

THE

GLOBE:

Alchemy

+

Oozes

Potions and Oozes for Old-School Gaming

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Alchemy

Alchemy favors the transmuter. It holds the secrets to immortality, wealth, and power. Many potions feel ego-derived: crystallized ambitions. Other potions deal with substance and shape—the lever by which alchemy moves the world.

Liquids are preferred. Solids are difficult to mix and homogenize. Gases are difficult to contain and quantify. And let's not speak of the fire alchemists. It is a strange thing, alchemy. Much safer than wizardry, since you merely risk your life, rather than your sanity.

And yet it has its own quirks. The formulae wander, attending the phase of the moon, or some other, more occult determinant. The constants are not universal.

There are tales of potions failing at times of critical use, as if in revenge for past abuse. And of course, anyone who has seen two potions mix knows that it is not mere chemical recombination that they are witnessing; it has more in common with a dog fight.

There is that tantalizing link between potions and oozes, which may very well be two ends of the same spectrum.

Using a Potion

It's an ounce of liquid in tiny vial, usually made from glass. Three of them can fit in a single inventory slot. In combat, drinking a potion is a standard action (made in place of an attack).

Potions can be identified by looking at them, sniffing them (carefully), and even tasting them. They can also be identified like any other magic item, although this also requires an alchemy lab (worth 2,000c).

Once a potion is identified, subsequent potions are easily recognized (as long as the players have been taking notes). There are also a few obvious patterns shared between related potions.

Making potions is outside the scope of a mere adventurer.

Random Potion Table [d100]

Potions 1-20 are designed to be old-school. All potions are designed to (a) be more useful for dungeoncrawling than for combat, (b) offer opportunities for creative solutions to problems, and (c) to have multiple intuitive uses. Potions that merely imitate spell effects have been reduced.

1. Clairvoyance

By designating a location within 100', you can see that location as if you were there. You can look at a different location each round. Lasts 1d6 rounds.

Looks like mercury. Smells like nothing. A small sip allows you to see from a point about an inch in front of your face, as if you zoomed in, for two seconds.

2. Deadly Poison

Created by feeding a chain of poisonous animals to each other. Poison (2d6).

Looks like water. Smells like water. Tastes like burning. A small sip is poison (1).

3. Flight

You gain a fly speed of 24. Lasts 1d6 rounds.

Looks like milk. Smells like copper. A small sip makes you feel lighter.

4. Fire Resistance

All incoming fire damage is reduced by 6 points. Lasts 30 minutes.

Red-tinged water. No smell. Is slightly warmer than it should be. A small sip does nothing except alleviate feelings of being uncomfortably warm.

5. Gaseous Form

As the spell *gaseous form*. Lasts 30 minutes.

Looks like greenish pondwater. Smells like chlorine. A small sip makes you burp.

6. Giant Size

You triple in size. Your physical attacks deal double damage and you take half damage from physical sources. When making Strength checks, treat your Strength at 24. Lasts 1d6 rounds.

Alternatively, it can be poured on an object or part of an object to make it triple in size. Lasts 30 minutes.

Looks like brownish water. Smells like armpits. A small sip makes you an inch taller for two seconds.

7. Healing

You recover 1d8+1 hit points.

Looks like faintly-bluish milk. Smells like sugar. A small sip makes your aches and pains fade for two seconds.

8. Heroism

You get +4 to all d20 rolls. Lasts 1d6 rounds.

Looks like wine. Smells like ammonia. A small sip makes you feel heroic for two seconds.

9. Invisibility

You are invisible. If poured on a wall or floor, creates a pseudo-window that you can see through. Lasts 1d6 rounds.

This potion is invisible. Smells of salt. A small sip does nothing.

10. Invincibility

You are immune to damage. Lasts 1 round.

Greyish, metallic, and dense like honey. Smells like blood. A small sip makes you feel confident and invincible for two seconds.

11. Nondetection

All magical attempts to learn about you fail. People forget you exist as soon as they stop looking at you. Lasts 30 minutes.

Looks like water. No smell. A small sip does nothing.

12. Petrification

Turns you into stone. If poured on stone, turns it into flesh.

Pink slime with a brownish crust on top. Smells like chalk. A small sip turns your lips briefly to stone.

13. Polymorph

A piece of a creature must be added to this potion before it can be used. You transform into an exact copy of that creature. Multiple donors creates chimeras. Lasts 30 minutes if same species or 1d6 rounds if different species.

This potions changes colors randomly each day ([d6]: ROYGBI). It smells like a different fruit each day ([d6]: apples, pears, oranges, strawberries, bananas, peaches). A small sip makes your face rearrange itself for two seconds.

14. Purge

Any poisons in your body are vomited out intact. You can vomit the poison into the (now empty) potion bottle if you wish.

Looks like syrupy water. Smells like sugar. A small sip makes you nauseous for two seconds.

15. Shrink

You shrink to a twelfth of your normal size. (Feet becomes inches.) Your Strength is 1, all of your attacks deal a single point of damage, and you take double damage from physical sources. Lasts 30 minutes.

Alternatively, it can be poured on an object or part of an object to make it shrink down. Anything smaller than a couch can fit in your pocket. Lasts 30 minutes.

Looks like water with tiny bubbles on the bottom. Smells like mice. A small sip makes you shrink an inch shorter for a few seconds.

16. Sovereign Glue

Elemental stickiness. Glues anything to anything, forever. Very difficult to see if spread on a surface.

Looks like amber-colored water. Smells like acetone. A small sip sticks your lips together—they must be cut apart (they'll heal).

17. Spider Climb

As the spell *spider climb*. Lasts 30 minutes.

Looks like brown salsa. You can see exactly eight different shades of brown and black in the liquid. Smells like dust. A small sip makes your hands mildly sticky for a few seconds..

18. Universal Solvent

Dissolves any adhesive. Neutralizes sovereign glue and sovereign grease. Causes hard materials to become softer. (Stone becomes like clay, adamantite becomes as soft as normal steel.) Don't get it on your hands.

Looks like mineral oil. Smells like hexane/acetone. A small sip makes your teeth soft for a few seconds (mild tooth deformation unless you attempt to chew something hard).

19. Water Breathing

You can breath underwater. Lasts 30 minutes.

Looks like water. Smells like fish. A small sip makes your neck and ribcage itchy (where the gills will grow).

20. Zombie Blood

You appear to be a cold, rotting corpse but can still act normally. Unintelligent undead will ignore you as long as you ignore them. You count as undead. Lasts 30 minutes.

Looks like black milk. Smells like decay. A small sip makes your heart stop for a few seconds, painlessly.

21. Acid Resistance

All incoming acid damage is reduced by 6 points. Lasts 30 minutes.

Looks like boiling water (though it is room temperature). Smells like sour candy. A small sip has no immediate effect, but gives you intestinal gas a few hours later (as your stomach acid failed to properly digest the chyme).

