

Foul Humours

BODILY EXCRESCENCES

SCHLOCKTOBERFEST

**ROUGH AS
TOAST**



**POSTMORTEM
STUDIOS**

LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT

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FOUL HUMOURS DISGUSTING FOULNESS FOR THE OSR (LotFP)

By James 'Grim' Desborough.

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INTRODUCTION

The OSR has become something of a home for the grotesque, the strange, the disgusting and the horrible. Whether that be the deadly oddities and horrors of Lamentations of the Flame Princess or the peculiarities of Carcosa - not the mention the many other fringe products - there seems to be a home for the vile, unsettling and surreal.

Some of the things that cause the most visceral disgust and reaction in people are bodily fluids - spit, blood, urine and more. Slimes and oozes have always been a big part of fantasy gaming and combining these with the wilder, darker sides of magic and the compulsion to shock and disgust players who come under attack by these things can combine to create some potentially powerful monsters and dark spells.

Enjoy these 'Fou Humours', created from human excrement.

POSTMORTEM STUDIOS

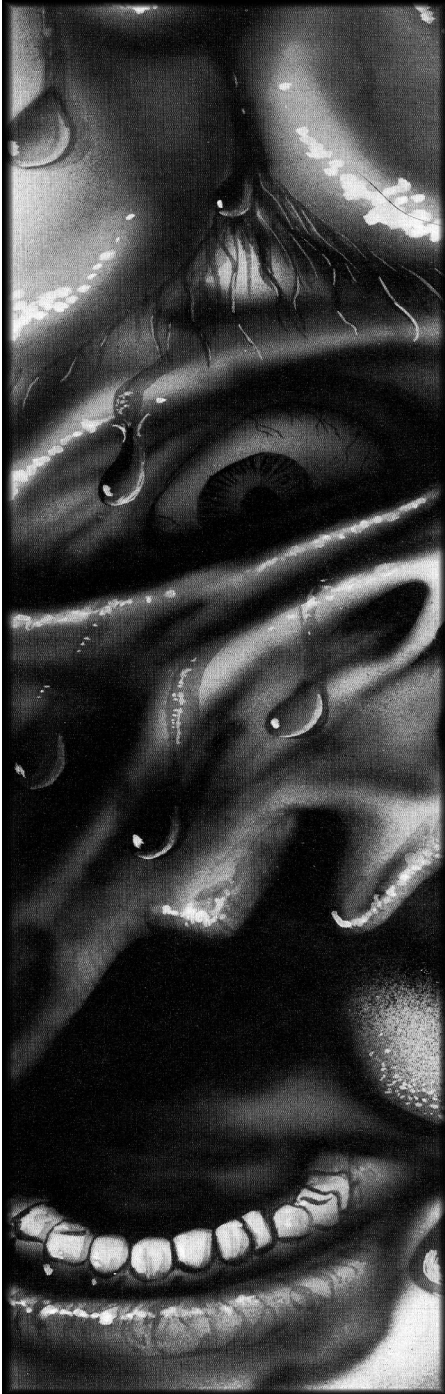
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ROUGH AS TOAST

'Rough as Toast' is my imprint for 'cheap and nasty' products. Things that are a bit more experimental, silly or 'hit and miss' where a lot of money can't be spent or risked on a bit of an 'out there' idea. If you see that marker, you know you're getting something a little 'whacky' or uncertain, but you will probably get some fun out of it.

SCHLOCKTOBERFEST

The Pulps were churned out at a massive rate of knots. Strange and silly ideas thrown at the wall to see what stuck. Occasionally some of those ideas turned out to have legs - legs that are still carrying them nearly a hundred years later. My intent with Schlocktoberfest (previously just a sale some years back) is to just throw a bunch of monsters, ideas and other bits and pieces at the 'wall' and see what sticks. Maybe something will.



