts trouble. Roll immediately for wandering monsters (see *Dungeons*, p. 20) at +3. Roll again each minute until the fungus is destroyed.

Short-Range Defenses

It's even riskier to interact with dungeon fungus up close! The GM chooses – or rolls 1d for – at least one defensive effect that applies if the fungus is *touched* or *attacked*.

- 1 – Corrosive:** Anything touching or striking the fungus starts to corrode. The offending weapon or body part takes 1d-3 corrosion damage (minimum 1 point) on any turn it makes contact. Someone shoved or slammed into the fungus, or who accidentally bumps up against it, is affected on the torso. Damage is too low to penetrate much DR, but *track it*. *Permanently* reduce item or armor DR by 1 per 5 points of cumulative damage. Orichalcum is unaffected.
- 2 – Dart Spores:** Touching or attacking the fungus releases a dart-like spore aimed at the offender. Treat this as a “jet”

FEE-FI-FO-FUNGUS

Fungus relies on Danger Sense to set off its long-range defenses. This isn't a supernatural ability but the result of invisible filaments permeating the dungeon or wilderness. Sensitive to odors, shadows, sounds, and vibrations, these trigger a reaction if sensations alien to the fungus come too close. This *just works* within 70 yards – well beyond line of sight in most gooey encounters. An adventurer who wants to avoid this without being a ghost or ethereal must be invisible (Invisibility spell, or Invisibility Art skill vs. Per 12), inaudible (Hush or Mage-Stealth spell), scent-free (No-Smell spell), *and* producing no vibrations (as with the Flight spell or Light Walk skill); Stealth is ineffective.

FUN GOOS

The easiest way to make fungus matter is to place it where it's unavoidable (e.g., in a narrow passage) or where *another* encounter awaits. A dazzler parked in a big cave is trivially skirted or attacked from a safe distance. One that turns a battle against fodder monsters into a nightmare the instant a door is kicked in is a problem – a *big* problem if it's also a sticky SM +5 obstacle for the adventurers to bump into. So is one in a room full of traps!

with Reach 10. Roll vs. the fungus' DX 10 to hit. The target may dodge or block if aware of the attack. Damage is 1d+1 pi- at SM 0, 6d-1 pi- at SM +3, 8d pi- at SM +4, or 11d+2 pi- at SM +5. Halve penetrating damage to find injury for small piercing attacks.

- 3 – Puffball:** Touching the fungus is fine, but if any damage penetrates DR, the thing self-destructs! This eliminates the fungus in a 6d×(HP/20) crushing explosion: 6d cr ex at SM 0, 7d×3 cr ex at SM +3, 6d×5 cr ex at SM +4, or 9d×5 cr ex at SM +5. Apply full damage to enemies touching the fungus, such as those trapped by the **Sticky** effect; divide by 3 × (range in yards) for anyone else. If the fungus is also **Corrosive** or emits **Toxic** or **Unhealthy Spores**, anyone who takes *any* blast damage – whether or not it penetrates DR – *also* suffers one dose of those effects. A fungus that shoots **Dart Spores** attacks everyone within 10 yards with one dart when it blows up.
- 4 – Sticky:** Anything touching or striking the fungus gets glued to it; combatants can't move or change facing, and have -4 to DX, while items cannot be used until pried free. To break free, win a Quick Contest of ST vs. the fungus' Binding, which has ST 20 at SM 0, ST 23 at SM +3, ST 24 at SM +4, or ST 25 at SM +5. Victims may substitute Escape skill or weapon skill for ST to free themselves or a weapon, respectively. A break-free attempt takes a second and costs 1 FP. The only way to *chop* free is to kill the fungus. If the fungus has **Dart**, **Toxic**, or **Unhealthy Spores**, each attempt to break free triggers them. If it's **Corrosive**, roll damage each second!
- 5 – Toxic Spores:** Touching or attacking the fungus releases a puff of poison. This fills an area one yard wide by 1d/2 (round *up*) yards long, pointed in the direction of the touch or attack, for one second. Anyone there who isn't wearing a sealed outfit (most armor isn't!) must roll against HT, modified for Resistant to Poison. Success means 1d toxic damage; failure, 2d tox.
- 6 – Unhealthy Spores:** Contact produces a spore puff shaped like that of **Toxic Spores**. This does no immediate damage, but victims who breathe must roll at HT-6, modified for Resistant to Disease, on any day they're exposed. Failure inflicts coughing (-3 to DX, -1 to IQ, and cannot use Stealth) and wheezing (-3 to FP score) until the subject receives a Cure Disease spell or a day of Esoteric Medicine treatment (see *Patching Up, Dungeons*, p. 13).

The nameless scent was now curiously mixed with another and scarcely less offensive odour – of what nature we could not guess, though we thought of decaying organisms and perhaps unknown subterrene fungi.

– H.P. Lovecraft, *At the Mountains of Madness*

JELLIES

Jellies are large, slow-moving blobs that survive by creeping through confined spaces (narrow canyons and caverns, spaces under beds, and so on), systematically seeking out and sucking up organic matter. The trouble is that a lot of adventuring equipment – e.g., anything made of cloth, hide, paper, or wood – is organic. So are *delvers*. Perhaps worse, successful strains have developed natural weaponry that prevents victims from escaping! Factoring in near-invisibility, the mere existence of jellies means any tight passage is a potential place of terror.

ST: 15	HP: 15	Speed: 5.00
DX: 8	Will: 0	Move: 1
IQ: 0	Per: 10	
HT: 12	FP: 12	SM: +1
Dodge: 8	Parry: N/A	DR: 2

Engulf: If the jelly starts its turn in close combat with prey or can move there on its turn, it tries to engulf its target; no attack roll is necessary and its quarry may defend only by dodging *and retreating*. Failure means being sucked inside and pinned if of lower SM than the jelly, or partly stuck in the jelly and grappled if of equal or greater SM. The victim can break free by winning a Quick Contest of ST (allowed only every 10 seconds if pinned); the jelly has +10 to ST if pinning or +5 if grappling. The typical jelly can pin/grapple one foe; later enemies are pushed along in front of it unless they *win* a Quick Contest of ST to prevent it from moving.

Immobilize (Resisted by HT-4): Anyone who isn't in completely sealed armor and who is pinned or grappled by the jelly, engages it in a shoving match (no matter who wins the Quick Contest of ST), or touches it with bare skin must roll resistance once per second while in contact. Failure means paralysis (p. B429) for minutes equal to margin of failure.

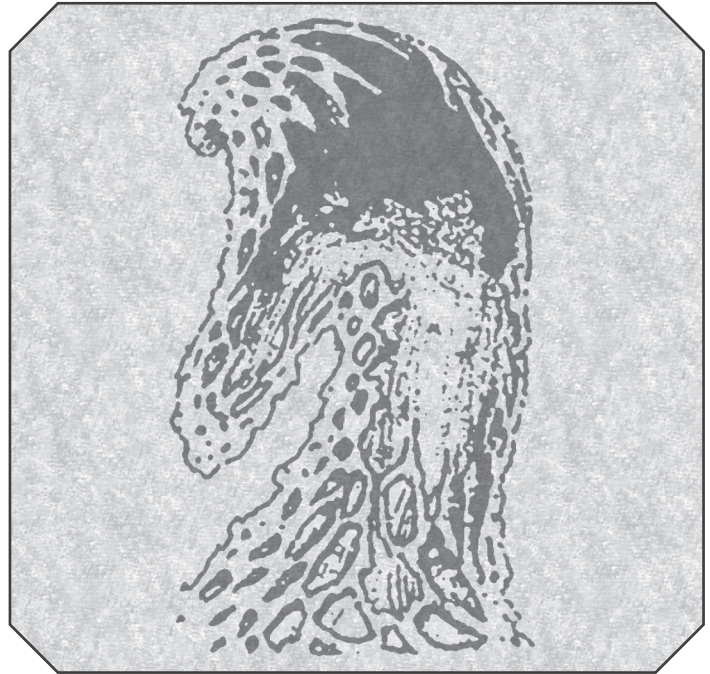
Liquefy: Anyone *pinned* takes 1d-1 corrosion damage per second; anyone *grappled* or *shoved* suffers 1d-3 cor per second. This is *Large-Area Injury* (p. B400); use the average of torso DR and the DR of the least-protected area. The prey's organic items and armor permanently lose DR 1 per 5 points of cumulative damage. Inorganic equipment is immune. Dead victims are dissolved and *gone*, while inorganic gear is ejected.

Traits: Acute Detect 10 (Sense roll 20); Amphibious; Clinging; Damage Reduction 4; Detect (Organic Matter; Precise); Invisibility (Fringe; Allows Vision and attack rolls at -6 when moving); No Legs (Slithers); No Manipulators; Slippery 5; Spongy Goo.

Class: Slime.

Notes: An SM +1 jelly can fill a one-yard-wide passage to 6' of height. Larger ones are common: SM +2 fills a two-yard-wide passage, has ST/HP 25, and can pin or grapple two targets; SM +3 fills a three-yard-wide passage to 9', has ST/HP 35, and can pin or grapple three targets; and SM +4 fills a four-yard-wide passage to 12', has ST/HP 50, and can pin or grapple four targets. Unaffected by Animal or Plant

spells that don't specifically target slimes. Nonsentient – *can't* communicate or negotiate.



Absorptive Jellies

A feared subclass of jellies absorb their victims' *abilities* along with the bodies! They can do so only to prey made of living flesh or a reasonable facsimile. The weird tissues and ichor that constitute demons, other goo, and even rubbery Elder Things all count; inorganic matter (metal, stone, etc.), spirit, vapor, and dried-out skeletons do not. The involuntary donor must be dissolved whole, limiting acquisitions to the capabilities of beings whose SM is smaller than that of the jelly.

Only supernatural abilities are absorbed – typically those that originally belonged to nonhumans, monsters, or people with powers other than Holy Might (*evil* gods gleefully empower goo, though). Particularly appropriate are gifts with the Mana-Sensitive limitation (like many racial advantages of the infused; see *The Next Level*, p. 13); those of entities that have Dependency (Mana); and those of demonologists, druids, elementalists, mentalists, and necromancers. Stolen abilities keep all of their original restrictions, such as the need for mana, limited daily uses, and FP costs. As jellies have IQ 0 and Will 0, and cannot learn skills (including spells), all capabilities must *further* require no IQ, Will, or skill roll to use.