22. Alternate Self

You die and a version of yourself from an alternate reality is permanently summoned to your location to be your new replacement PC. This character is exactly like your previous character except they [d4]: 1 = are a different gender, 2 = are a different class, 3 = have opposite Convictions (i.e. your evil twin), 4 = are a different age.

Looks like water with an orange gradient near the bottom. Smells like rust. A small sip gives you a brief vision of an alternate reality and a sharp pain in your chest.

23. Anchoring

You cannot be moved from your location. If poured on an object, it cannot be moved from its location. Lasts 30 minutes.

A deep blue liquid. Smells like metal. When sloshed, the liquid moves slowly (as if it were heavy, not viscous) even though it is not heavy. A small sip moves slowly down the throat.

24. Bottle Imp: Black

Answers one question truthfully. Knows everything that Hell knows (which is damn near everything). If you eat it, or if it crawls down the throat of an intact corpse, it can possess that body for 30 minutes. Dies quickly upon contact with air. Can only answer questions about people. Cannot answer questions about places and things.

25. Bottle Imp: Green

Answers one question truthfully. Knows everything that Hell knows (which is damn near everything). If you eat it, or if it crawls down the throat of an intact corpse, it can possess that body for 30 minutes. Dies quickly upon contact with air. Can only answer questions about places. Cannot answer questions about people or objects.

26. Bottle Imp: Red

Answers one question truthfully. Knows everything that Hell knows (which is damn near everything). If you eat it, or if it crawls down the throat of an intact corpse, it can possess that body for 30 minutes. Dies quickly upon contact with air. Can only answer questions about objects. Cannot answer questions about people or places.

27. Bounty

You gain 50 pounds. If poured on food, it erupts into 3d6 more servings of that food. Copies are delicious, fancy, and have none of the magical properties of the original food (if any). "Food" is limited to human food.

Looks like bacon grease. Smells like lard. A small sip is immensely filling, leaving you satiated for a few seconds.

28. Breathlessness

You no longer need to breathe and are immune to gases. You cannot speak or cast spells. Lasts 30 minutes.

Looks like milk. Not only does it have no smell, it actually prevents you from smelling anything for a few seconds. A small sip briefly paralyzes your lungs.

29. Breath Catching

If you are caught in a breath attack, you can choose to inhale the breath attack, thereby negating it. You can hold it in you for as long as you can hold your breath, then breath out the breath attack normally. Also works on strong wings and gases. You are immune to any negative effects of inhaled things. If you can kiss someone, you can suck out their breath, and they take 3d6 non-lethal damage. Lasts 30 minutes, or until used.

Looks like yellow milk. Smells like bitter medicine. A small sip allows your lungs to hold noticeably more volume, briefly.

30. Burrow

You gain a Burrow speed of 6 in dirt (not stone). Lasts 30 minutes. Alternatively, if this potion is poured on the ground, will excavate a burrow large enough for 6 people to sit inside comfortably. Only works on dirt, not stone.

Looks like water. Smells like earth. A small sip gives you the uncomfortable feeling that your fingernails are too long.

31. Cloudkill

If you drink this, you die (no save). If this potion is broken or poured out, it creates a noxious yellow cloud 20' in diameter. Creatures inside this cloud take 1d6 Con and HP damage each round (Save for half). Creatures with 1 HD or less must also Save or die. Vermin die automatically.

Looks like green paint with a yellow haze above the liquid. Sniffing the potion does 1 point of damage and makes your sinuses and throat bleed. A small sip is fatal if you fail a save.

32. Cold Resistance

All incoming cold damage is reduced by 6 points. Lasts 30 minutes.

Looks like milk. No smell. Is slightly colder than it should be. A small sip does nothing except alleviate feelings of being slightly cold.

33. Comprehension

You comprehend all written languages. You are mute. Lasts 30 minutes.

Looks like water. Smells like water. A small sip makes you feel like you suddenly a great insight, but forgot it as soon as the thought occurred to you.

34. Courage

You are immune to fear. If you would normally roll a save vs fear, you instead gain +2 Attack vs the source of that fear (non-stacking).

Looks like beer filled with golden glitter. Smells like brandy. A small sip makes you feel fearless.

35. Darkvision

You can see in the dark. Range 30'. You cannot see colors, just shapes. If poured out, it creates a zone of cloudy darkness 50' in diameter that blocks all light. Lasts 30 minutes.

Looks like a grey, oily liquid. Looking through it inverts the colors of whatever you look at. Smells like a cave (water and granite). A small sip makes bright parts of your field of view seem dark, and dark parts of your field of view seem light (not enough to actually gain any mechanical effect).

36. Deep Sleep

You sleep for 30 minutes and cannot be awoken. This refreshes you as if it were a full night's sleep.

Looks like pink milk. Smells like chamomile. A small sip makes you yawn.

37. Duo-Dimensionality

You become flat and two-dimensional. You can walk through cracks, behind bookshelves, and most closed doors. If you turn your body so that you are facing someone edge-on, they cannot see you. You weigh one pound. You take double damage from piercing and slashing. Lasts 30 minutes.

Looks like a blue liquid with clear bubbles and reddish bubbles. No smell. A small sip narrows your perspective, as if someone was adjusting the resolution of your television to make it less horizontal.

38. Ethereality

You become ethereal (basically an invisible ghost). Roll a random encounter check for ethero-pelagic fauna and demons. Lasts 1d6 rounds.

Looks like water. Smells like ozone. A small sip makes your lips ethereal (transparent and intangible) for two seconds.

39. Exit

You teleport out of the building or dungeon, arriving near the main entrance. If poured on an object, teleports it out of the building or dungeon. Teleported objects have a 50% chance to end up somewhere awkward, such as in a tree or beside a band of bandits. If used outdoors, it teleports you to the last town or city you slept in; you arrive with a crash.

Looks like an amber liquid with red droplets suspended throughout. Smells like petrichor. A small sip makes you homesick.

40. False Life

You gain 2d8+2 HP, exceeding your maximum HP, if applicable. Your HP cannot be restored by any means for the rest of the day. Multiple uses of this potion stack (both HP increases and duration of no healing).

Looks like milk through your right eye, and ink through your left eye. Smells like sugar. A small sip makes you feel healthier.

41. Fleeting Journey

You teleport to a point within sight. At the end of your next turn, you teleport back.

Looks like water. Smells like bread. When you try to take a small sip, the liquid teleports out of your mouth and back to rejoin the bulk of the potion.

42. Fire Breath

You can breath out a 30' cone of fire that deals 3d6 points of damage (save for half). If the potion is violently broken, it explodes, dealing 2d6 points of damage in a 20' diameter (save for half).

Looks like lantern oil. Smells like dragonfire (metal, ashes, and ozone). A small sip makes small licks of flame escape your mouth for two seconds.

43. Fusion

You permanently fuse with the first creature you touch.

Looks like orange and pink marble. Smells like oranges. A small sip makes your lips and tongue sort of fuse to adjacent tissues for two seconds.