EXCRESCENCE

Excrement is the name given to a variety of magical 'slimes' created from the juices and excretions of human beings. They can arise of their own accord in certain situations, but most are the result of a kind of spell, a peculiar sort of summoning that binds magic and a portion of the caster's life force together to create a horrifying 'glob' of ooze to do their bidding.

Excrement

Magic User/Cleric Level 6

Duration: Instantaneous

Range: 10'

This spell binds magic together with the caster's bodily fluids (of one kind or another) to create an 'excrement'. This is a form of magical slime, bonded to its creator and - while of its own independent capacity and 'hunger' - is under their control and their orders. It lasts until destroyed or released from the magicians control, in which case it collapses into an inert mass of its original substance (equivalent in mass to a medium-sized humanoid). If it is destroyed, the caster takes $1d4 \times 1d4$ hit points of damage from psychic shock. Only one excrement can be active at a time.

11 HD -1 per special ability (two for free)

AMNILUVIUM

The amniluvium is a watery mass of fluid, derived from the amniotic sac surrounding a foetus. It is almost clear, slightly off colour with a smell that can seem seminal, vinegary, bleach-like or even somewhat like gin. Amniluvium are warm to the touch, slightly above body temperature. Amniluvium are spontaneously spawned - if rarely - from magically induced pregnancies or as a result of the matings of naturally magical beings with people (planespawn, demons and others).

Amniluvia retain a sort of perverse, protective instinct and while - when controlled - this can aid or even heal those who have been hurt, in uncontrolled amniluvia it can lead them to seek out and smother child after child, trying to aid them.

Summoned Amniluvium can only be summoned via the use of amniotic fluid. Only a pregnant spellcaster may summon one, at the moment their waters break, or via artificially and internally cutting the sac to allow fluid to escape (this has a 25% chance of harming the foetus and causes the caster 1d6 damage).

Hit Points: 12d8 (54 hit points)

AC: 12

Attacks: 1 pseudopod for 1d6 damage, +12 to hit.

Move: 120' (ground).

Morale Level: 10

Special Abilities:

Slime: Excrescences are slimes and as such take half damage from all physical attacks, normal damage from fire and other energy type attacks and take double damage from cold and freezing attacks (being made of human fluids). They can squeeze through any gap of at least 1/16th of an inch square, though it will take them a whole turn of vulnerability to do so.

Healing: The amniluvium can give up some of its own essence to heal another, losing 1d8 hit points and healing the target for 1d6 hit points.

Surround: An amniluvium can surround a friendly - or unfriendly - target, encasing them in a protective, gelatinous shell of goo. This increases their AC by +2 and the amniluvium takes the damage to its hit points first, until it is destroyed. While surrounded, however, the person being protected cannot breathe and will slowly suffocate.

BARTHOLINGA

The bartholingua is a sickly, sweet-smelling, sticky, tacky mass of slippery slickness. The touch of the bartholingua is hot, feverish, even electric and exciting. Bartholingua are spawned - so it is said - from the sinfulness of women who fall to the basest of lusts and succumb to the act of frigging to an excessive and ruinous degree.

Bartholingua are drawn to male targets and attack them by preference, where they have a choice. Their touch is heady, even mind altering and enflames the lust of all it comes into contact with.

Summoned bartholonga are created from the sexual lubrication and effluvia of women and as such may only be summoned by female spellcasters via the production of such in order to summon the creature to life.

Hit Points: 10d8 (50 hit points)

AC: 12

Attacks: 1 pseudopod for 1d6 damage, +10 to hit.

Move: 120' (ground).

Morale Level: 10

Special Abilities:

Slime: Excrescences are slimes and as such take half damage from all physical attacks, normal damage from fire and other energy type attacks and take double damage from cold and freezing attacks (being made of human fluids). They can squeeze through any gap of at least 1/16th of an inch square, though it will take them a whole turn of vulnerability to do so.

Male Preference: Bartholonga gain a +1 bonus to hit and to do damage against male targets. They attack male targets by preference over other targets and avoid attacking women if another target is available.