A jelly might acquire Danger Sense, Luck, Magic Resistance, Resistant to Psionics, or Serendipity (great for locating convenient ambush sites) from anyone. Purely passive defenses are common, including Damage Resistance that flows from powers (e.g., the DR against elemental damage of druids and elementalists, and the Ergokinetic Shield and Psychic Armor of mentalists), Hard to Kill with similar origins (such as demonological power), and the Injury Tolerance (Damage Reduction 2) vs. fire boasted by fire-infused and some elementalists.

GOO THINGS COME TO THOSE WHO WAIT

Jellies are stalkers. Their Detect enjoys a Sense roll of 20. Roll 3d against this and find margin of success in the "Size" column of the *Size and Speed/Range Table* (p. B550). The "Linear Measurement" column gives the distance at which the jelly senses the delvers, regardless of obstacles. It will then position itself to ambush them.

On level ground, the jelly will simply wait in their path. They get *one* Vision roll – at -6 on top of other visibility modifiers – to spot the slight distortion ahead. On a failure, the front-most party member *walks into it*.

Jellies ooze around in three dimensions, though. One might instead drop from above. It may lurk in an unexpected place smaller than its SM would suggest; SM +1 specimens can negotiate two-foot-wide apertures, while SM +2, +3, and +4 monsters can thread one-, 1.5-, and

two-yard openings. Underwater, danger could come from any direction. Rolls to spot any such lurking jelly suffer *another -2* if concealment allows a roll at all.

Walking into a jelly or having one drop on you is a surprise attack. No defense is possible – the hapless victim is engulfed!

A jelly that has attacked or been attacked is reflexively cautious. If it can trap other enemies against an obstacle by squidding toward them, it will. If it can't, it's likely to retreat, bringing along any grappled or pinned prey. Accounting for ST and Invertebrate, a jelly can drag 112 lbs. upward or away if SM +1, 312 lbs. if SM +2, 612 lbs. if SM +3, or 1,250 lbs. if SM +4, or push *four times* as much weight ahead of it.

JELLY JAMS

Delvers fighting jellies will find them hard to see clearly. Attacks suffer a basic -6, though SM offsets this somewhat. Misses – or successful Dodge rolls by the jelly – mean the jelly jiggled unpredictably.

A jelly is difficult to hurt. It has all the usual immunities of goo, notably a lack of vital spots. Damage Reduction 4 divides *all* penetrating damage by four (round *up*) after DR, on top of the effects of Injury Tolerance

(Homogenous) on impaling and piercing attacks. And any attack has a 9 or less chance of inflicting the same damage on a pinned victim as on the jelly (he shares the jelly's DR 2, though).

It's common knowledge that a jelly can paralyze someone who attacks it with an unarmored body part. Grappling it is *especially* useless – it adds Slippery 5 to its ST and DX for any attempt to break free.

Being Per-based, senses like See Invisible, Vibration Sense (Air or Water), and additional forms of Detect are also fitting, provided that they're products of magical, psionic, or cosmic power rather than of biology. Yet another possibility is enhanced mobility thanks to the likes of mana-dependent Flight or Permeation (the earth-infused capacity to permeate earth and stone is *extra-scary*), or psionic Levitation (*Psi*, pp. 6-7).

Supernatural attacks are possible, too – but given the jelly's DX 8 and lack of skills, these should mostly be auras or area-effect abilities. Tossing around lightning or fire at a default Innate Attack skill of 4 is risky to the jelly! Good choices include a Doom attack (*Power-Ups*, p. 27) taken from the cleric of a god who revels in random destruction, the electrical aura of an electric jelly (*Monsters 1*, p. 13), elemental Storms (*Power-Ups*, pp. 26-27), the magical cone attacks of as-Sharak (*Dungeons*, pp. 21-22), and Terror stolen from any number of monsters (or elder-spawn; see *Power-Ups*, p. 41). Abilities that hit automatically, like the gaze of the eye of death (*Monsters 1*, p. 14), also work.

Familiars that grant supernatural abilities to their masters are especially tasty. A jelly that digests the master can acquire any such capability he had and that would work for an IQ 0 blob. A jelly that eats the *familiar* can develop any gift the critter could grant! See *Allies*, pp. 20-29 for lists

of possibilities. For example, a jelly that eats the traditional cat familiar might gain Catfall, Enhanced Dodge, Luck, and Vibration Sense (Air).

The GM should be creative. Absorbing a shapeshifter – say, a throttler (*Monsters 1*, p. 30) – might enable the jelly to look like someone or something delvers *want* to approach and touch! This is purely cosmetic, and used instinctively. It's also fine to bend the need for abilities to be supernatural if they especially suit goo. In particular, diseases and venoms that act on contact (rather than via a bite or a sting) could exist suspended in the jelly and accompany its paralysis and corrosion.

Whomever the jelly eats and whatever the GM decides, all absorbed abilities are permanent and cumulative.

Amorphous, often implacable due to their unique (lack of) anatomy, these creatures range from mindless eating machines to tricky shapeshifters.

– TV Tropes

MOLDS

Ordinary mold on rations is a familiar annoyance to delvers. *Dungeon* mold is much worse. You don't want to be near it, much less eat it. It's "just" a passive threat that can't pursue you or spew gunk, but it carpets things – objects, doors, entire rooms – in ways that complicate an adventurer's life.

ST: 0 **HP:** 1* **Speed:** 0.00
DX: 0 **Will:** 0 **Move:** 0
IQ: 0 **Per:** 0 **SM:** *
HT: 16 **FP:** N/A **DR:** 1
Dodge: N/A **Parry:** N/A

Injury: One option from *Color* (below).
Insult: One option from *Texture* (p. 10).

Traits: Clinging; Doesn't Eat or Drink; Magic Resistance 4; No Legs (Sessile); No Manipulators; Runny Goo; Unkillable 1.
Class: Slime.

Notes: Mold has HP 1 per square yard but indeterminate SM. Area effects affect all mold inside their radius. For Regular spells, pay the energy cost for an SM, look up "Linear Measurement" on p. B550, and square it to find square yards affected; e.g., six times energy cost for SM +5 lets the spell influence 225 square yards of mold. Work backward for known amounts of mold; e.g., a 50-yard corridor with a square two-yard by two-yard cross section has 400 square yards of walls, floor, and ceiling, so if this were blanketed by mold, the goo would count as SM +6 and multiply energy cost by seven. Unaffected by Animal or Plant spells that don't specifically target slimes. Nonsentient – can't communicate or negotiate.



Color

Mold is *dangerous* to touch or walk on. Its color warns of what it will do if disturbed. Roll 3d to choose at random (or roll twice, once for color and once for effect, for weirdly atypical mold).

3-4 – Black: *Life-draining.* While touching the mold, roll vs. HT every second. Failure costs 1 HP. This injury works like Deathtouch (*GURPS Magic*, p. 41) and ignores DR.*†‡

5 – Green: *Toxic.* As **Black**, but due to poisonous spores, not supernatural drain. Resistant to Poison adds to HT; a sealed outfit, Immunity to Poison, or a Resist Poison spell confers immunity. Lost HP cannot be healed naturally or magically until the subject receives a Neutralize Poison spell, a day of Esoteric Medicine treatment (see *Patching Up, Dungeons*, p. 13), or a dose of universal antidote (*Adventurers*, p. 29).*‡§

6 – Blue: *Glacial.* As **Black**, but each failed HT roll costs 1 FP due to chills. Winter clothing gives +1 to HT here, a Warmth spell gives +2, arctic clothing gives +3, Temperature Tolerance toward cold adds half its level (round up), and Resist Cold grants immunity. Once FP drop below 0, each FP inflicts 1 HP. Recovering FP and HP lost to cold requires warmth.*†

7 – Violet: *Psychedelic.* The briefest touch causes it to shed spores that act on contact – and if *any* of an area's mold is triggered, it *all* is. Anyone not in a sealed outfit must make a Fright Check (pp. B360-361) at -10! Abilities, spells, and items that benefit Fright Checks help normally. On long hikes, roll hourly. Failure has its usual effects; new quirks or disadvantages are inevitably goo-related.‡§

8-13 – Brown: *Sickenning.* The briefest touch causes it to shed spores that are harmful on contact – and if *any* of an area's mold is triggered, it *all* is. Anyone without a sealed outfit, Immunity to Disease, or a Resist Disease spell must roll vs. HT-4. Resistant to Disease grants its bonus here. On

long hikes, roll hourly. Failure means a malaise that gives -2 to all attribute and skill rolls, and -1 to active defenses, until the victim receives a Cure Disease spell or a day of Esoteric Medicine treatment.‡§

14 – Gray: *Putrefying.* As **Brown**, but the disease rots flesh instead. Once the victim is afflicted, he *automatically* loses 1 HP per hour. This won't heal until he's treated with Cure Disease or Esoteric Medicine. At -HP or worse, any failed HT roll to avoid death means the subject liquefies to goo and is beyond resurrection.‡§

15 – Red: *Fiery.* As **Black**, but a failed HT roll costs 1 FP due to heat fatigue. Mundane "fireproof" clothing gives +1 to effective HT here, Temperature Tolerance toward heat adds half its level (round up), a Coolness spell gives

+2, and Resist Fire grants immunity – but apply encumbrance level as a penalty (e.g., -2 for Medium). Once FP drop below 0, each FP inflicts 1 HP. Recovering FP or HP lost to heat requires water and cool surroundings.*†

*I'm a moldy moldy man
I'm moldy thru and thru*

– John Lennon, “I’m a humble Joe”

16 – Yellow: *Corrosive.* The briefest touch causes it to shed spores that do damage on contact – and if *any* of an area’s mold is triggered, it *all* is. Each second in the area then inflicts 1 point of corrosion damage as *Large-Area Injury* (p. B400). Keep track of damage and *permanently* reduce (non-Orichalcum) armor or item DR by 1 per 5 points total.