44. Glibness

The next thing you say will be believed by the creature you are talking to. No save. This effect ends as soon as the creature sees or learns something which contradicts your statement. (So "I am a pterodactyl" wouldn't be believed, because you don't have huge leathery wings. But "Your house is on fire" would be believed, unless your target was currently looking at their house and could see that it was not on fire.)

Looks like greenish milk. Smells like mint. A small sip makes you speak confidently (but not supernaturally so) for two seconds.

45. Gold

You have a brief vision of all of the treasure hoards in the dungeon, with all of the major items described briefly but accurately. If poured on a metal item, it turns it into gold for 30 minutes.

Looks like liquid gold. Smells like gold. Tastes like gold. A small sip makes you aware of all the treasure you are already carrying, and all of its details (no new information, just a recitation of known details).

46. Green Slime

Don't drink it! (But see Green Slime, below.)

Stored in tube that has been painted black (to keep light from getting in). Looks like crusty green jello. Smells like burning. Occasional glurps are sometimes heard from inside the vial.

47. Grandeur

Your clothing, armor, and weapons are instantly repaired and polished. You are instantly cleaned and styled. You get +2 when attempting to impress

people. If you are at full HP and not doing anything undignified, creatures with fewer HD than you must succeed on a save whenever they wish to harm you.

Looks like liquid emeralds flecked with gold. Smells like leather, cigars, and perfume. A small sip makes your hair a little cleaner, your clothes slightly less dirty.

48. Haste

You take an extra round at the end of every round (after everyone else's initiative count). Lasts 1d6 rounds. You age 1 year for every round that Haste lasts.

Looks like water. Smells like water. Any splashes seems to move in fast forward. A small sip makes you talk quickly for two seconds.

49. Hate

You hate the first person you see after drinking this potion. You must succeed on a Cha check to avoid attacking them whenever you see them. When you attack them, you fly into a Rage (as barbarian). Permanent.

Smells like yellow vile (that stuff you vomit when your stomach is empty). No obvious effect if tasted, but be sure to describe the different ways that the PCs are annoying.

50. Hide From Animals

Animals cannot see you, hear you, or notice you by any means. Lasts 30 minutes or until you do something (except movement).

Looks like amber liquid with dust motes in it. Smells like a mouse nest, and the scent gives you a headache. A small sip makes you vanish from the vision of any nearby animal; enough to make them visibly freak out.

51. Hide From Undead

Undead cannot see you, hear you, or notice you by any means. Lasts 30 minutes or until you do something (except movement).

Looks like black milk with white granules floating in it. Smells like dirt, and the scent gives you a headache. A small sip makes your skin take on a corpseslike pallor for two seconds.

52. Iron Skin

Your skin becomes metal. Reduce all incoming physical damage by 6 points; this lasts 1d6 rounds. If poured on an object, turns it to metal permanently.

Looks like liquid mercury. Smells like sweat. Weighs more than it should. A small sip makes your teeth and tongue metallic.

53. Levitation

You can a Fly speed of 1, but only when you concentrate, and only vertically (up and down). Flying horizontally requires a flat surface to push off from. If poured on an object, the object becomes weightless. Lasts 30 minutes.

Looks like water. Smells like water. Weighs less than it should. A small sip makes you experience powerful feelings of vertigo.

54. Lightning Resistance

All incoming cold damage is reduced by 6 points. Lasts 30 minutes.

Looks like blue gelatin. Smells like ozone. A small sip makes you static shock the next thing you touch, but it doesn't hurt.

55. Liquid Boat

You turn into a boat. The type of boat is relative to your size and cultural maritime history. You are sentient, but have no way of communicating or doing anything. No save, permanent. If this potion touches water, it immediately expands into a full-size sailboat. If rationed out in dribbles, can also be used to create 4 small rowboats.

Looks like brown paint, but doesn't stain the glass. No smell. Small sips produce wood splinters and shipbuilding pitch (possibly identifiable as such by someone who has repaired or built ships). Wooden splinters in your stomach will incapacitate you for a full minute while you vomit it up.

56. Love

You fall in love with the first person you see after drinking this potion. As *charm*, except romantic. No save.

Looks like rosewater with a thin layer of darker sediment at the bottom. Smells like roses. No obvious effect if it is sipped, but be sure to describe all the ways that the character's companions are great people.

57. Lycanthropy

You contract lycanthropy. If you already have lycanthropy, you are instead cured.

Looks like a brown liqueur. Smells like dogs. A small sip makes you hungry for veal.

58. Magic Weapon

Your punches and kicks count as magic weapons +1. If applied to a weapon, it becomes a magic weapon +1. Lasts 30 minutes.

Looks like liquid copper. Smells like blood. A small sip makes you want to get into a brawl.

59. Mapping

You learn the number of floors in the dungeon, the number of secret doors, and how many rooms/hallways are connected to your current room. If poured out, the potion will turn into ink and attempt to make an accurate map of the surrounding countryside. The map uses pictographs, not words.

Looks like black ink. Stains the glass nearly opaque. Smells like bulls. A small sip makes rectilinear lines appear on your face that fade after a couple of seconds.

60. Mirror Image

1d4+1 mirror images of yourself appear beside you. They mirror your movements perfectly. When an enemy makes an attack against you, they strike a random target (possibly you, but probably one of your images). Images vanish after being targeted.

Looks like water. If you look through it, you can see double images of everything. Smells like anise. A small sip makes everyone see double images of you for a half second.

61. Mutate Spell

One of your memorized spells [mutates](#).

Looks like orange paint. Stains the glass. Smells like pears. A small sip makes your brain pivot painfully inside your skull.

62. Mutation

You gain a random mutation. Alternatively, can be poured on a mutation to cure it.

Yellow and carbonated. Smells like Mountain Dew. A small sip makes your skin ripple like a windblown sail.

63. Raise Dead

You die for 30 minutes and then return to life 30 minutes later. If poured in the mouth of a corpse, it permanently returns an a zombie. It is not under anyone's control.

Looks like dirty water, complete with little flecks floating in it. Smells like decay. A small sip makes

your teeth rot for 30 minutes, and then return to normal.

64. Random Teleport

Teleports you to a random room (if in a dungeon/building), a random building (if in a city), or a random location (if on the overworld). If poured on an object, does the same thing.

Looks like green tea. Smells like oranges. A small sip teleports you half an inch to the left.

65. Recapture Spell

You remember one of the spells that you have cast earlier today.

Looks like soup. Smells like an herbal soup. A small sip reminds you of a specific memory in which you ate soup.

66. Reverse Gravity

Gravity is reversed for you and all of your inventory. If poured on an object, it has the same effect. Lasts 30 minutes.

Looks like water. If you look through it, the liquid creates a lensing effect so that up appears to be down, and vice versa. No smell. A small sip gives you a powerful sensation of vertigo.

67. Seal Soul

You lock away your soul in the prisons of your limbic system. You are effectively soulless. You are immune to emotions, insanity, level drain, and necromantic death effects. You feel no kindness nor compassion, but you know what your soul wants you to do, so you generally act the same as you would when you had a soul. You will have no memory of this afterwards. Lasts 30 minutes.

