



GOO

GRIMMOIRE

So, what is this?

The **Goo Grimoire** is a Supplement for **Swords & Wizardry**. It presents new amorphous, slimy creatures and adds new goo-related spells for the Magic-user class.

This supplement was made for the **Swords & Wizardry Appreciation Day 2015**.

Who made this?

This supplement was made by **Szymon “Noobirus” Piecha** and **Łukasz Kołodziej**.

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Rules of Goo!

Every slimy creature presented in this book is immune to slashing weapons, frost and lightning, unless stated otherwise.

All creatures made out of slime can squeeze through tiny holes or bars, unless that creature has consumed something big and hard, which could make him get stuck and prevent further movement.

All creatures presented here have a Move of 6.

Bitter Cup

Hit Dice: 1+2

Armor Class: 9 [10]

Attacks: Burn (1d4)

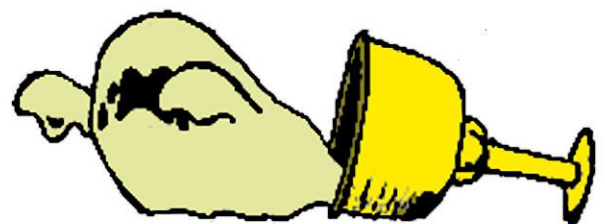
Saving Throw: 17

Special: Looks like beer, double damage when consumed

Alignment: Neutrality

Challenge Level/XP: 3/60

Bitter Cups are tiny slimes, that look and smell like beer or other alcoholic beverages. Bitter Cups hide in jugs, cups, tankards or mugs. These creatures are acidic and deal double damage if consumed (after being consumed and dealing damage, the Bitter Cup dies).



Blood Clot

Hit Dice: 10

Armor Class: 6 [13]

Attacks: Charge (2d8)

Saving Throw: 5

Special: Blood control, weak vs. healing

Alignment: Neutrality

Challenge Level/XP: 11/1,700

Blood Clots look like gigantic, moving balls of blood. After hitting an enemy who has open wounds, the Blood Clot enters the victim's veins and controls his every movement. The only way to remove a Blood Clot from the body is to use healing spells on the victim. Of course, another way is to kill the victim, wait for the Blood Clot to leave his body, and then kill the slime. Healing spells also damage the Blood Clot, instead of healing it.



Crystal Clear

Hit Dice: 5+2

Armor Class: 6 [13]

Attacks: Consume (2d4+2)

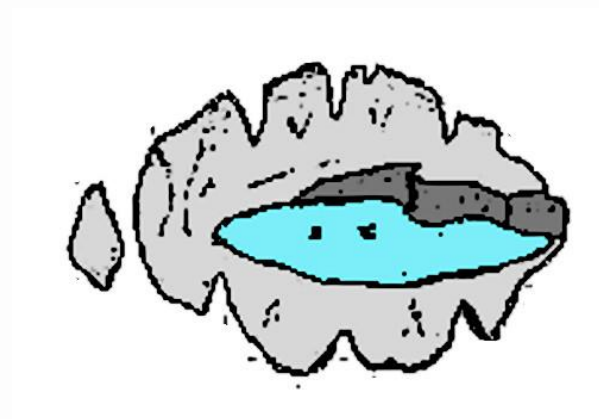
Saving Throw: 9

Special: Like water, weak vs. lightning

Alignment: Neutral

Challenge Level/XP: 7/600

Crystal Clears look like... lakes, mundane lakes with clear water. When a creature comes too near and tries to drink from the Crystal Clear, the monster snatches the victim and consumes it. In contrast to other goo creatures, the Crystal Clear is actually weak against lightning-based damage, all damage from such source is doubled.



Dragon Cube

Hit Dice: 4 + dragon HD

Armor Class: -2 [21]

Attacks: Charge (3d6)