17-18 – White: *Exploding.* Roll 3d for every second of contact. On 6 or less, all mold in the vicinity releases spores that explode. Everyone in the area suffers 3d burn ex as *Large-Area Injury* (p. B400). This *can* happen repeatedly; for long walks, assess an explosion every 10 seconds.

* For extended walks over such mold (rather than brief contact), estimate successful HT rolls using *Probability of Success* (p. B171), rounding in the delver’s favor. For example, someone with Move 5 would need 20 seconds to traverse a 100-yard corridor and thus would face 20 HT rolls; with HT 12, he’d succeed at 74.1% of these, or about 15, and fail at five. A victim reduced to less than FP/3 or HP/3 should suffer half Move, slowing down and facing more rolls. Rather than calculate this in detail, simply double all harm past the 2/3 mark; e.g., if a delver has HP 11, injury past 8 HP is doubled, so 20 HP of injury becomes $8 + 12 \times 2 = 32$ HP.

† Supernatural effect, not spores – a cosmic attack reminiscent of Elder Things. Magic Resistance has *no effect*.

‡ Dungeon-dwelling monsters may have Resistant or Immunity to this effect.

§ Rations carried by anyone affected are spoiled unless in sealed containers.

MOLDING THE ENCOUNTER

Mold is as much hazard as monster. It’s usually visible, letting delvers choose their approach: pick another route, eradicate it (see *Breaking the Mold*, below), levitate over it, or sprint through it. In tight quarters – e.g., roping down a narrow, mold-covered shaft, stooping under a low, moldy ceiling, or squeezing between close, moldy walls – the GM may require a DX roll every turn to avoid contact.

As mold effects are often assessed every second and may involve DX rolls to avoid contact or slipping, HT rolls to resist, and so on, an extended period of exposure can mean lots of rolling. To make mold interesting rather than annoying, have the adventurers face it either *briefly* or *individually*. One option is to situate mobile monsters in the area, forcing the heroes to fight on and around the mold before they’re free to deal with it. Another is to place mold where someone, usually the thief, must crawl alone, so that only one person is rolling. Putting it on something the delvers have to interact with and don’t dare damage – say, an irreplaceable scroll – is classic. And mold is only *usually* visible; inside a chest or along the seams of a door, contact is brief but inevitable for anyone breaking in.

Be creative!

BREAKING THE MOLD

Delvers can wipe out mold, but it’s *tough*. It’s impervious to poison. It can be scraped away with physical attacks or burned with acid or fire, but on top of its DR 1 (DR 2 if **Rough**, DR 4 vs. fire if **Slippery**), it’s Diffuse; impaling or piercing attacks do at most 1 HP, and all others, 2 HP. Only area, cone, or explosion attacks work normally, and most Missile spells and jets don’t qualify – use Concussion, Explosive Fireball, Explosive Lightning, or similar. And thanks to Unkillable 1, mold must be reduced to $-10 \times \text{HP}$ to perish, which means inflicting 11 HP per square yard subject to the above complications.

Mold-killers who prefer magic should know that dungeon mold evolved in a magical environment. Its HT 16 and Magic Resistance 4 mean Regular spells are at -4 and it resists at 20. Area spells have no penalty but Magic Resistance counts double: resistance is 24. Good luck.

Texture

Mold also comes in a few common textures, none of them pleasant. Roll 1d to choose randomly.

1-2 – Rough: Scratchy bordering on sharp, like rock lichen or coral. Adds +1 per die to damage taken by anyone falling on it, shoved or knocked back into it, or scraped along it in a way that causes damage. This also triggers its contact effect! It’s *tough*: Increase DR to 2 vs. all attacks.

3-4 – Slippery: Wet and mucus-like. Every second of ground movement over it at Move 2+ requires a DX roll at the speed penalty for that Move (p. B550); e.g., -3 at Move 6. Perfect Balance gives +6. Failure causes a fall; getting up means spending *extra* time in contact. Delvers can avoid rolls by traveling at Move 1, but that *also* means longer exposure. Hard to burn: DR rises to 4 vs. fire.

5-6 – Sticky: Tacky and clingy. Reduce Move by 1 if moving in contact with it, which is annoying in combat and guarantees longer exposure. Worse, *any* contact brings some along! Scraping it off exposes the person (henchman) doing the scraping to 1d seconds of its effects. *Not* doing so means that in 3d hours, the carrier grows enough mold that every second of movement counts as “contact” for him.

Oozes

Fungus and mold stay put where you can avoid them. Jelly and slime are slow enough to run from. Ooze isn't as polite – it wants nothing more than to creep all over you in a highly inappropriate manner. And it's *fast*, and hard to keep out.

Ooze is a genuine monster resembling a giant amoeba. It isn't a *smart* monster, but it doesn't simply pursue prey reflexively. In particular, oozes cooperate about as well as social insects. That last point is important, as ooze can split when damaged, whereupon the doughty delver who struck the blow has doubled his fun . . .

ST: 0	HP: 12	Speed: 7.00
DX: 16	Will: 12	Move: 8
IQ: 1	Per: 12	
HT: 12	FP: 12	SM: 0
Dodge: 11	Parry: N/A	DR: 0

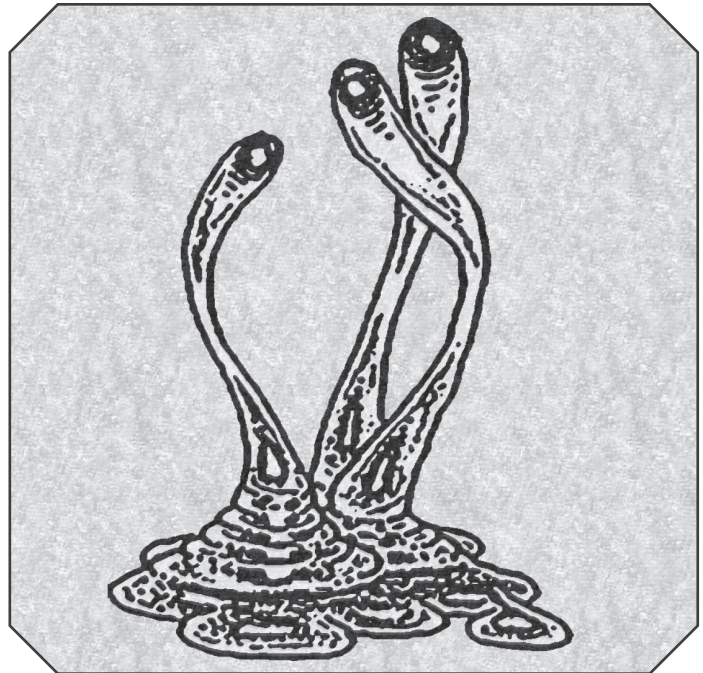
Stinging Touch (16): 1d+1 corrosion + follow-up 1d+1 toxic (HT-4 to resist). Corrosion is only to targeted body part, but keep track of it – armor there *permanently* loses DR 1 per 5 points of cumulative damage. If blocked or parried by a shield or a weapon, *that* starts to corrode. Orichalcum gear won't corrode. Any failed HT roll to avoid death by someone taken to -HP or worse by *either* facet of this attack means the victim liquefies to ooze food and is beyond resurrection. Reach C.

Touch-Me-Not (Resisted by HT-4): Fools touching an ooze with bare skin must resist or take 1d+1 toxic. Duh.

Traits: Clinging; Combat Reflexes; Division (see notes); Immunity to Mind Control; Indomitable; No Fine Manipulators; No Legs (Slithers); Regeneration (Very Fast, 1 HP/second; Only if on a surface); Runny Goo; Sensitive Touch (Precise); Subsonic Hearing; Temperature Tolerance 10 (-25°F to 150°F); Unfazeable; Vibration Sense (Air); Wild Animal.

Class: Slime.

Notes: Ooze is Diffuse and affected normally only by area, cone, or explosive attacks. Other attacks – stomps, weapons, non-explosive Fireballs, etc. – are less effective *and* risk making it multiply. Whenever such a blow causes ooze to roll against HT to stay alive (at -HP and below), success means it lives and failure by 3+ means it dies – but failure by 1 or 2 (“mortal wound”) indicates the energy of the killing blow enables it to absorb part of whatever it's on (ground, tree, wall, etc.) and split into *two* oozes! Initial HP equal half of the parent's full score (a HP 12 critter yields two HP 6 oozes, one of those gives two HP 3 specimens, and so on), but Regeneration can top it up to HP 12. Unaffected by Animal or Plant spells that don't specifically target slimes. Far too stupid to negotiate!



Ooze Ponds

Oozes hunt alone. A group is always the aftermath of battle: a wounded ooze divided and the resulting oozes haven't parted ways yet. However, *all* oozes in an area have been known to puddle together occasionally. Most scholars believe this is either to reproduce or to pool knowledge of the region, but some crazies posit that it's because Elder Gods summoned them or because collectively they *are* an Elder God (or at least a demon lord).

This is bad.

An ooze pond acts as one huge ooze. It has the same ST, DX, HT, FP, Speed, DR, and damage as a lone ooze, and *most* of the usual traits. There are several important changes, however.

The number of constituent oozes – always at least 15 but with no upper limit – adjusts certain stats:

SM: A lone SM 0 ooze is a yard across (SM -2) but blob-shaped (+2 to SM). Magic-school geometry tells us that the diameter of the puddle increases with the square root of the number of oozes – so multiply that by a yard, look up the new diameter in the “Linear Measurement” column of the *Size and Speed/Range Table* (p. B550), read across to the “Size” column, and add +2 for blobbiness.

IQ: Find the full number of oozes in the “Linear Measurement” column on p. B550. Add the corresponding “Size” bonus to an ooze's base IQ 1. Minimum number of oozes is 15

because that's where sapience (IQ 6) is achieved. *Will* and *Per* are the *higher* of 12 or the new IQ. Some IQ 12+ oozes possess Magery and Water spells (particularly acid-themed ones) in the dungeon, or Power Investiture (Druidic) and Plant magic outdoors, and cast from an Energy Reserve equal in size to their HP.

It's kind of like a mass that keeps getting bigger and bigger.

– Steve, in *The Blob* (1958)

IT PURSOOZE!