Looks like water. Smells like earth. A small sip makes you feel emotionally numb for a few seconds.

68. Simulacrum

You vomit out a tiny fetus, which quickly grows into a clone of yourself. Your clone has a 50% chance to have a random mutation. Your clone will live for 1d6 minutes, but if you roll a 6 on this your clone is instead permanent. Your clone knows that it is a clone and that it will probably die soon (chest pains). Your clone has a morale score of 1d20. Unlike normal hirelings, your clone can sometimes be persuaded to do suicidal tasks. It has no clothing, gear, or memorized spells.

Looks like yellow bile. Smells like onions. A small sip gives you chest pains and a feeling of immortality.

69. Sound Bubble

Creates an invisible, intangible bubble around you with a 10' diameter. Sound cannot pass through this bubble.

Looks like water. No smell. Makes no sound when sloshed. A small sip mutes your voice for two seconds.

70. Sovereign Acid

Elemental acid. Will melt through anything except glass and adamantite, and will eventually melt a hole all the way down to Hell. If poured on a stone floor, creates a 1' hole wide enough for a halfling to fit through. Lethal (and messily so) if drunk.

Looks like orange-colored water. No smell, just instant pain as your sinus membranes begin to dissolve. A small sip is just as fatal as drinking the full potion.

71. Sovereign Grease

Elemental Slipperiness. Surfaces coated with this become perfectly frictionless. Coats an area about 5' in diameter. Nearly invisible when spread thin. If drunk, negates the effects of anything you ingest for the rest of the day; food, edible poisons, and potions will have no effect—they just pass right through you.

Looks like yellowish grease. Smells of olive oil. A small sip slides down your throat before you can swallow, tasting of olive oil.

72. Spell Ward

The next spell that targets you fails. Lasts until you go to sleep.

Looks like milk. No smell. A small sip makes your teeth especially shiny for a few minutes.

73. Speak With Beasts

You can speak with all non-swimming, non-flying, non-crawling, animals for 3 minutes (use a timer). Smaller animals tend to be smarter. Carnivores tend to be demanding. Domesticated animals are so eager to please that it's a little disgusting; they have a bad habit of telling you what they think you want to hear. Cats understand you, but will usually ignore you out of arrogance.

Looks like blood. Smells like bad breath. A small sip makes all of your words come out as snarls for a few seconds.

74. Speak With Birds

You can speak with all flying animals for 3 minutes (use a timer). Birds are usually very stupid and pretending to be smart, or very smart and pretending to be stupid. Migrating birds are the primary source of gossip in the world, especially modern gossip. Crows are giant assholes, and will lie to you until you catch on, and then taunt you until the potion wears off. Chickens and roosters behave like foolish ladies and knights, all very vain.

Looks like pearlescent white cream. Smells like bad breath. A small sip makes all of your words come out as squawks for a few seconds.

75. Speak With Crawling Things

You can speak with all crawling things (such as lizards and slugs) for 3 minutes (use a timer). Reptiles tend to be careful, pragmatic, and stubborn. They usually know the deep history of a place. Insects know many useful things, but they struggle with human concepts of time and identity. They know only recent things, and they tell stories from multiple perspectives (as insects often forget which one they were).

Looks like water with a dead fly in it. Smells like bad breath. A small sip makes all of your words come out as hisses and clicks for a few seconds.

76. Speak With Dead

You can speak with a corpse as long as it has an intact mouth (or if you reattach the jawbone) for 3 minutes (use a timer). They tend to be incoherent, obtuse, and prone to reminiscing. As a general guide, each question you ask them has a 50% chance to be answered with a rambling recollection, and a 50% chance that the corpse misunderstands, repeats an old answer, babbles, or changes the subject to something that it cared about. They have a 50% chance to remember how they died (or DM caveat).

Looks black and granular, like liquid asphalt. Smells like bad breath. A small sip makes all of your words come out archaic and old-timey.

77. Speak With Fish

You can speak with swimming things for 3 minutes (use a timer). Cetaceans want to know all about you so they can fit you into their theories and stories. Fish tend to be amazed by everything, forgetful, and a little awkward. Sharks talk of nothing else except eating things (such as you). Cephalopods are hungry geniuses, but speak so little that it is hardly apparent.

Looks like shimmery water, somehow more reflective. Smells like bad breath. A small sip makes all of your words come out as gasps and bloops.

78. Speak With Metal

You can speak with metal for 3 minutes (use a timer). Metal tends to have a pretty good knowledge of everything that has directly happened to it since it was forged, but not other things that happened near it. Weapons speak of their kills; locks speak of what they guard. Cursed and trapped metal objects are liars. Metal is often gruff, monotone, pragmatic, and/or militaristic.

Looks like cloudy water. Smells like bad breath. A small sip makes all of your words come out as dings and clangs.

79. Speak With Plants

You can speak with plants for 3 minutes (use a timer). Plants usually have one of two attitudes towards those that cut them and eat them: quiet hatred or resignation. Trees tend towards the hateful side of things, and sigh a lot. Flowers tend to be optimistic idiots and/or sexually graphic. Grasses are nearly impossible to talk to because they all shout at once. If mixed with a Potion of Speak With Dead, it becomes a Potion of Speak With Wood.

Looks like watermelon pulp. Smells like bad breath. A small sip makes all of your words come out as silent puffs of strange, vegetable scents.

80. Suggestion

The next thing you say is a *suggestion*, as the spell of the same name.

Looks like a dark beer. Smells like your favorite smell (or strawberries). A small sip makes you want to drink the whole thing (but not enough to compel you to).

81. The Hero

You are possessed by the spirit of Braddon the Breaker, a legendary hero who was eventually devoured by an alchemical ooze. He is honorable, cheerful, and boastful. Your Attack becomes 16 and you replace all of your class abilities with those of a level 6 Fighter. This lasts 30 minutes of until you fail to roleplay Braddon.

Looks like green slime. Smells like leather. A small sip makes you utter soldier's curses.

82. The Great Gambler

You are possessed by the spirit of Amashak the Evergreen, the greatest gambler who ever lived, and who was eventually devoured by an alchemical ooze. She is pragmatic, calculating, and flirtatious. Your d20 rolls are instead handled by coin flips. On a heads, treat it like a natural 1. On a tails, treat it like a natural 20. Lasts 30 minutes or until you fail to roleplay Amashak.

Looks like green slime. Smells like brandy. A small sip makes you feel lucky.

83. The Poltergeist

You are paralyzed. During that time you can use *telekinesis* once every 1d4 rounds. You cannot use *telekinesis* to move your body. Lasts 30 minutes or until something ends your paralysis.

Looks like green slime. Smells like the color blue, somehow. A small sip paralyzes your face for a few seconds.

84. The Scoundrel

You are possessed by the spirit of Mingola the Thrice-Vanished, a legendary villain who was eventually devoured by an alchemical ooze. She is sarcastic, quippy, and despises heroics. Your Attack becomes 14 and you replace all of your class abilities with those of a level 6 Thief. Lasts 30 minutes or until you fail to roleplay Mingola.