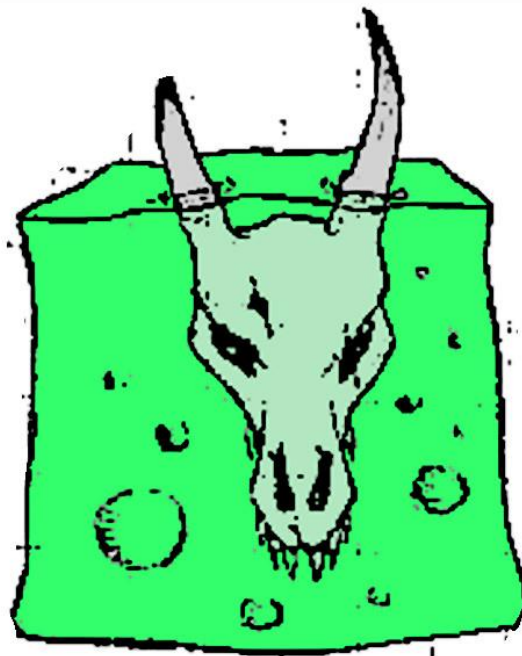
Saving Throw: 8

Special: Dragon power, spit/breath, levitate

Alignment: Chaos

Challenge Level/XP: 12/3000

Probably the most terrifying goo creature alive. Somehow, this slimy monster managed to defeat and consume a whole dragon. The Dragon Cube has a HD equal to the consumed dragon increased by 4. This monster may also use the dragon spit or breathe of the consumed dragon (for example, if a red dragon was consumed, the dragon cube may breathe fire). Dragon Cubes can also levitate, though they lose this ability, if the bones inside the slimy body become damaged.



Fluid Metal

Hit Dice: 9

Armor Class: -1 [20]

Attacks: Weapon form (3d6)

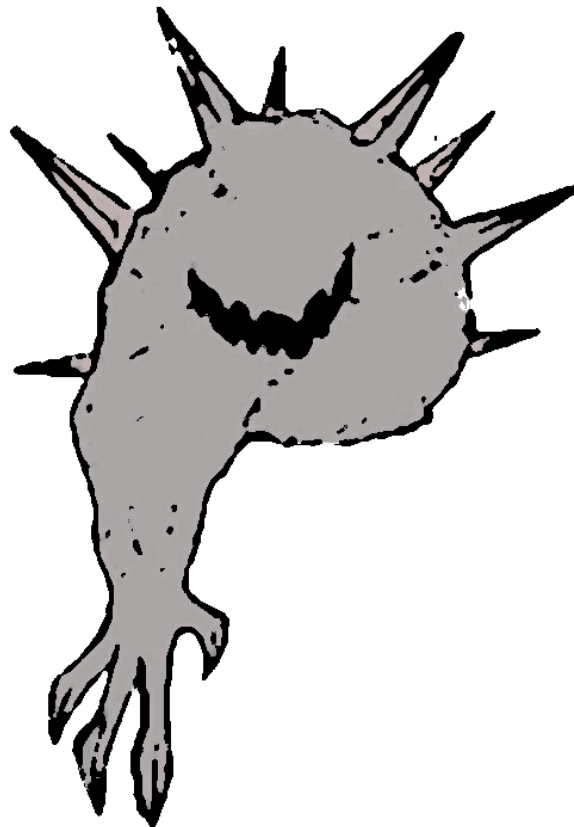
Saving Throw: 10

Special: Transform into a weapon

Alignment: Neutrality

Challenge Level/XP: 10/1400

This hard, shiny, grey slime can transform into any weapon while attacking its prey – from a simple sword, to a working crossbow. While attacking houses, the slime can also transform into a catapult, which shoots parts of his hard body.



Goo Girl

Hit Dice: 4

Armor Class: 8 [11]

Attacks: Slap (1d4+1)

Saving Throw: 10

Special: Looks

Alignment: Good

Challenge Level/XP: 4/120

Every male who meets a Goo Girl for the first time becomes charmed for 2d10 rounds (Saving Throw permitted). Goo Girls are rarely evil, just curious.

CENSORED

King Slime

Hit Dice: 6

Armor Class: 8 [11]

Attacks: Charge (2d4+2)

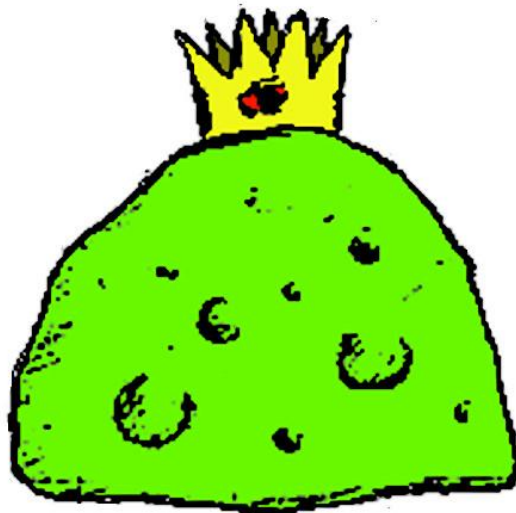
Saving Throw: 12

Special: King of slimes, immune to lightning and cold

Alignment: Neutrality (15% chance to meet a Lawful King Slime)

Challenge Level/XP: 6/1100

A giant, green slime with a crown on the top. Whenever the King Slime loses HP due to an attack, he spawns that many Pawn Slimes around him. It is said, that also intelligent, lawful King Slimes exist, who rule over underground slime kingdoms. The Slime King's crown can be removed after the creature's death and sold for 2d100gp.