Mad Lust: A target struck by the bartholonga must make a save vs poison or be overtaken with an insane, destructive lust. They must attempt to grapple and have their way with the nearest warm body, male, female or animal by first grappling them and then attempting their assault.

They are reduced to animal lust, beyond their wits for 1d4 x 1d4 turns should they succumb. Even those who resist are filled with a heightened sense of lust and need, but this has no in game effect.

BILEBLOW

A bileblow is a foul, disgusting, acidic clot of vomit that moves in jerking, rushing waves. The stink of it stings the nostrils and burns the throat. Its touch can cause those it strikes to lose the contents of their stomach in turn.

Bileblows can result from the consumption of botched potions or magical food. When they are summoned the summoner must bring up their food and empty their stomach - typically by sticking their fingers down their throat.

Hit Points: 9d8 (41 hit points)

AC: 12

Attacks: 1 pseudopod for 1d6 damage + 1d6 acid damage, +9 to hit.

Move: 150' (ground).

Morale Level: 10

Special Abilities:

Slime: Excrescences are slimes and as such take half damage from all physical attacks, normal damage from fire and other energy type attacks and take double damage from cold and freezing attacks (being made of human fluids). They can squeeze through any gap of at least 1/16th of an inch square, though it will take them a whole turn of vulnerability to do so.

Acidic: The touch of the bileblow does 1d6 damage when it strikes or is struck and constantly to anything it rests against.

Vomitous: Upon engaging in close combat with a bileblow, the combatant must make a save vs Poison or lose their next turn to vomiting (or dry heaving). Improve their chances of saving by 1, each time they succumb.

BLOODBROU & MENSTRUUM

Bloodbrou and menstruum are both the animated forms of human blood, one spilled from veins, the other spilled through menstruation. Bloodbrou and menstruum can be as thin as water, as thick as tar or can harden into tough scabs making them versatile and capable of causing great carnage.

Bloodbrou can emerge spontaneously at the fresh sites of battles where a great deal of magic has been used and menstruum can occur where large numbers of magically capable women are cloistered together for long amounts of time (nunneries or all-female schools of magic, for example).

Bloodbrou can be summoned by cutting oneself - for 1d4 damage - and infusing the resulting spillage with magic. Menstruum can, however, only be summoned at the correct time of the month. Menstruum are considered unclean and unholy and can have a severe and deleterious effect upon the magic of clerics.

BLOODBROU

Hit Points: 11d8 (50 hit points)

AC: 14

Attacks: 2 x pseudopod for 1d6 damage, +11 to hit.

Move: 120' (ground).

Morale Level: 10

Special Abilities:

Slime: Excrescences are slimes and as such take half damage from all physical attacks, normal damage from fire and other energy type attacks and take double damage from cold and freezing attacks (being made of human fluids). They can squeeze through any gap of at least 1/16th of an inch square, though it will take them a whole turn of vulnerability to do so.

Scabbed: Bloodbrou can thin and thicken and even scab over to protect themselves from harm, this has boosted their Armour Class.

MENSTRUUM

Hit Points: 8d8 (41 hit points)

AC: 14

Attacks: 2 pseudopods for 1d6 damage, +9 to hit.

Move: 120' (ground).

Morale Level: 10

Special Abilities:

Slime: Excrescences are slimes and as such take half damage from all physical attacks, normal damage from fire and other energy type attacks and take double damage from cold and freezing attacks (being made of human fluids).

They can squeeze through any gap of at least 1/16th of an inch square, though it will take them a whole turn of vulnerability to do so.

Scabbed: Menstruum can thin and thicken and even scab over to protect themselves from harm, this has boosted their Armour Class.

Unclean: Menstruum that successfully strike a cleric (or other user of holy magic if such exist in this game) force them to make a save vs Magic, or lose access to their spells until they are able to cleanse themselves.

CERUMENSCH

A cerumensch is an animated, slithering mass of earwax in the rough, approximate shape of a man. It is thick, slipping in chunks against itself as well as anything it touched and leaving a bitter, waxy sheen on everything it so much as brushes against.