Looks like green slime. Smells like a woman's perfume. A small sip makes you compulsively fondle a coin, twirl a dagger, or snicker.

85. Transformation: Bees

You turn into a swarm of bees. You can speak with insects and flowers (who adore you). Your gear transforms with you. Lasts 30 minutes.

Looks like blood. Smells like honey. A small sip makes you orient yourself to the nearest light source and do a little dance.

86. Transformation: Rat

You turn into a rat. You can speak with rats and mice. Your gear transforms with you. Lasts 30 minutes.

Looks like blood. Smells like garbage. A small sip makes you agoraphobic.

87. Transformation: Salmon

You turn into a salmon. You can speak with fish. Your gear transforms with you. Lasts 30 minutes.

Looks like blood. Smells like fish. A small sip makes you want to go for a swim and then have sex.

88. Transformation: Seagull

You turn into a seagull. You can speak with birds. Your gear transforms with you. Lasts 30 minutes.

Looks like blood. Smells like the ocean. A small sip makes you look around for food and declare it to be yours.

89. Transformation: Troll

You turn into a troll (including all its special powers: regeneration, darkvision, multiple attacks). You can shout any language you know, poorly. Your gear transforms with you. Regenerated HP remains after you transform back. Lasts 1d6 rounds.

Looks like blood. Smells like liver, and not a fresh liver. A small sip makes you want to smash things.

90. Transposition

You switch places with the object that you are staring at. Creatures get a save to resist.

Looks like it is 50% oil floating on top of 50% water. The two halves occasionally invert. No smell. A small sip switches the positions of two of your teeth.

91. Time Hack

You jump 6 seconds backwards in time. If used in combat, this potion can only be used to redo your turn (but remember that drinking a potion counts as your action for the turn); you cannot use this potion to redo other people's turns. Outside of combat, you can use this to undo everything that happened in the last 6 seconds.

Looks like soy sauce. Smells like wasabi. You actually smell it a few seconds before you ever put it up to your nose. A small sip makes you stutter for a few seconds.

92. Time Skip

You leap exactly 24 hours forward in time, reappearing in the exact same place. If poured on an object, does the same thing.

Looks like water. Smells and tastes like radishes. After you smell or taste it, the sensation repeats one minute later.

93. Tongues

You can speak all languages spoken by people (but not read them). This potion also makes you voluble, and when you speak to someone, you have a 1-in-6

chance of saying something you'll regret. If there is something you don't want the other party to know, you'll say that. Otherwise, you'll merely insult them.

Looks like wine. Smells like vodka. A small sip makes you talkative.

94. True Seeing

You can see through all illusions and disguises. You can see the true form of transformed objects and creatures. Lasts 1d6 rounds.

Looks like liquid mercury. Smells like mint. A small sip makes you notice all the blemishes on the faces of your companions.

95. Void Metal

Metal becomes intangible to you and your clothing. If poured on an object, it becomes intangible to metal. This potion passes right through metal objects. Lasts 30 minutes.

Looks like water. Smells like burnt metal, an actinide stench. A small sip makes your skin sink a millimeter into metal for a few seconds (as long as you are touching some).

96. Void Wood

Wood becomes intangible to you and your clothing. If poured on an object, it becomes intangible to wood. This potion passes right through wood objects. Lasts 30 minutes.

Looks like water. Smells like pine needles. A small sip makes your skin sink a millimeter into wood for a few seconds (as long as you are touching some).

97. Water Walk

You treat water as if it were solid ground; this lasts 30 minutes. If poured into water, a patch of water 20' in diameter becomes as hard as concrete; this lasts 1 minute.

Looks like stone, but pours as fluidly as water. Smells like granite. A small sip makes your saliva thicken.

98. Ventriloquism

You can make your voice emerge from any point within 50'. You must still move your lips. Lasts 30 minutes.

Red and green inky swirls. Smells like cinnamon. A small sip makes your voice emerge a foot in front of your mouth for a few seconds.

99. X-Rays

You have X-ray vision for a single turn. If poured on a fire, the fire becomes three times as bright for 30 minutes. It burns like a xenon lamp and leaves weird afterimages.

Looks like water. No smell, but makes your nose go numb. If you hold it up to the light, you can detect a faint strobing. A small sip makes you able to see through your eyelids for a few seconds.

100. Youth (Elixir of Life)

You become 3d6 years younger and gain 1000xp. Worth a fantastic sum (perhaps 10,000c). Good luck finding someone with that much liquid cash on hand.

Looks like liquid gold. Smells like baby's skin. Splashes sound like children laughing. A small sip makes you feel invigorated.

Potion Miscibility [d6]

Roll on this table whenever two potions are mixed. If a second potion is drunk while a creature is still under the effects of a prior potion, there is a 50% chance that the potions don't interact, and a 50% chance that the potions will mix in the creature's stomach. (Inform new players of this rule. Your stomach feels very strange when under the effects of a potion, and it is obvious that adding more potions to this risks magical interactions.)

1. A random potion is formed. Roll on the Random Potion Table.
2. The potions effects become blended. The DM determines the exact effects (if any).
3. One potion is entirely subsumed by the other, which becomes enhanced (chosen at random). Roll on the Spell Mutation Table. If you get a result of 18-20, the potions effects are now permanent. Ignore the Random Drawbacks Table.
4. Potion becomes a deadly poison (2d6). There is a 1-in-6 that it becomes gaseous, affecting everyone in 20' with an inhaled poison.
5. Potion becomes a cursed potion, containing a random curse. There is a 1-in-6 that it becomes gaseous, affecting everyone in 20' with an inhaled poison.
6. An alchemical ooze is formed. It permanently has the effects of any positive potion used in its creation, and deals out the negative effects on a hit. An alchemical ooze in your stomach is quickly fatal unless you vomit it

out (Con check or die). There is a 10% chance that an al'miraj egg forms instead of an alchemical ooze.

Potion Breakage Rules

Whenever you take falling damage, each of your potions has a 50% chance to break open (rolled individually). If any of the potions react with objects, apply it to another random object. For example, sovereign grease could spill on your stowed rope, or a potion of invisibility could spill on your spellbook.

If multiple potions in the same pack break open, pair them off and roll on the potion miscibility table (below).

Is possible to wrap potions up so that they are not at risk of breaking. Wrapped potions take up 1 inventory slot each (instead of 3 to a slot).

Alternatives to Potions [d6]

1. Alchemical Mice. They were fed a steady diet of exotic substances. Now their tiny, mummified corpses hold alchemical secrets. It does take some practice to swallow them in a single bite. Popular among dwarves. Usually found in tiny, stone coffins, wrapped in ribbons.
2. Cigarettes. Light them on your torch. Breath deep. The cigarette lasts as long as the effect does.
3. Cherries. Elves use systems of lenses and mirrors to focus starlight on dwarf cherry plants that are usually grown underground. But not all starlight—light from a single star. The plant grows up without ever seeing the light from the sun. It is nourished solely by the light of an alien star. The potion type depends on the particular star.
4. Golden Needles or Syringes. Often worn on rings, so that they could be quickly stabbed into your opposing forearm. Sometimes as rings, sometimes as metal fingernail-caps.
5. Scones. Goddamn halflings.
6. Powders. Inhaled like cocaine. Traditionally packaged in amulets and worn around the neck, or sealed inside fake flowers.