Ooze takes the initiative. If it feels vibrations in the surface it's on – or slithers across the trail of warm-bloods – it *will* investigate. If there's any doubt, roll vs. Per 12, at +4 for Sensitive Touch and +1 from Subsonic Hearing: 17 or less. Delvers trying to be quiet may contest this using the group's worst Stealth skill, but even if they're ninja masters, the ooze rolls at 16 or less to find their heat trail (unless they're also airborne or undead).

Ooze wastes no time. It has Move 8 over any surface and through the tiniest opening. Unsealed doors, cracks in walls, drains, loose rubble, and so on won't slow it down at all. Seals delay pursuit until the ooze dissolves them. Ultimately, only orichalcum, open air, or something that injures the ooze faster than it can regenerate will foil it.

Ooze makes the perfect wandering monster.

SCRAPES AND BROOZES

Once ooze finds delvers, it *will* attack. It has the Stealth and Tactics skills its stats imply: a default of 11 for the former, no default for the latter. The assault won't be subtle.

Ooze depends on a rush at Move 8, which usually suffices to overtake armor- and pack-laden adventurers. As it can sense air and ground vibrations precisely enough not to need light, it's likely to emerge from the dark (-1 to -9 to Vision) – and if it's clinging to a wall or a ceiling, the angle gives another -2 to Vision if not looking up (for -2 to notice *everything else*). The heroes might not spot it until it's a second away.

In combat, it can detect foes regardless of light level. It attacks by moving into close combat and whipping its target with a temporary pseudopod. This *can* be parried. Hits corrode anything not made of orichalcum (armor made from that provides its usual DR, *not* immunity), and living beings who take corrosion injury must roll vs. HT-4 or

suffer toxic damage, too. Countermeasures against poison affect the follow-up normally.

Those attacking ooze have -2 to hit if it's on the wall or ceiling above them. It technically has a "back," but this is against the surface it's on while its "front" points outward, so ignore facing. The goo is fast and wary; it has a good Dodge (11) and may retreat, with a retreat bonus of +4, not +3, if it has room to slide one yard up or down. If hit, it has no DR, relying on Diffuse (1 HP from impaling or piercing attacks, or 2 HP from others, except vs. area, cone, and explosion attacks) and Regeneration (1 HP/second) to survive. If a blow – *including* a damaging enemy parry – causes it to divide, the child oozes will take All-Out Defense (Increased Dodge) until they regenerate full HP.

Ooze can't grapple or *be* grappled; it flows free automatically. Touching ooze barehanded is predictably bad, inflicting toxic damage.

HP: These rise with the pond's radius. Multiply a lone ooze's HP 12 by the square root of the number of oozes. *Regeneration rate* is 1/10 of this, dropping fractions. A pond is still Diffuse, so delvers who cannot deal enough damage to overcome this each turn – using area, cone, or explosion attacks, or lots of ordinary blows – should *flee*.

Reach: Find this from SM using *Size Modifier and Reach* (p. B402).

Number of Attacks: This scales with radius. It equals the square root of the number of oozes.

See the *Ooze Table* (below) for the stats of some common ponds. The detailed math is offered for the GM who wants godlike ponds . . .

While an ooze pond still has DX 16 and Speed 7.00 – blows are quick and accurate – No Legs (Slithers) becomes No Legs (Sessile), and Move and Dodge are 0. Successful attack rolls against it always land hits and delvers *can* flee. If they attack before running, though, the pond will dispatch as many oozes as it had attacks to pursue them. This takes seconds equal to the number of oozes sent and *doesn't* dissipate the pond.

Reducing a pond to -HP or worse works specially: Regardless of how the injury was inflicted (even with area, cone, or explosion attacks!), a HT roll that fails by any amount kills the pond but causes it to spawn as many survivors as it had attacks. Use standard ooze stats but add Higher Purpose (Avenge the collective), for +1 on all dice rolls related to hunting and fighting their attackers. These *always* pursue. Killing *them* eliminates the pond.

Ooze Table

Number	SM	IQ	HP	Regeneration	Reach	# of Attacks
16	+4	7	48	4/second	C-3	4
25	+4	8	60	6/second	C-3	5
36	+5	9	72	7/second	C-5	6
49	+5	9	84	8/second	C-5	7
64	+6	10	96	9/second	C-7	8
81	+6	11	108	10/second	C-7	9
100	+6	11	120	12/second	C-7	10
121	+7	12	132	13/second	C-10	11

PUDDINGS

A pudding is a flattened hemisphere of rubbery *stuff*. It isn't slimy (usually), but dry, wrinkly, and rough to the touch. It moves by expanding and contracting, humping up in the middle with each "step." To attack, it does something similar, forcefully contorting itself to deal punishing blows with surprising reach.

More goons than goo, puddings don't sneak around or wait for food to drop by. Most don't use funky poisons or corrosives, either. They *have* the digestive acids characteristic of predatory goo, but these work too slowly to be a useful attack. Instead, a pudding runs down prey, batters it into submission, crawls on top, and digests it *slowly*.

More bad news: Puddings are smart, about as canny as dire tigers or wolves, and have *tastes*. Though they'll feed on corpses, most prefer to eat unconscious victims alive. They seem to enjoy it when their dinner twitches as it's dissolved.

ST: 40	HP: 40	Speed: 6.25
DX: 12	Will: 11	Move: 6
IQ: 4	Per: 14	
HT: 13	FP: 13	SM: 0
Dodge: 9	Parry: N/A	DR: 5

Bash (14): 4d+4 crushing. Reach C, 1.

Devour: Can use the movement portion of any maneuver to crawl atop anyone who's lying down without active defenses. This is a free action, costs no movement points, and automatically pins the target. A victim who regains his defenses (e.g., wakes up) may try to break free immediately and again every 10 seconds thereafter. This pin inflicts 1 point of corrosion damage to flesh every 10 seconds unless the subject's outfit is sealed. Anyone killed this way is *digested* and beyond resurrection; gear is unharmed.

Traits: 360° Vision; Damage Reduction 2; Dark Vision; Discriminatory Taste; Hard to Kill 3; Hard to Subdue 3; Immunity to Mind Control; Indomitable; Magic Resistance 5; No Fine Manipulators; No Legs (Slithers); Resistant to Psionics (+5); Sadism (12); Spongy Goo; Unfazeable; Wild Animal.

Skills: Brawling-14; Stealth-12; Tracking-14.

Class: Slime.

Notes: Unaffected by Animal or Plant spells that don't specifically target slimes. Smart enough to understand anything an IQ 4 animal would in theory; alien, ravenous, and totally unwilling to negotiate in practice.

A Dish for Every Occasion

The baseline pudding is slate-gray to black. It's found everywhere – particularly in dungeons – and acquires its coloration from the thick crust of rock particles and crushed adventurer

bones that become embedded in its rubbery surface and darkened by dirt over the years. Other varieties abound, however! These have identical stats except as modified below.

Astral (Gray) Pudding

The weirdest flavor of pudding isn't normally tangible. It zooms through the Astral Plane, preying on that realm's weaker natives. When attracted by psi use (see *The Next Level*, p. 40 and *Psi*, p. 5), it may materialize to attack delvers. This monster's existence hints at an explanation for the Dark Vision and Resistant to Psionics of all puddings.

- Insubstantiality (Affects Others; Cosmic, Affects pinned, unconscious prey; Takes Recharge, 15 seconds). The pudding can "drop in" unannounced from the Astral Plane to make a surprise attack. After that, it's stuck in the material world for 15 seconds before it can depart. In that time, it will try to knock out and pin a victim. If it succeeds, it will return to the Astral Plane the moment it is able, absconding with its prey! People it digests there become hostile NPC ghosts. Better kill it fast . . .

- Reduce DR from 5 to 2.



Frost (White) Pudding

This white-colored pudding is sheathed in thick, hoar-covered ice rather than grit. It is indigenous to arctic regions and magical ice caverns, and well-adapted to the terrain and temperatures there.

- Flat DR 5 becomes DR 40 (Ablative) on top of DR 2 (DR 15 vs. cold/ice). Attackers must chip away ablative DR 40 before they can injure the pudding. The other DR 2/15 is permanent.

Puddings are smart and have tastes.

- Follow-up +2 cold injury if bash attack penetrates DR.
 - Limited Camouflage (Arctic). Gives +2 to Stealth when stationary against ice or snow.
 - Temperature Tolerance 10 (-135°F to 50°F).
 - Terrain Adaptation (Ice) *and* Terrain Adaptation (Snow).
- In wintry terrain, delvers pay +1 movement point/yard, suffer -2 to most uses of DX, and defend at -1; the pudding doesn't.

Magma (Red) Pudding

Magma pudding glows dull red and lurks near volcanoes and lava pits (though not *in* molten rock, contrary to rumor!). Weird magical evolution has given it not just tolerance of heat and flame but also the ability to radiate enough heat to char-broil enemies.

- Flat DR 5 becomes DR 5 (DR 18 vs. heat/fire).
 - Follow-up +2 fire injury if bash attack penetrates DR.
- Moreover, anyone touching the pudding takes 2 points

of burning damage per second (DR applies normally). This *includes* pinned victims; magma pudding has a taste for barbecue.

- Temperature Tolerance 70 (50°F to 1,015°F).

Mirrored (Silver) Pudding

Not all pudding varieties occupy niches associated with natural or extradimensional environments. This pudding is the classic example. It starts out looking like a standard, blackish pudding . . . but when hit by an *energy* attack, its exterior becomes silvery and highly reflective.

- Damage Resistance 20 (Limited, Energy Attacks; Reflection). This reflects the first 20 points of damage of a direct hit with an energy blast back at the attacker, who gets no active defense if he's never seen *this* pudding go shiny. Damage in excess of 20 points must still defeat the pudding's innate DR 5. This effect applies to Breathe Fire, Fireball, Flame Jet, Lightning, Lightning Stare, Lightning Whip, and Sunbolt spells; a mentalist's Psychokinetic Lash or Pyrokinetic Bolt; and anything called a "beam" or a "ray." Area effects, cones, explosions, and indirect or overhead attacks don't harm the user, but the pudding still enjoys a net DR 25 against them. Attacks that ignore DR are unaffected.