Cerumensch can be created as a result of magical infections, sound-based magic or thaumaturgical pollution of earwax collected for use in creating inks for illumination or alchemical healing substances.

Cerumensch are summoned by picking a small amount of earwax from one's ear and infusing it with magic, causing it to rapidly grow into a waxy servant.

Hit Points: 9d8 (41 hit points)

AC: 14

Attacks: 1 pseudopod for 1d8 damage, +9 to hit.

Move: 120' (ground).

Morale Level: 10

Special Abilities:

Slime: Excrescences are slimes and as such take half damage from all physical attacks, normal damage from fire and other energy type attacks and take double damage from cold and freezing attacks (being made of human fluids). They can squeeze through any gap of at least 1/16th of an inch square, though it will take them a whole turn of vulnerability to do so.

Deafening: Being struck by the cerumensch must make a save vs Magic, or be rendered deaf - at least until they have a few turns free to unblock their ears of the goo.

EYESCRETION

A sodden, gelatinous mass, the eyescretion blinks in unsettling ripples from the ghostly shapes of thousands of eyes. Watery and foul, it attempts to blind and mutilate the faces of those it attacks, gouging out their eyes to add to its own mass.

Eyescretions can be spontaneously formed when the eyes of magical creatures are destroyed in battle or corrupted with misapplied magic.

When they are summoned the caster who summons them must gouge out their own eye, blinding themselves in that eye and doing themselves 2d6 damage in the process.

Hit Points: 12d8 (54 hit points)

AC: 12

Attacks: 1 pseudopod for 1d6 damage, +12 to hit.

Move: 120' (ground).

Morale Level: 10

Special Abilities:

Slime: Excrescences are slimes and as such take half damage from all physical attacks, normal damage from fire and other energy type attacks and take double damage from cold and freezing attacks (being made of human fluids). They can squeeze through any gap of at least 1/16th of an inch square, though it will take them a whole turn of vulnerability to do so.

Blinding: A strike from an eyescretion can fill your eyes with slick, salty, burning good. A save vs Poison must be made or the target is blinded for 2d6 turns.

Devouring Sight: The eyescretion can eat the eyes of an incapacitated or dead target. That does 2d6 damage to the target (if it can still take damage) and permanently blinds them. The eyescretion, in the meantime, regains 2d4 hit points.

LAMENTIDE

Less of a slime, more of a watery, standing wave, the lamentide is a wall of tears, salty, wet and carrying with it an aura of unbearable pain.

Hit Points: 8d8 (36 hit points)

AC: 18

Attacks: 1 pseudopod for 1d6 damage, +8 to hit.

Move: 120' (ground).

Morale Level: 10

Special Abilities:

Slime: Excrescences are slimes and as such take half damage from all physical attacks, normal damage from fire and other energy type attacks and take double damage from cold and freezing attacks (being made of human fluids). They can squeeze through any gap of at least 1/16th of an inch square, though it will take them a whole turn of vulnerability to do so.

Lament: A strike by a lamentide can fill the target with an overwhelming sense of pain, anguish and loss. They must make a save vs Magic or be reduced to a kneeling, sobbing mess for 2D4 turns until they are able to compose themselves again. Each turn, for each person crying within twenty feet of the lamentide it regains one hit point, the tears flowing through the air to join its mass.

LACTYTE

Its stench is sickly sweet, enough to make you sick. Creamy yellow-white it moves thickly and sluggishly and then with abrupt lurching speed. It froths, it sticks, it cloys, it's warm and slick and unsettling.

Lactytes can form spontaneously when unholy things are suckled at the teat or as the result of pacts and magics used in exchange for a safe pregnancy and delivery. Uncontrolled ones will seek out and smother children in their misguided attempts to care for them.

Lactytes can only be summoned by female magic users who are currently producing milk. They are fiercely loyal to their summoners - and their friends and family - for as long as they last.

Hit Points: 12d8 (54 hit points)

AC: 12

Attacks: 1 pseudopod for 1d6 damage, +12 to hit.