Hashing Potion Identities

It is easiest to let players loot potions, and then just roll the potion's identity as they are identified. This

fits with the GLOG's philosophy of just-in-time resolution.

But it is also possible to hide the identity of a potion on your player's sheets, so that they won't know what potion it is, but you do. To do this, you must hash the potion's identity, in order to hide it in the inventory of your players.

A hash is an algorithm that changes a number into another number, hiding the original number but still giving the DM a way to recover the original number (for our purposes, at least).

For example, a simple hash might be just reversing the number and appending a random digit on the left side of it. A *potion of tongues* (#93) could be recorded on your player's character sheet as *potion* (#239).

I'm sure you can think of many more.

This way, when they ask you six months later what this potion is, you can look at the number on their character sheet (that you gave them when they added the potion to their inventory) and quickly "remember" what the potion was.

Alchemical Resurrection

Those that die through alchemy are best resurrected through alchemy.

Devoured by a pit of acid. Digested by an ooze. Transformed into stone, and then shattered. Reduced to a sack of carbon and ammonia. Or reduced to a golden powder that by an alchemical poison that electrified your veins into dust.

For these deaths, you are best resurrected by an alchemist. This requires the alchemical element that destroyed you. For example, if you were devoured by an ooze, then the entire ooze must be brought to the alchemist. Incomplete remains result in incomplete resurrections.

Then, if the need is great, the alchemist is puissant, and the pockets are deep, it is possible to develop a recipe to resurrect your dead friend. A quest may be involved for some trivial thing, such as the air from a freshly dead dragon's lungs or a pearl from the Clam God. And then the alchemist will present to you a case of resurrection elixir.

Dead characters can continue playing as long as the supply of resurrection elixir holds out.

Resurrection Elixir

You turn into the person who was resurrected into these potions, in the style of Dr. Jekyll and Mr. Hyde. Lasts eight hours.

Efficacy is lost with age, and loses duration while the resurrection person eventually loses their memories. As the elixir fades from their bodies, most are gripped with powerful feelings of mortality, which makes sense. They're not just transforming; they're dying.

As for the drinkers, they experience part of the life that occupies their body, however briefly. For some, it is a consciousness-expanding experience. They see it as a beautiful gift, to share the mind and body of another.

Other drinkers become obsessed with the experience, and seek to drink more whenever possible: resurrection junkies.

Alchemical Oblates (Noble Worms)

Parents who are struggling financially sometimes sell their children to an alchemist (one of the few methods by which one can dispose of unwanted children). These children go on to become alchemical oblates. Or, more rarely, an oblate is made from an especially disappointing apprentice.

The child is reduced to an alchemical organ. The limbs are removed, along with as much of the brain as possible. The resultant creature is fed a complex diet for several years until it becomes a hairless, flabby thing. It's back is pocked with strange glands. Their bellies are studded with small fistulas where liquids can be injected. Their asshole split long ago into a tripartite cloaca. The intestines are massively overgrown and extensively branched. In alchemical literature, these convoluted viscera are known as the vermic labyrinth.

They are usually kept in a padded chest beneath a table when they are not being used, although some alchemists keep them suspended in their harnesses even when their guts are not performing exotic transmutations. They are held in high regard, hence the name of "noble worm", which is also something of a euphemism. They don't like explaining them to laypeople.

An alchemical oblate is worth 2,000c.

Oozes

All oozes have their origins in alchemy, and are either born in the ceramic pots of a laboratory or through some unlikely event in a dungeon. And of course, alchemy isn't possible without oozes. It is said that the process of transmuting lead into gold produces two separate oozes as intermediate steps, which are consumed by the next step of the process.

This is why alchemists who value their safety invest in tight fittings for their glassware. Many a novice alchemist has been devoured in their sleep by a distillation that they allowed to run overnight.

The digestive properties of oozes are rooted in magic. Alchemical acids, not mere chemical ones. How else could green slime devour flesh so quickly, if not through magic?

Base Ooze

HD 7 Defense none Psuedopod 1d8 + engulf
Move 6 Int 0 Mor 12

*Oozy —An ooze can crawl up smooth walls and through a space as small as 1" (such as under most dungeon doors). An ooze takes half damage from piercing attacks. They are immune to acid, but salt burns them as acid.

*Engulf —A creature hit by an ooze's psuedopod must make a Dex check or become grabbed. On their turn, they can break free with a standard action and a successful Str check. On its turn, as a free action, an ooze can attempt to swallow a grabbed creature, who gets a Str check to resist. It can attack normally while grabbing other creatures.

Swallowed creatures take 1d6 acid damage at the start of each round and can still attack the ooze, although any weapon other than daggers attacks at a -4 penalty. They can escape the ooze's stomach when it is killed, or when someone pulls them out (probably exposing their rescuer to ooze).

Alchemical Oozes

Stats as the base ooze, except that two random potion effects are templated on top of it. Positive potions (flight, true seeing) are affect the ooze permanently, while negative potion effects (hate, cloudkill) affect targets of their pseudopod attack.

Alchemical oozes are usually created by alchemical mishaps. Most are unstable, and don't survive beyond a few years.

Amberoid (Vermillion Ooze)

Stats as the base ooze, except that it deals an extra +1d6 electricity damage on a hit. Anyone hitting it with a metal weapon is also shocked for 1d6 damage. If it ever takes electrical damage, it instantly travels to the source of the damage.

Black Pudding

A black pudding is several cold tons of hungry jelly that fills up multiple rooms in a dungeon simultaneously. Although you can fight it, it will just keep coming until it is stopped by a chasm, a well-sealed door, or it loses track of your vibrations.

Although they all seem to be, there is at least black pudding that is literally infinite. The demons call it "The Melancholy Organ".

Stats as the base ooze, except give it about 500 hit points and the ability to attack everyone in melee range simultaneously. Whenever it takes slashing damage, a 4 HD oozeling breaks off from the main mass.

Faffernacky Pudding (Caramel Ooze)

Stats as the base ooze, except that it is magically delicious. Anyone who gets within 10' automatically smells its delicious aroma. Anyone who smells it must make a Cha check at a +4 bonus or be compelled to eat a piece. Eating a piece of faffernacky pudding is fatal after 1d6 round of debilitating agony.

The corpses of faffernacky puddings are valuable as a delicacy. The average faffernacky pudding is about 200 gallons of thick goop. Each gallon is worth about 10c if fresh. Faffernacky is lethal until it is boiled.

Flying Fusion Ooze (Fuschia Ooze)

Stats as the base ooze, except it can fly at speed 12. If it ever has two creatures swallowed simultaneously, it will attempt to [fuse](#) them together. The opponent with the better save can make a save to resist this. The result of the fusion is promptly ejected. It fights on the behalf of the flying fusion ooze; this control is only released when the flying fusion ooze dies.