- Mirror. Flash spells and non-damaging gaze attacks (like the classic medusa stare) *also* trigger the pudding's reflective gifts. Gazes are simply bounced back at the user. In the case of Flash, assess effects consistent with the total distance from caster to pudding to victim.

Sand (Brown) Pudding

Native to deserts, this pudding is encrusted with the local sand and shares its color. It isn't nearly as heat-resistant as a magma pudding, but it's still comfortable in hot regions and adapted to moving over and *through* dunes.

- Limited Camouflage (Desert). Gives +2 to Stealth when stationary against sand.
- Temperature Tolerance 5 (30°F to 150°F).
- Terrain Adaptation (Sand). In sand, delvers pay +1 movement point/yard, suffer -2 to most uses of DX, and defend at -1; the pudding doesn't.
- Tunneling (Move 3; Only in loose earth or sand). The pudding can burrow through sand at half its ground Move, emerging *under* prey – usually a surprise attack!

Swamp (Green) Pudding

Puddings evolved to dwell in humid swamps are green, slimy, and more goo-like in general. They lurk in fetid pools and are covered with toxic fungal growth.

- Amphibious. The pudding is unhindered in and under water. As it doesn't breathe, it can lurk there for a surprise attack.
- Bash attack acquires follow-up 1d+1 toxic (HT-4 to resist). Anyone touching the pudding with bare skin must resist or take 1d+1 toxic, too. Pinned victims killed by this become fungus and cannot be resurrected.
- Limited Camouflage (Swamp). Gives +2 to Stealth when stationary in stinking bogs and moss.
- Reduce DR from 5 to 2.
- Slippery 5.

PUDDING THINGS IN PERSPECTIVE

Puddings have remarkable senses. They rely on vision and hearing, boasting a respectable Sense roll of 14 with both. A pudding's surface is one huge, weird visual receptor; the monster enjoys 360° Vision (all facings count as "front") and cannot be blinded. A psi-like enhancement enables the pudding to "see" even in total darkness!

These capabilities aren't just useful in combat. A pudding can track at skill 14 regardless of light level. It can also *taste* the trail, boosting effective Tracking to 18 against groups that aren't actively using their own Tracking skill to erase their tracks. As it's immune to poison, nasty substances left behind aren't meaningful deterrents.

While puddings aren't the unstoppable hunters that oozes are, they're rubbery enough to negotiate openings a mere 1.5' wide. They're also powerful enough to barge through four-ton obstacles and rupture any locked, barred, or wedged portal weaker than a vault door (see *Dungeons*, p. 18).

A BIT CHEWY

Puddings are *survivors* without notable weaknesses. Like all goo, they're immune to bleeding, disease, fear, pain, poison, sleep, and suffocation. Leathery "skin" caked in a lifetime's accumulation of grit gives DR 5. Any damage that penetrates is *halved* by Damage Reduction 2, which stacks with Homogenous (another $\times 1/2$ for impaling and huge piercing, $\times 1/3$ for large piercing, $\times 1/5$ for small piercing, or $\times 1/10$ for small piercing). They have no vital areas to target. With effective HT 16 thanks to Hard to Kill and Hard to Subdue, it's *very* likely that delvers will have to reduce a pudding to -5×HP – a total of 240 points of injury – to kill it.

Spellcasters and mentalists will find that puddings are also highly resistant to the usual magic and psi used to bypass physical resistances, and impervious to direct control.

SLIMES

Slimes are the slowest goo that could be deemed “mobile.” Like jellies, they roam in search of organic matter. Unlike their distant cousins, they don’t favor the large, living kind – they’re genuine scavengers. This is small comfort to delvers who run into slime, almost inevitably by surprise.

A slime resembles nothing so much as a particularly disgusting puddle of . . . well, of *something*. It’s easily mistaken for stagnant water, a rancid grease spot from a weeks-old cookout, or that business the ogre wandered off to take care of. Outside of a reverse-gravity zone, though, you wouldn’t expect those things on the ceiling (well, okay, ogres *can* be gross that way).

ST: 0	HP: 1	Speed: 5.00
DX: 8	Will: 0	Move: *
IQ: 0	Per: 8	
HT: 12	FP: N/A	SM: 0
Dodge: 11	Parry: N/A	DR: 0

Drip From Above (13): Pick one option from *Disgusting Slime Effects* (below).

Unwelcome Contact: Stepping in or otherwise touching slime has the same effect as being dripped on (above).

Traits: Acute Detect 10 (Sense roll 18); Amphibious; Clinging; Detect (Organic Matter; Precise; Targeting); DR 24 (Limited, Heat/Fire); Enhanced Dodge 3; No Legs (Slithers); No Manipulators; Runny Goo.

Class: Slime!

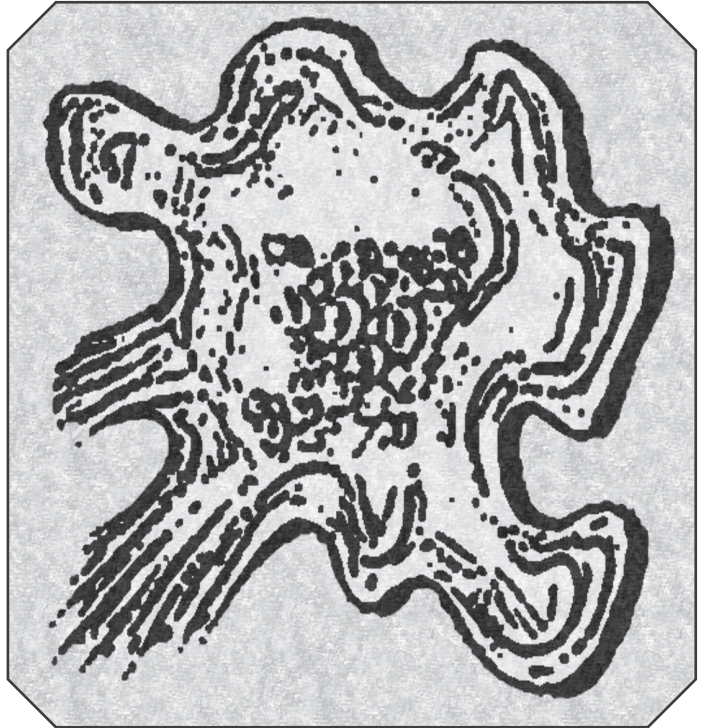
Notes: Slime moves *verrry slowwwly* in general – mere inches per second (Move 0.05 to 0.1) – but when it’s up high and senses anything organic at most five yards beneath it, it stops clinging and lets gravity take its course, reaching its target in a second or less at effective Move 5. Treat every square yard of slime as a *separate* entity; don’t batch it together like mold. Unaffected by Animal or Plant spells that don’t specifically target slimes. Nonsentient – *can’t* communicate or negotiate.

Disgusting Slime Effects

Dungeon slime harms living tissue on contact. Contact may result from a “deliberate” drip attack or accidentally stepping in slime, leaning on a slime-covered wall, or picking up a slimy object. Swimming in slime-filled waters *guarantees* contact; most delvers call waterborne slime “scum.”

A victim dripped on from above or swimming through slime is drenched and affected immediately. A localized touch causes effects in seconds equal to that body part’s DR. A single glove or boot can be ripped off with three Ready maneuvers and a DX roll, so if it has DR 4+, it’s *just* thick enough. Other garments are too unwieldy to remove in time.

Slime effects require HT rolls to resist. They’re considered poison, so DR – natural or from armor – has no effect beyond delaying the inevitable, but any ability, spell, or item that protects against poison gives its usual benefit. Anyone *immune* to poison is immune to slime. A Neutralize Poison or Instant Neutralize Poison spell, or the universal antidote



(*Adventurers*, p. 29), ends ongoing effects at once but doesn’t heal injury or prevent re-exposure.

The HT roll to resist slime ranges from HT-4 to HT-6, with HT-5 being typical. The GM may opt to roll 1d for this:

- 1 – **Weak.** HT-4.
- 2-5 – **Average.** HT-5.
- 6 – **Virulent.** HT-6.

This is unrelated to the results of failing to resist. Those, too, may be random; roll 3d.

3-4 – Aggressively Flesh-Eating: Roll resistance at once on initial exposure and every minute thereafter for five minutes. Each failure means 1d corrosion damage while success means 1 point (thus, total injury is from 6 points to 6 *dice*). For one minute after each resistance roll, all DX, IQ, skill, and self-control rolls suffer a penalty equal to the associated damage (i.e., from -1 to -6), halved (round down) for High Pain Threshold or doubled for Low Pain Threshold. Someone affected only on an extremity or a limb takes injury to just that body part. Actual HP loss can’t exceed the amount needed to cripple (over HT/3 or HT/2), but keep rolling – if *total* injury is at least twice that, the body part rots off! Someone drenched in slime has no injury limit but must roll on the hit location table (p. B552); if this indicates a limb or an extremity, assess crippling or dismemberment on the basis of total HP loss. Damage affects flesh, never gear.*

5-8 – Flesh-Eating: As **Aggressively Flesh-Eating**, except that failure to resist inflicts only 1d-2 corrosion damage (minimum 1 point) while success deals *no* injury. Pain, crippling, and dismemberment can still occur.*

HE SLIMED ME!

Slime is dangerous but mostly passive – it *does* very little. On the ceiling, in a tree, or high up on a wall, it's difficult to see. Vision rolls to notice it suffer the standard -2 for an overhead threat unless someone is specifically looking upward (giving -2 to notice dangers on *lower* levels), or -5 if fleeing or otherwise rushed; the ambient darkness penalty (e.g., -3 for torchlight); and another -2 because slime blends into the moist, mossy environments to which it's native. Slime just beyond a low archway, up a shaft, or on the far side of a branch *can't* be seen unless somebody risks exposure . . .

Slime lurking above will drop on any substantial food source (e.g., a delver) it senses no more than five yards – a one-second fall – below. Adjusting for range and Acute Detect, detection requires a Sense roll at 16. Success means the slime drips on its target; treat this as a *ranged*

attack. Slime constantly watches the spot under it with an Aim and Wait (see *Opportunity Fire*, p. B390), so this is at +2 for Aim and +3 for its ultra-precise targeting sense: 13 or less. The attack is on the upturned face (-5), hand holding the mirror (-4), etc. of someone stealing a quick peek – say, to check for slime. If the victim expects this, he may block or dodge at -2 for attack from above; if he fails his Vision roll, strays beneath slime in battle, or is otherwise unaware, there's no defense.