Move: 120' (ground).

Morale Level: 10

Special Abilities:

Slime: Excrescences are slimes and as such take half damage from all physical attacks, normal damage from fire and other energy type attacks and take double damage from cold and freezing attacks (being made of human fluids). They can squeeze through any gap of at least 1/16th of an inch square, though it will take them a whole turn of vulnerability to do so.

Mother's Milk: Lactytes can heal with a touch. Rather than attacking with their pseudopod they can touch it to a friend or ally of their caster and sacrifice 1d4 of their own hit points to heal the target of 1d8 hit points of damage they have taken.

MUCOUSA

A mucousa is a grotesque green-and-yellow mass of mucous, sputum and snot. Its outer surface is crusted and dry, constantly breaking and solidifying again while the middle remains wet and slick. It is rife with disease and bacteria, causing rot and sickness in everything it touches.

Mucousa can occur naturally as the result of magical diseases, more commonly they are created by summoners, brought forth with a cough, a sneeze or the digging of a finger into their own nose.

Hit Points: 10d8 (45 hit points)

AC: 14

Attacks: 1 pseudopod for 1d6 damage, +10 to hit.

Move: 120' (ground).

Morale Level: 10

Special Abilities:

Slime: Excrescences are slimes and as such take half damage from all physical attacks, normal damage from fire and other energy type attacks and take double damage from cold and freezing attacks (being made of human fluids).

They can squeeze through any gap of at least 1/16th of an inch square, though it will take them a whole turn of vulnerability to do so.

Pestilence: Those struck by a mucousa must make a poison save or be infected with its disease. Mucousa carry 'The Creeping Crud'. It causes an instant loss of -1 point of Constitution and the disease - liquid filled lungs and streaming nostrils - continues for 1d4 days requiring a poison save every six hours or the loss of another point of Constitution. Lost points are regained at the rate of one per day. Anyone killed by The Creeping Crud dissolves into and becomes a new, uncontrolled, mucousa.

PISSTRESCENCE

A foul-smelling, dirty yellow, whirling wave of urine as though summoned from the sewage tunnels themselves. This sickening wave hits fast and soaks its enemies to the skin in foulness, leaving a thick, ammonia-smelling sludge in its wake.

Pisstrescence's emerge naturally where the sewage system is infiltrated by magical materials and the outwash from alchemy labs. When they are summoned the summoner must excrete some urine in order to bring them to life.

Hit Points: 11d8 (50 hit points)

AC: 12

Attacks: 1 pseudopod for 1d6 damage, +11 to hit.

Move: 120' (ground).

Morale Level: 10

Special Abilities:

Slime: Excrescences are slimes and as such take half damage from all physical attacks, normal damage from fire and other energy type attacks and take double damage from cold and freezing attacks (being made of human fluids). They can squeeze through any gap of at least 1/16th of an inch square, though it will take them a whole turn of vulnerability to do so.

Stinking Soak: Anyone struck by the pistrescence must make a save vs Paralysis or suffer a -1 penalty to their attack rolls through the stink and being soaked through. Additionally this 'territorial marking' means that any other enemies of the target attacking them gain a +1 bonus to their attack rolls.

PUSCUM

A greenish-yellow mass, streaked with blood and stinking like ancient cheese, the puscum is a lumpy, cheesy mass of rot and wound discharge carrying with it sickening diseases.

Puscum can occur naturally when attempts to heal with magic go awry, or when an attempt is made to raise the dead when some life still remains in the body.

Summoned puscum must be summoned from your own wounds - the summoner must both have missing hit points and be suffering from a disease. A diseased wound must be opened, causing 1d6 hit points of damage, to release the mass of pus that spawns the creature.

Hit Points: 12d8 (54 hit points)

AC: 12

Attacks: 1 pseudopod for 1d8 damage, +12 to hit.

Move: 120' (ground).