Gelatinous Cube

Stats as the base ooze, except that it is HD 5. It has no pseudopod attack, instead attacking by rushing into the nearest opponent. It is nearly invisible, and people will automatically walk into it unless they are taking special precautions.

Shell Jelly (Teal Ooze)

As the base ooze, except that prey that is engulfed must make a Con check or die, as the ooze pulls them sideways into one of the many orifices of its shell.

Velvet Ooze

This is loot, not a monster. It is small, about the size of a fist. It is as soft as a puppy's ear. It contains no acids, and is usually fed milk and sugar. It is usually found inside the bedside tables of lascivious nobles of both genders, contained in what is basically a snuff box. It is used primarily for masturbation.

Larger velvet oozes are used for orgies, but participants must be careful. Although the ooze's suckings and fondles may seem amorous, it is still trying to kill you, and larger oozes may still be able to achieve that goal through sheer volume.

Ooze Cousins

Psychoplasms are sentient flesh-oozes. They are formed from failed alchemists. Skeleton jellies are a symbiotic ooze/skeleton hybrid. Sludge vampires are oozes that have formed a symbiotic relationship with a human skin, believe themselves to be human, and subsist on stolen blood.

Psychoplasm, Chaotic

Entropic flesh suckles the paps of physics, instructs, grows fat. Like a silk tureen upended? Posh. Ripple skins uncoiling to reveal ultimate truths. The meat-gods have inscribed my every animalcule! Lo and lower! Ejaculating bone pistons! A confederacy of teeth! A eye-train whistles the flesh tunnel smooth! Are you not turgid?

You cannot catch what you cannot eat! They widen the gyre, my hungry mouths, and I will make a membrane of you yet, my ravening pet.

HD 10 Defense none Attacks (see below)

Move 6 Int 6 Mor 12

*Oozy —See Base Ooze, above.

*Engulf —See Base Ooze, above.

*Regenerate —1d8 HP every 10 minutes.

*Chaotic Noises That It Constantly Makes [d8] (roll once, when first encountered).

1. Children Laughing
2. Song (plus some dancing)
3. White Noise

4. Religious Recitations
5. Mother Raccoon Eats Her Babies
6. Sex Noises / Stirring Spaghetti
7. Thunder and Rain
8. Whale Noises

*Chaotic Bodyplan [d4] (roll once, when the players first encounter it, and again when bloodied)

1. Shallow Levitation (Movement 12, stays 1' above floor).
2. Spider Legs (Movement 15).
3. A Dozen Dissimilar Wings (Movement 18).
4. Rooted to Floor (Teleport up to 100' every other round).

*Chaotic Attacks [d8] (roll once per turn)

1. Bludgeon (3d8)
2. Slashing x3 (1d8 each)
3. Shoot Teeth x5 targets (1d6 each, 100' range)
4. Bite (2d6 + swallow)
5. Barf (30' cone, 6d6 acid, save for half)
6. Urticating Hairs (30' radius, 1d6 damage, save or scratch self for 1 dmg each turn, save ends)
7. Tongue Harpoon (2d8 and target is pulled adjacent, targets most distant opponent, save vs disease)
8. Auto-Cannibalism (1d8 damage to self)

*Chaos Reigns [d20] (roll once per turn, after every attack)

1. Nothing.
2. Make another random attack, and roll again on this table.
3. Split into two, each with 1/2 the original HP.
4. Reverse Gravity 50' radius (permanent until death)
5. Mirror Image (1d6 images) except they aren't illusions, but air-filled skins.
6. Barfs forth kidney stones. 30' cone, 3d6 damage, save for half. Worth d10000 to alchemists.
7. Miracle of Childbirth [d4]
 1. 2d6 aggressive, pink goblins armed with organic spears, daggers.
 2. Evil clone of a PC with weirdly organic copy of all equipment. It's actually an evil midget version, so it has half HP but is otherwise identical. Clone and gear will

melt into a bloody goo after 1d6 rounds, screaming curses and praising Felcoroth, the Pillar of Flesh.

3. 2d6 hairless, legless wolves. HD 2, Defense none, Bite 1d6+trip, Move 6, Int 3, Mor 12.
4. Perfectly normal cow. Terrified.
8. Turns invisible until next turn, then teleports behind opponents. Leaves empty skin in it's previous position.
9. *Baleful polymorph* on PC (turn them into sad flesh-blob thing that constantly weeps fog)
10. All wounded PCs begin gushing blood, which flows into the Psychoplasm. Each PC not at full health takes 1d6 damage and the psychoplasm regains an equal amount.
11. Mass Hideous Laughter (save ends). Psychoplasm spends next turn laughing along with everyone.
12. Random PC gains temporary mutation. Lasts 1d6 rounds. Also, their eyes permanently turn pink. [d4]
 1. A opponent's head vanishes. The opponent is headless and cannot speak, see, or hear, but can otherwise act normally. Head appears on the psychoplasm for the duration and speaks (roll d4 on Chaotic Noises That It Constantly Makes table, above).
 2. Opponent's arms vanish. Arms appear on psychoplasm for the duration, which it uses to make rude gestures.
 3. Fire breath. 3d6, 15' cone.
 4. Lobster claw arms. Cannot hold sword, but can peeeeench x2 for 1d6 each.
13. Vanishes into negaverse with PC. Psychoplasm and PC get 1 round of combat atop an infinite, blood-soaked battleground paved with molars and broken glass. Both will return 1 round later.
14. Mutagen injection. Heals a PC for 6d6 HP. Then they gain a permanent mutation.
15. Skin becomes as reflective as a mirror. Will reflect any spells that target it. Lasts 1d6 turns.
16. Turns inside out. Inside is somehow more disgusting than the outside. (Flailing forests of genitalia, teeth flowing across skin like scum on a pond). All witnesses must save or

spend next turn vomiting. Its AC is now 10+1d6.

17. The next time it takes damage, it vomits blood, shrivels up like a scrotum, and plays dead for a turn. (This is also what happens when it actually dies.)
18. Inhalation. Like reverse dragon breath, 30' cone, save to avoid. Those inhaled are swallowed (see Chaos Attacks table).
19. Doubles in size. Double current HP. This can only happen once (reroll otherwise).
20. Major Illusion. Upper half of the dungeon is ripped away, exposing the stars of an alien sky. Above, a face like a needle regards the combat dispassionately. Cold wind blows through battleground, dealing 1d4 cold damage each round to those who failed their save vs. illusion. Blood leaks from everyone's eyes. Lasts until the end of combat. This can only happen once (reroll otherwise).

Pyschoplasm, Retributive

A huge mass of jellied flesh, bristling with bundles of stiff hairs and tumorous growths. Rugose folds hide rings of cilia and other organs of more obscure composition. Blind eyes revolve mindlessly in their sockets.