Adventurers might instead step in or lean on slime. Never assume that slime is obvious – ground-level slime is easily mistaken for a puddle! Make a Vision roll as above. There's no -2 for an overhead threat, but assess -2 if the potential victim is looking upward at the time (probably to check for slime), or -5 if rushed. Failure means contact.

KILL IT WITH FIRE!

Once slime drops or is detected just sitting there, it's easily destroyed. It can open holes in itself to let attacks pass through – whence Dodge 11 – but it's too slow to retreat. (If it dodges, damage hits the surface underneath, which could be dangerous in some places.) It has no DR,

and although it's Diffuse (impaling or piercing attacks inflict at most 1 HP, and all others do 2 HP, unless they're area, cone, or explosion attacks), it has just 1 HP; a few good whacks will kill it. The only surprise is that it's highly fire-resistant: DR 24 vs. flame.

9-12 – Painful: Ordinary failure to resist produces terrible pain: -6 to all DX, IQ, skill, and self-control rolls. High Pain Threshold mitigates this to -3; Low Pain Threshold makes it -12. *Critical* failure to resist results in paralysis (p. B429), which is scary in combat or when swimming! Effects endure for minutes equal to margin of failure. Additional exposure before this ends resets the duration. For instance, if you failed by seven and were down to your last minute, a new dose means seven more minutes of pain.

13-16 – Toxic: Roll resistance at once on initial exposure and every minute thereafter for five minutes. Each failure means 1d toxic damage. On a success, halve this and round *up* (for 1-3 points). This is general injury – it applies whether the victim was drenched or just touched the slime with a toe, hand, or whatever. If cumulative injury exceeds 2/3 of the target's HP, the subject is *also* nauseated (p. B428): -2 to all attribute and skill rolls, and -1 to active defenses.*

17-18 – Lethal: As **Toxic**, except that failure inflicts 2d toxic damage while success means 1d. Nausea sets in at the same injury level, but this is reached more quickly.*

* Injury from damaging slime poison cannot be healed until cycles end, whether on their own or through magical intervention. Re-exposure before such poison ends *does not* trigger new immediate (first-exposure) effects, or increase the size of penalties or damage dice, but *does* reset cycle count to five minutes. Anyone killed by such poison liquefies into slime and cannot be resurrected!

Slime-Spewing Monsters

It's hallowed hack 'n' slash tradition that some boss monsters – notably Elder Things and demon lords – vomit monster-grade slime. The attacker rolls against Innate Attack (Breath) to hit and the recipient may try to dodge or block. Any hit is *localized* – to the torso, unless aimed precisely – and soaks through in seconds equal to the location's DR, causing one of the above effects.

Hit or miss, the spot where the spew was aimed (the target's hex, on a battle map) now contains a slime! Walking in it has the predictable bad effects. If the person who was slimed moves away on very his next turn, he has paid his dues – he's only deemed to be walking in slime if he stays put or returns on a later turn.

*He is beyond description
repulsive, a mass of sooty,
shapeless slime, and he devours
everything.*

– Celia Loughton Thaxter,
An Island Garden

SPORE CLOUDS

Fungi and molds often attack with spores. Such bursts are momentary – they do their damage and then dissipate. They aren't notably persistent, never mind aggressive. While they might serve to propagate the parent goo, they don't truly have a life of their own.

There are varieties of goo that exist *primarily* as cohesive clouds of airborne spores. These exhibit rudimentary swarm intelligence and scour open areas, both outdoors and underground, for living creatures to inoculate. Scholars theorize that these life forms fill a niche similar to slimes in places where there are few convenient places to drip from or pool in.

ST: 0	HP: 2	Speed: 7.00
DX: 14	Will: 12	Move: 14 (Air)
IQ: 1	Per: 12	
HT: 14	FP: N/A	SM: 0
Dodge: 14	Parry: N/A	DR: 0

Contact Agent (Resisted by HT-2): Select one option from *It Touched Me!* (below). Reach C.

Respiratory Agent (Resisted by HT-2): Select one option from *I Breathed Some!* (below). Reach C.

Traits: Combat Reflexes; Enhanced Dodge 3; Flight (Lighter Than Air); Immunity to Mind Control; Indomitable; No Legs (Aerial); No Manipulators; Runny Goo; Unfazeable; Vibration Sense (Air); Vulnerability (Explosions x2); Wild Animal.

Class: Slime.

Notes: An individual spore cloud is a swirling, tornado-like column about a yard across – one hex on a battle map. Normally, several clouds appear (at least 1d+1, but more if the GM wants!) and maneuver in formation. Treat each as a separate creature, and use the *Offensive Stuff* (p. 18) and *Cloudbusting* (p. 18) rules *instead* of *Swarm Attacks* (p. B461). Unaffected by Animal or Plant spells that don't specifically target slimes. Far too stupid to negotiate!

It Touched Me!

Those who come into contact with spores must make a HT-2 roll *every turn* they're in the cloud, unless wearing a sealed outfit (a rarity!). Damage Resistance is worthless, but anything effective against poison works normally. Each failure costs FP or HP. Enough harm leads to symptoms that won't abate until the victim is healed above the indicated threshold. The GM may choose the details or roll 1d.

1 – Blinding: 1 HP of corrosion damage to flesh (not gear).

The effects are most intense for the eyes – cumulative injury past 2/3 of HP leads to Blindness (p. B124).

2 – Festering: 1 HP of corrosion damage to flesh (not gear).

The resulting pus discharge causes gear – especially armor – to stick or slip, bare feet to lose purchase, and grue to drip into the eyes. Cumulative injury gives -1 to DX past 1/3 of HP, -2 to DX past 1/2 of HP, or -3 to DX past 2/3 of HP. Penalties double if clad in torso protection with DR 1+, wearing *any* head covering, or performing a task involving a body part in DR 1+ armor (attacking with an armored hand or

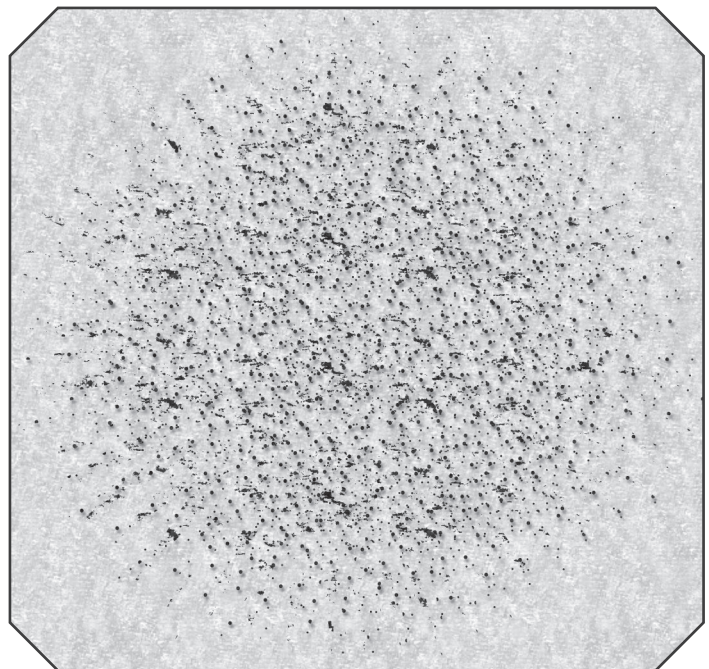
arm, kicking with an armored leg or foot, etc.). They triple if two conditions apply, *quadruple* if all three do!

3 – Overheating: 1 FP of fatigue damage that cannot be restored without water and cool surroundings. Cumulative fatigue past 1/3 of FP gives Unfit (p. B160): -1 to *future* HT rolls and double FP costs from exertion (though not from this poison). Those who are already Unfit, naturally or due to another effect, grow Very Unfit: -2 to HT rolls and halved FP recovery rate.

4 – Sensitivity: 1 HP of toxic damage. This breaks down the body's defenses against a wide range of toxins. Cumulative injury past 2/3 of HP causes Vulnerability (p. B161) that *doubles* all future corrosion, fatigue, or toxic damage from any kind of goo – this one included!

5 – Stinging: 1 HP of corrosion damage to flesh (not gear). This causes skin to blister. Cumulative injury past 1/3 of HP gives moderate pain (-2 to DX, IQ, skill, and self-control rolls). Past 1/2 of HP, this rises to severe pain (-4); past 2/3 of HP, to terrible pain (-6). Double pain penalties for Low Pain Threshold, halve them for High Pain Threshold.

6 – Swelling: 1 HP of toxic damage. This causes disturbing swelling. Cumulative injury past 1/3 of HP causes -2 to DX. Past 1/2 of HP, this worsens to -4. Past 2/3 of HP, also add a Weakness (p. B161) to being in garments with any DR at all, as these bite into flesh for 1d points of physical injury per minute until stripped off.



I Breathed Some!

Those who breathe must roll at HT-2 on any turn involving time in the cloud, unless holding their breath (pp. B351-352). Here, too, anti-poison countermeasures are effective but DR isn't, and each failure inflicts harm that accumulates to cause lasting symptoms. Again, the GM may choose or roll 1d.

1 – Confusion: 1 FP of fatigue damage. This is *mental* fatigue. Cumulative fatigue past 1/3 of FP leads to -2 to IQ, also reducing Will, Per, and associated skills (including spells!). Past 1/2 of FP, this worsens to -4. Past 2/3 of FP, also add Confused (15): with the -10 to self-control in combat, that demands a 5 or less roll each turn to do anything but defend and counterattack; see p. B129.

2 – Coughing: 1 HP of toxic damage. This irritates the lungs – cumulative injury past 1/3 of HP causes uncontrollable coughing giving -3 to DX and -1 to IQ, and making Stealth impossible.

3 – Nausea: 1 HP of toxic damage. The odor is disgusting! Cumulative injury past 1/3 of HP gives -2 to all attribute and skill rolls, and -1 to active defenses. Being stunned or failing a Fright Check while these penalties apply requires a HT roll to avoid (25 - HT) seconds of retching (p. B429).