Morale Level: 10

Special Abilities:

Slime: Excrescences are slimes and as such take half damage from all physical attacks, normal damage from fire and other energy type attacks and take double damage from cold and freezing attacks (being made of human fluids). They can squeeze through any gap of at least 1/16th of an inch square, though it will take them a whole turn of vulnerability to do so.

Pestilence: Those struck by a puscum must make a poison save or be infected with its disease. Muscousa carry 'The Weeping Ulcers'. It causes an instant loss of -1 point of Strength and the disease - painful, weeping ulcers - continues for 1d4 days requiring a poison save every six hours or the loss of another point of Strength. Lost points are regained at the rate of one per day. Anyone killed by The Weeping Ulcers dissolves into and becomes a new, uncontrolled, puscum.

Ulceration: The touch of a puscum rots and burns living flesh, causing an additional 1d6 damage to living targets.

RHEUMSTORM

Rather than a liquid, a rheumstorm is a swirling mass of crust, dust and grit - drawn from the corners of the eyes. It tears at the skin like sand while carrying a soporific aura with it that can throw people into a magical sleep.

Rheumstorms can occur naturally where someone has stayed awake for a long time via the intervention of magic, or has been made to sleep for an unnaturally long time via the same means.

Summoned rheumstorms can only be made in the morning hours, before the rheum has completely fallen away naturally.

Hit Points: 8d8 (36 hit points)

AC: 14

Attacks: 1 pseudopod for 1d8 damage, +8 to hit.

Move: 120' (ground).

Morale Level: 10

Special Abilities:

Slime: Excrescences are slimes and as such take half damage from all physical attacks, normal damage from fire and other energy type attacks and take double damage from cold and freezing attacks (being made of human fluids). They can squeeze through any gap of at least 1/16th of an inch square, though it will take them a whole turn of vulnerability to do so.

Sandstorm: The rheumstorm is constantly churning and twisting. Anyone who it attacks, or who attack it in close combat, automatically take a single hit point of damage from the crust impacting and scratching their skin. Soporific: When struck by a rheumstorm, or its sandstorm, the target must make a save vs Magic or immediately fall into a magical slumber. When they take harm or someone attempts to wake them they can make a save vs Paralysis to return to consciousness.

SEMENTAL

A thick, seeping mass resembling paste or glue, the Semental slops and gloops its way around leaving strings and loops of stickiness in its path that rapidly dry and flake.

Sementals can be spontaneously formed through the use of magic in sex, or in the mating of the mundane with the magical (such as succubi). When they are summoned they be formed from the caster's own sexual effluvium. Something not easily accomplished with rapidity or in the heat of battle.

Sementals are so potent with creative energy and magic that they can - and do - impregnate almost anything animal and alive that they run into. Sementals are hard to control, driven on a pure, hungering instinct to fight and impregnate everything they can.

Hit Points: 9d8 (41 hit points)
AC: 12
Attacks: 2 pseudopods for 1d8 damage, +9 to hit.
Move: 120' (ground).
Morale Level: 10
Special Abilities:

Slime: Excrescences are slimes and as such take half damage from all physical attacks, normal damage from fire and other energy type attacks and take double damage from cold and freezing attacks (being made of human fluids). They can squeeze through any gap of at least 1/16th of an inch square, though it will take them a whole turn of vulnerability to do so.

Impregnation: Sementals can, on a successful strike, impregnate any animal creature or being that they strike. Such a target must make a save vs Poison roll or be impregnated with a by-blow, a deformed creature, somewhat humanoid and resembling the 'father' (who created the semental). The by-blow gestates over nine months and while it can be cut out or otherwise expunged in that period it will otherwise tear its way free when it comes to term, causing 1d8 hit points of damage to a female victim and 2d8 to a male on its way out. By-blow statistics are up to the Games Master to create, but it is suggested that they have a base AC of 13, 1 attack with teeth and nails for 1d4 damage, a number of hit dice and a bonus to hit equal to half the 'father's' level and a Morale level of 8.