This shaggy piece of flab spends most of its time hanging out at dungeon intersections of dungeons, where it's 10' diameter bulk guarantees that someone will walk on its eventually (which you can safely do). However, it is a sleepy blob, and it will not "wake up" until it takes a damage. It relies on hungry rats for most of its meals.

HD 10 Defense none **Attacks** (see below)

Move 6 Int 0 Mor 12

*Oozy —See Base Ooze, above.

*Engulf —See Base Ooze, above.

*Regnerate —1d8 HP every 10 minutes.

*Adaptability —When a retributive psychoplasm takes damage, it becomes immune to that damage type. If it spends a round struggling to reach opponents, it increases its speed to 9. If it spends another round struggling to reach opponents, it gains Fly 12. All of these abilities fade 10 minutes after they are gained.

*Imitate —When a retributive psychoplasm takes damage, it gains that attack as one of its own. It uses its own Attack but deals damage as the opponent did. This includes ranged attacks. (It is

capable of forming psuedo-arrows inside itself and launching them). It is even capable of learning magic attacks, although they will not deal more than 3d6 damage. It cannot make more than 3 attacks in a round. All of these abilities fade 10 minutes after they are gained.



Skeleton Jelly

This is a skeleton transformed into a resilient jelly after merging with an ooze. A fusion of alchemical and necromantic magics that alloy alchemical immortality into the tenacity of the undead. The best strategy for defeating them is usually to throw them down a well, pile a heavy sarcophagus on top of them, or simply tie them up and bury them.

HD 3 Defense leather **Claw 1d8**

Move 12 Int 1 Mor 12

***Invincible** —Skeleton jellies are immune to all damage except acid and holy damage.

Sludge Vampire

An intelligent ooze that wears a human skin. They look like people, talk like people, and even sort of *think like* people, but under their skin is a churning ocean of green ooze.

Each sludge vampire wears only a single human's skin, stolen from its owner long ago. This is *their* skin, and most sludge vampires think of themselves as a continuation of the skin's long-dead owner, either figuratively or literally. This skin is kept healthy, in symbiosis with the ooze. (Your skin might live for centuries after you die.)

This is the only skin that this particular ooze will ever wear. Although they can wear another skin, crudely, they will never enjoy the same level of symbiosis. Their original skin is *part of them* now. To a sludge

vampire, their skin-face is their real face. The ooze beneath is a lesser part of them, the ugly and inhuman bit (and many do see themselves as more human than ooze).

When they get hungry, they remove all of their clothing. They'll slither down chimneys and under doors until they spot a likely bit of prey. Perhaps a person sleeping comfortably in their bed. The naked sludge vampire will fling back the sheet and jump on top of them.

They do this because they drain blood through their skin. With just a few seconds of skin-to-skin contact, the sleeper will be a shriveled corpse.

And then the human is dead, and the vampire has gained about 15 pounds of blood-weight, which they will digest over the next few days. They distribute this weight around their body in order to disguise it.

When they wish to reproduce, they steal a child, or buy one. They raise it through puberty, training it to be healthy and strong. During this time, they continually feed small pieces of themselves to the child. Eventually, the child will fall into the ooze-sickness, and the vampire will complete the transformation by vomiting down their throat. This kills the teenager.

As the newborn ooze digests its meal, it grows to fill the skin left behind. It even inherits a portion of its predecessor's memories. And then the parenting resumes, more-or-less uninterrupted.

Although they are immortal, their skins are not. Their faces age, albeit slower than a mere human's.

They bleed acidic green goo, unless they have fed recently, in which case they bleed the blood of their last victim. In the stories, sludge vampires are usually detected when someone notices that they've gained 15 pounds overnight.

Sludge vampires sometimes leave their skins behind when they wish to be unrecognizable, or to keep their skins safe from expected violence. They may even kill other people and wear their skins in order to have a disguise. (A wobbly, staggering disguise.)

Since they regard their skins as part of them, they will go to great lengths to recover it. If you can somehow hold a skin hostage, you will have a sludge vampire at your bidding.

They command non-intelligent oozes, and usually have a few of them hidden nearby in case things turn ugly. Inside a decorate vase. Beneath the floorboards. Up the chimney. At the bottom of the outhouse. Et cetera.

Ooze (Skinless) Form

As the base ooze, except that grabbed creatures take 1d6 damage each turn from blood drain. They are capable of speech. They can cast *dominate ooze* at will. They can cast *gaseous form* at will, or automatically when reduced to 0 HP. Most are spellcasters. Int varies.

Human (Wearing Skin) Form

As the ooze form, except they lose the engulf ability.

Green Slime

This insidious ooze lurks on ceilings and above doorways, where it can drop down onto prey and devour it. Sometimes it is visible enough that it can be noticed with a Wis check (by the party member with the highest Wisdom), other times it must be specifically investigated to be noticed. (Green slime is more of a trap than a monster, and universal rules are inappropriate for it.)

It is capable of eating metals and all organic materials, producing an equal volume of green slime. It is destroyed by fire and sunlight.

If green slime lands on a character, they have several choices.

- Attempt to take their armor off in time (if they are wearing any). They must succeed on a Dex check with a penalty equal to their Armor bonus in order to succeed. This is only possible on the first round.
- Scrape it off with a blade. The scraper chooses how much damage to deal to the character (1-6 points) and then makes an Int check with a bonus equal to the damage done. This destroys the blade.
- Burn it off with a torch. The burner chooses how much damage to deal to the character (1-6 points) and then makes an Int check with a bonus equal to the damage done.

If this check fails, the character takes 2d6 points of Constitution damage and further attempts to halt the spread of the slime are made at a -4 penalty (cumulative).

If another person attempts to save the armor (also requiring a dagger or a torch), they can make an Int check to reduce the damage done to the armor. A successful check means that the armor gains 1d6 Breaks, while a failed check means that it is destroyed.

Slime Waves

Just as forest fires burn forests, so do slime waves devour them.

While green slime is normally only found underground, it sometimes passes onto the surface, where it is quickly destroyed by sunlight and dry conditions.

The conditions for a slime wave only occur in wet forests after consecutive days of rain, with sufficiently heavy clouds blocking any sunlight.

Those who have survived a slime wave speak of the horrible noise it makes, as if a thousand insect mouths were sucking and chewing. Trees collapsing into creeping curls of green froth. Noxious fogs of digested cellulose clinging to the soft membranes of your lungs. And literal waves of slime rolling down hills, choking the creeks.

Animals flee from the slimed sections, only to collapse a short distance later and dissolve into a steaming green heap.

Some animals survive, or perhaps they don't, and some other force merely brings them back. Things like headless deer that emerge from the slime, vomit out a slippery torrent, and then retreat back into it. These are the sludgebucks, nozzlejaws, and green anglers.

Rangers are sometimes tasked with stopping slime waves. The usual method is to create firebreaks by burning a swatch of forest—a difficult task in the rain.

And years after a forest has melted into a slimy wasteland, green slime may still persist at the bottom of deep ponds, wells, and in caves.

The only natural predator of green slime is the [tubular peacock](#).