4 – Numbness: 1 FP of fatigue damage. This awful nerve toxin causes progressive loss of sensation. Cumulative fatigue past 1/3 of FP gives Bad Grip 1 (p. B123): -2 to tasks that require a firm grip, including weapon use. Past 1/2 of FP, this becomes Bad Grip 2 (-4). Past 2/3 of FP, it's Bad Grip 3 (-6) and Numb (p. B146). One combat effect of Numb is an *extra* -3 to Fast-Draw.

5 – Shakes: 1 HP of toxic damage. This is a differently awful nerve toxin. Cumulative injury past 1/3 of HP gives -2 to DX. Past 1/2 of HP, this worsens to -4. Past 2/3 of HP, add Total Klutz (p. B141): any failure at a DX-based task becomes a *critical* failure.

6 – Wheezing: 1 FP of fatigue damage. The spores obstruct the lungs. Cumulative fatigue past 1/3 of FP gives Unfit (p. B160): -1 to *future* HT rolls and double FP costs from exertion (but not from this poison). Those who are already Unfit, for whatever reason, become Very Unfit: -2 to HT rolls and halved FP recovery rate.

OFFENSIVE STUFF

Spore clouds can seep in anywhere gases can. The first sign of attack is usually when the spores stream out of a tiny crack or through dense vegetation. They do so at Move 14 and come from upwind outdoors (add +1 to Move per 5 mph of wind speed).

A spore cloud never makes attack rolls! Regardless of its combat maneuver, if it ends its turn in close combat with someone, it hits unless its target can dodge and retreat or dive for cover (p. B377) to step or leap into a spore-free spot. The Defense Bonus of a buckler, cloak, or shield, a spell (e.g., Deflect or Shield), or anything similar is worthless – the attack isn't frontal. And if the victim withdraws or jumps into *more* spores, he's hit anyway!

A fighter foolish enough to run through a spore cloud on *his* turn, even briefly, is also hit. No defense is allowed.

In either case, roll for resistance only once per turn – on the victim's turn – regardless of how many yards of spores are traversed.

CLOUDBUSTING

A spore cloud is a maddening adversary. It isn't an easily smashed swarm but an agile opponent sensitive to the tiniest air currents, with a Dodge of 14 vs. attacks from all directions. It favors All-Out Defense (Increased Dodge) for +2 to defend, as this *still* lets it maneuver at Move 7 to engulf and harm targets. It may retreat in any direction – and if there's at least a yard of vertical clearance, this includes *up*, for +4 instead of +3.

With HT 14, the cloud is likely to expire only at -5×HP, after 12 points of injury. That usually takes from six to 12 successful hits, because being Diffuse, spore clouds take just 1 HP from impaling or piercing attacks, 2 HP from other attacks. Area-effect, cone, and explosion attacks work normally, but the cloud can “dive” two yards for cover thanks to its high Move. Fortunately for delvers, explosions do double injury.

The other weakness adventurers can exploit is the Lighter Than Air limitation on Flight. Every 5 mph of wind moves the cloud one yard in the direction it's blowing. Air magic or just standing upwind can limit the spores' maneuverability.

Even Nastier?

The GM can make resistance harder, increase FP or HP loss, or “stack” effects. In that last case, it's easiest to pick *one* damage type and assess *all* symptoms as injury or fatigue mounts. As spore clouds are hard to avoid, such measures lead to tough “boss” encounters!

Another option is to mass multiple spore clouds into a huge one, using the rules under *Ooze Ponds* (pp. 11-12) to find diameter, SM, IQ, and HP; e.g., 36 spore clouds would form a cloud six yards across with SM +5, IQ 9, and HP 12. Unlike ooze, such a monster would still engulf to attack, making Reach and number of attacks irrelevant (although its larger size makes it harder to escape), and would remain capable of moving and dodging. Like ooze, however, it might have special abilities at IQ 12+ – say, Magery and Air magic, or Power Investiture (Druidic) and Weather spells – and split into a number of determined vengeance-seekers if “killed.”

A further possibility is to have some boss monster exhale spore clouds as a weapon! Use *Slime-Spewing Monsters* (p. 16) for this, except that a spore cloud can fly around as a monster in its own right on the *next* turn of the creature that coughed it up.

Are they all going to swarm in here and drain the life out of us?

– Scully, in The X-Files #1.19

CHAPTER TWO

SLIMIN' IT

Goo ought to be *disgusting*, and the GM is encouraged to play this up. Delvers should encounter it in unpleasant places – from the stagnant, mushroom-scented bayou dotted with rotten, centipede-covered stumps, through the forgotten graveyard full of lichen-eroded tombstones in its midst, to the slime-dripping catacombs beneath. Beyond setting the scene, this builds tension: What's that moving under the surface scum? Is this glop harmless or the kind that eats flesh? *What's that awful smell?*

Here's a little help with the answers . . .

KNOW YOUR GOO

In dealings with goo, the knowledge skill required for *Recognition* (**Dungeons**, p. 9) and *Exploiting Weaknesses* (**Dungeons**, p. 10) is **Naturalist**. This replaces Physiology, Psychology, and Hidden Lore in rules that call for those skills. Goo is neither physically nor mentally nor socially complex enough to rate dedicated specialties of its own.

As goo is a standard wetlands menace in **Dungeon Fantasy**, adventurers can also try recognition rolls (only) against **Survival (Swampland)**. If the campaign uses **Survival (Subterranean)**, from *Pyramid #3/50: Dungeon Fantasy II*, that skill works as well.

Goo is extremely *variable*, however. Oozes form ponds with arcane abilities; jelly has only two basic varieties, but one possesses unpredictable capabilities; puddings come in at least seven colors, two of them rare; slimes all look alike but exude 15 different toxins; molds offer 27 color-texture patterns before even considering atypical specimens; fungus exhibits diverse morphologies unrelated to its 36 possible ability combinations; and spore clouds may produce any of 36 common toxin blends and countless uncommon ones. Recognition rolls that succeed by 0-4 give broad monster type (fungus, jelly, mold, etc.) but provide further details only if there are visual warning signs, as with puddings and molds. Success by 5+ spots subtle markers hinting at the threat that a slime, fungus, or spore cloud poses, or that distinguish a jelly as absorptive. Predicting what an ooze pond or an absorptive jelly can *do* requires **Identify Slime**: a spell that works like Identify Plant and requires Power Investiture 1 (Druidic).

GOOEY ENCOUNTERS

The customary use of goo is to spice up subterranean and wilderness adventures. The stationary and near-stationary kinds (fungi, molds, and slimes) are basically obstacles or traps, adding variety to the usual falling rocks, lava pits, poison gas, and quicksand. The mobile sorts expand the range of creature encounters: jellies serve as stealth ambushers, puddings make fine brutes, and oozes and spore clouds are excellent

skirmishers and wandering monsters. Goo is perfect for times when complacent delvers start to assume that everything is snares and orcs . . . and for places too *gross* for those orcs, like garbage heaps and cesspits (even orcs have standards).

That said, use goo in moderation if the delvers were led to expect hidden crossbows and stand-up fights – especially if they lack countermeasures like Neutralize Poison spells and corrosion-resistant armor. If *every* dark corner harbors gear- or flesh-eating gunk, the game will slow to a crawl as the adventurers prod everything with 10' poles, purify their path with Area spells, and pause to recover the FP. If *every* chamber is rotten with mold and fungus to weaken the heroes and dissolve their precious stuff, and has a ceiling full of slime to dribble on them mid-battle, the adventure will become a deadly slog. And goo rarely hordes treasure proportional to its danger. Players whose idea of fun is disarming traps, battling dragons, and carrying off loot will find unforeseen goo-fests annoying.

GOOEY THEMES

Goo is *thematic* in some environments, though. If the heroes have been warned to expect it (see *Finding a Quest*, **Dungeons**, p. 4; *Tavern Tales and Moldy Books*, **Dungeons**, p. 17; and *Travel Arrangements, Wilderness Adventures*, pp. 20-21), it can be the adventure's primary threat. The quest may feature a bewildering variety of fungi, molds, and slimes *instead* of traps; every flavor of jelly, ooze, pudding, and spore cloud as stock monsters; and extra-toxic spore-cloud colonies, powered-up absorptive jellies, and massive ooze ponds as boss fights.

Where is goo thematic? Lots of places! At the GM's option, it might be "standard" in certain kinds of locales. If so, anyone with the correct skill – specific **Area Knowledge** always counts – can make an *IQ*-based roll to know this in advance. Some suggestions:

- Filthy sites like dumps and sewers, especially ones with alchemical runoff: **Urban Survival**.
- Bayous, bogs, fens, marshes, swamps, and other wetlands: **Naturalist** or **Survival (Swampland)**.
- Graveyards, buildings, or entire *cities* half-drowned by flooding: **Urban Survival**.
- Damp dungeons, particular those beneath rivers and lake beds: appropriate **Hidden Lore** for forgotten labyrinths, **Naturalist** for warrens, **Prospecting** for mines, or **Survival (Subterranean)** for caves.
- Curse-blighted wilderness, where goo feeds on dead flora and fauna: **Occultism**.
- *Weird* terrain where giant fungus and villous growths replace trees and grass: no roll needed!
- Locales linked to Elder Things (many of which are *huge, intelligent* goo): **Hidden Lore (Elder Things)**.

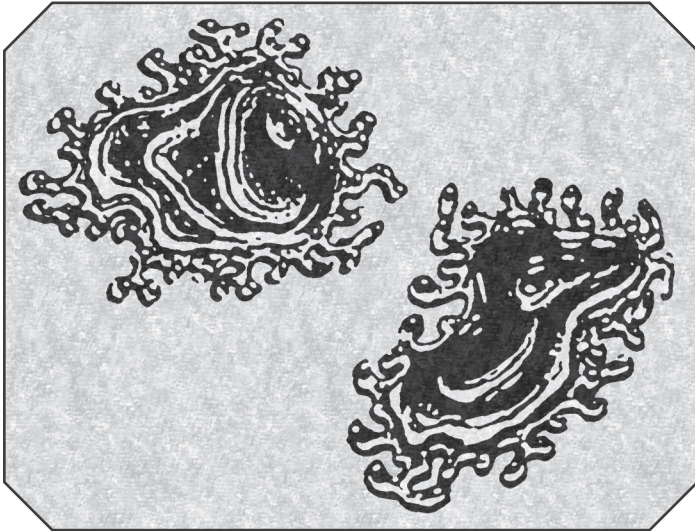
What else will the delvers find when they arrive?