SHYTEWAVE

A stinking mass of churning fecal matter, the shytewave rolls and roils, twists, turns, pushes through gaps in chunks and flows back together. It constantly bubbles and farts, exuding a foul stench over a wide area that chokes any who come close to it.

Hit Points: 7d8 (32 hit points)

AC: 14

Attacks: 1 pseudopod for 1d10 damage, +7 to hit.

Move: 120' (ground).

Morale Level: 10

Special Abilities:

Slime: Excrescences are slimes and as such take half damage from all physical attacks, normal damage from fire and other energy type attacks and take double damage from cold and freezing attacks (being made of human fluids). They can squeeze through any gap of at least 1/16th of an inch square, though it will take them a whole turn of vulnerability to do so.

Eternal Stench: Those struck by a shytewave must make a save Vs Magic or they become soaked to the very skin with an ungodly stench. This stench causes them to suffer a -1 penalty to all their attack rolls, but inflicts the same penalty on anyone attacking them in close combat. A save can be made again every six hours to get rid of the smell, or each time at least an hour is spent bathing - with proper soap and scrubbing.

Satan's Arse: A shytewave has a truly powerful and eyewatering stink. The

smell makes eyes water and nostrils burn. It imposes a -2 penalty upon anyone fighting it in close combat and the stink exudes out twenty feet in all directions with sufficient power to require a Poison save or succumb to vomiting for 1d4 turns, unable to do anything but throw up.

SPITTLEFROTH

A foaming mass of frothing spit, fighting the spittlefroth is like trying to punch air. One moment a mass of airy bubbles, the next a solid tentacle of wet spit striking at you. Slick, slimy and becoming increasingly disgusting and smelly over time, the spittlefroth appears weak and ephemeral but is anything but.

Spittlefroths can come about spontaneously from the drinking of corrupted potions or the desperate and spit-flinging botched invocations of words of power.

When summoned the caster spits, the froth foaming up rapidly from that spittle. It generally oozes low to the ground, to avoid being blown away, returning to its full height only as it moves to the attack.

Hit Points: 9d8 (41 hit points)

AC: 16

Attacks: 1 pseudopod for 1d6 damage, +9 to hit.

Move: 120' (ground).

Morale Level: 10

Special Abilities:

Slime: Excrescences are slimes and as such take half damage from all physical attacks, normal damage from fire and other energy type attacks and take double damage from cold and freezing attacks (being made of human fluids). They can squeeze through any gap of at least 1/16th of an inch square, though it will take them a whole turn of vulnerability to do so.

Bubbles: Even more so than normal slimes, spittlefroth is relatively immune to certain attacks. Spittlefroth takes 1/4 damage from physical attacks.

SWEATTA

Sweatta are slick, salty, slippery, watery masses that gives off a great deal of heat, steaming sweltering and offending the nose as they splash and wash in all directions.

Sweatta can occur spontaneously where high magic fields and heat coincide, through the consumption of corrupted potions or alchemical or magical forging of weapons - near the fire and close to magic.

Summoned sweatta are brought into being with a swipe of the armpit or the wringing of a handkerchief. Sweat isn't too hard to find in the heat and panic of battle.

Hit Points: 10d8 (50 hit points)

AC: 14

Attacks: 1 pseudopod for 1d6 damage, +10 to hit.

Move: 120' (ground).

Morale Level: 10

Special Abilities:

Slime: Excrescences are slimes and as such take half damage from all physical attacks, normal damage from fire and other energy type attacks and take double damage from cold and freezing attacks (being made of human fluids). They can squeeze through any gap of at least 1/16th of an inch square, though it will take them a whole turn of vulnerability to do so.

Heat: Sweatta give off a constant, steamy, scalding heat. This steamy cloud of sweat burns the skin of anyone engaged in close combat with it for 1 point of damage per turn. In addition, anyone within 10 ft of the sweatta must make a save vs Magic or be limited to a single action in each turn. Their heated sluggishness also reduces their AC by -2 until they leave the area of the heat.