Icky mundane stuff. Ordinary mold to spoil rations. Dangly moss to conceal what's in the trees – and thick algal scum to hide what's underwater. Stinging plants (*Wilderness Adventures*, pp. 33-34) and swarming creepy-crawlers (*Wilderness Adventures*, p. 34) that make life miserable.

Water-related menaces. Goo is moist. The water comes from rivers and lakes that can drown the unfortunate (*Wilderness Adventures*, p. 29) or create quicksand and sinkholes (*Wilderness Adventures*, p. 33). Giant and dire versions of aquatic creatures like frogs, turtles, and Big Fish may live in it. Underground, water *overhead* can threaten a cave-in.

Gross monsters! Monstrous versions of annelids (worms, leeches, *leaping* leeches, etc.), arachnids (particularly spiders and scorpions), insects, myriapods ('pedes), and terrestrial molluscs as big as slughearts (*Monsters 1*, p. 27). Fungoids like crushrooms (*Dungeons*, p. 22). Atypical slimes such as the erupting (*Dungeons*, p. 23) and undead (*Monsters 1*, p. 32) varieties. Ordinary undead, too – they're rotten, immune to poison, and repellent to goo.

Random weirdness. Cilia-covered walls, strange biological smells, and so on. The dungeon may well be a "living room"; see Pyramid #3/76: *Dungeon Fantasy IV*.



GOOEY LOOT

Goo doesn't hoard treasure because it isn't smart enough to care. Still, if it is capable of killing *and* doesn't do so using corrosion damage that dissolves gear, past victims' possessions might be found nearby. Corrosive fungi, yellow molds, and oozes destroy almost everything. Other fungi and molds, and most spore clouds, slay the living to grow on but leave objects intact. Jellies digest only organic matter. Puddings and flesh-eating slimes eat *meat*. When in doubt, read the description!

The location of any surviving swag depends on the goo's mobility. Fungi, molds, and slimes will be growing on or covering their victims' bodies and equipment. The delvers must kill the monster and then make a *DX*-based roll against **Poisons** to remove it – or against **Alchemy**, for weirdness like dazzler, lurker, or psychic wailer fungus, or black, blue, or red mold. Any failure causes effects identical to the dead goo's attack.

Jellies digest their prey and spew indigestible items behind them. A **Tracking** roll can pick up the trail. This might cross half the dungeon, but *recent* goodies should be strewn along the way . . . one coin or ring or piece of armor at a time. The same trick works for puddings, but as they stay put to eat, the plunder is in one neat pile per victim.

Oozes dissolve almost everything but orichalcum. Harder gems (like diamonds) can survive as well. To find this stuff, **Tracking** works just as for a pudding – though the *real* booty is inevitably at the bottom of an ooze pond.

Spore clouds aren't trackable and don't take up residence on their kill. The spores they deposit on their victims grow into some sort of fungus or mold. The GM can roll randomly or match this as closely as possible to the cloud's abilities – scholars have never worked out the relationship. Delvers who find glop-coated loot sitting nowhere near other goo may find themselves jumped by spore clouds as they try to recover it!

JUST THE GOO PARTS

Goo can even *be* loot. Live specimens attack people who try to use them as weapons in their own right. Dead ones – while hazardous to those who handle them – go "splat" and do nothing if hurled at enemies. Yet with suitable reagents, craftsmen in town can turn these organisms into poisons and potions.

Collecting dead goo requires a **Poisons** roll if the goal is to sell it as an ingredient for poison (allowed for monsters that do corrosion, fatigue, or toxic damage), a **Hazardous Materials (Magical)** roll otherwise. Roll once for *all* goo of each type in an encounter. With the exception of puddings, these creatures are unusually volatile; *any* failure spoils the sample and means the looter is affected as if attacked. With puddings, the danger is twitching – failure wastes the corpse, but critical failure also means being "punched" for 4d crushing.

Success won't make anybody rich, yielding ingredients that sell for \$4 × (goo's HP score):

\$4 per slime (*kids* hunt slime with rocks – don't expect to get rich just because it fell on you)

\$4 per square yard of mold

\$8 for a spore cloud (when it settles, there isn't much left)

\$48 for an ooze (but "ooze farmers" can harvest a *lot* of ooze by strategic halving)

\$60-\$200 for a jelly

\$80-\$600 for a fungus

\$160 for a pudding

Every \$40 of value weighs 1 lb.

The stuff's precise use is deliberately left vague – processing goo requires facilities reserved for guildmasters. However, if someone in town specifically *needs* red pudding for alchemist's fire, slippery mold for thieves' oil, smoker fungus for smoke nageteppo, or whatever, the delvers might be given a quest that pays their choice of the usual cash or double that in kind. For instance, that red pudding might score \$160 or three vials of alchemist's fire, while a smoker fungus gives \$80 or four nageteppo.

Exceedingly rare specimens – powered-up absorptive jellies, spellcasting ooze ponds, gray puddings, etc. – are worth *much* more. Multiply price by 2d on the open market. If they're quest objectives, the delvers may receive one-of-a-kind rewards!

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*Mold slays the careless who brush dungeon walls,
 Fungus feels heavy footfalls on the floor,
 Slime rains down from above in darkened halls,
 And all dank air is home to stinging spore.
 Jelly awaits in places there is doubt,
 Pudding batters doors before coming through,
 Ooze moves swiftest and cannot be kept out,
 All of these things you must know about goo.
 Do not trust a pond if it is not clear,
 Never ford a puddle unless you must,
 Where mushrooms sprout and rot is in the air,
 No quiv'ring bright-colored thing should you trust.
 Forget not that one touch of gunk most foul,
 Slays as surely as beasts that gnash and howl.*

– *Delvers' sonnet (trad.)*

GOO INDEX

For quick reference, here's a combined listing of all the goo, fungoids, etc. in this work and past **GURPS Dungeon Fantasy** volumes.

Monster: The monster's name, with base type placed before any qualifier; e.g., the erupting slime and undead slime appear as "slime, erupting" and "slime, undead" to at least try to contain the slime.

Reference: The *Dungeon Fantasy* publication where the monster appears, along with the page number; e.g., "*Dungeons*, p. 23" for the erupting slime.

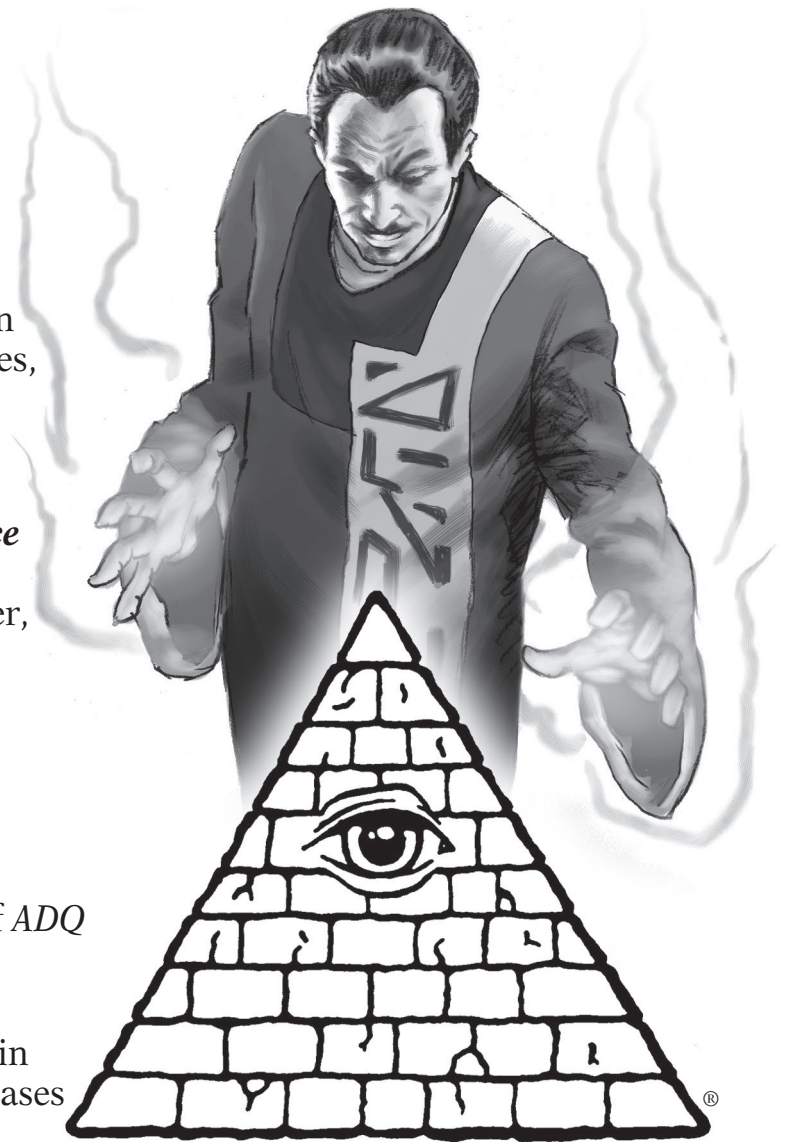
Class: The type of monster; see *Reading Monster Stats* (p. 3).

Monster	Reference	Class
Crushroom	<i>Dungeons</i> , p. 22	Plant
Fungus	p. 5	Plant
Fungus, Skull	<i>Psi</i> , p. 40	Slime
Jelly	p. 7	Slime
Mold	p. 9	Slime
Ooze	p. 11	Slime
Pudding	p. 13	Slime
Slime	p. 15	Slime
Slime, Erupting	<i>Dungeons</i> , p. 23	Slime
Slime, Undead	<i>Monsters 1</i> , p. 32	Slime/Undead
Spore Cloud	p. 17	Slime

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