Magma Gunk

Hit Dice: 10

Armor Class: 6 [13]

Attacks: Charge (3d8)

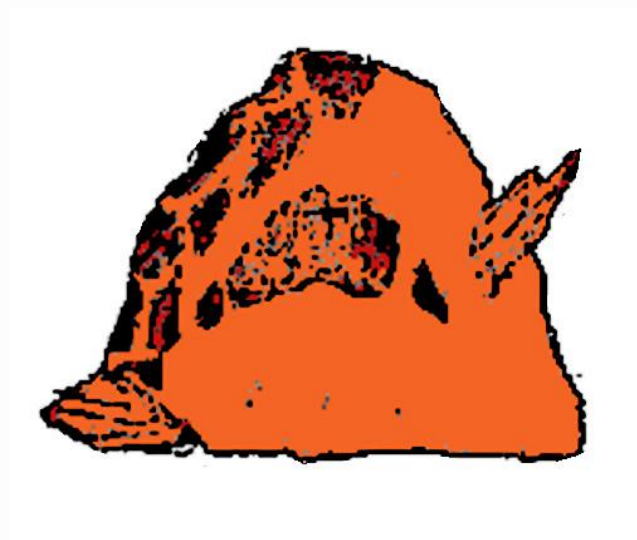
Saving Throw: 5

Special: immune to fire, weak vs. water

Alignment: Neutrality

Challenge Level/XP: 11/1,700

A living mound of magma. These monsters live in hot, volcanic areas or dungeons filled with lava. Magma Gunks are immune to fire, but the damage they deal is reduced to 2d6, if they touch water.



Meat Heap

Hit Dice: 15

Armor Class: 9 [10]

Attacks: Charge (2d4)

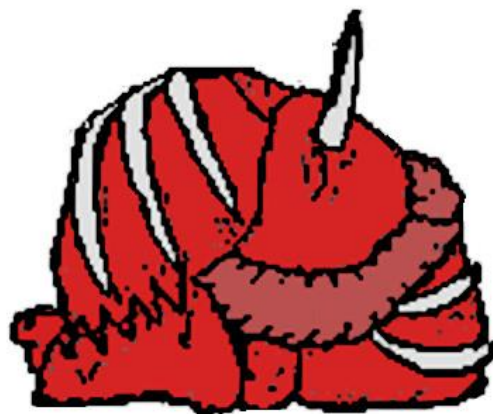
Saving Throw: 15

Special: Hates his creator, resurrecting is deadly

Alignment: Chaos

Challenge Level/XP: 4/120

Sometimes, necromancy goes really wrong... As the name implies, Meat Heaps are a giant, moving pile of meat mixed with blood. They are a result of a failed resurrection or animate dead spell. Meat Heaps hate their “creator” and will do anything in order to kill him. Meat Heaps may have an absurd amount of Hit Points, but their attacks are pretty weak. Casting a Resurrection or Reincarnation spell on the monster instantly kills it.



Pawn Slime

Hit Dice: 1

Armor Class: 9 [10]

Attacks: Charge (1d4)

Saving Throw: 15

Special: Servant, immune to lightning and cold

Alignment: Neutrality

Challenge Level/XP: 1/20

Pawn slimes are loyal servants of the great King Slime, they are always near him and sometimes they even fuse with him. If a Pawn Slime fuses with a King Slime, the King regenerates 1d4 HP.



New Spells

The following chapter introduces new goo-related spells for the Magic-user class.

Gooify

Spell level: Magic-User, 1st level

Range: Caster

Duration: 1d6 rounds

For a brief moment, the body of the caster turns into goo. The character cannot cast spells in this state, but he can move through cracks, small holes and bars.

Slippery Slime

Spell level: Magic-User, 2nd level

Range: 120 feet

Duration: Permanent

A 40 feet wide puddle of slime appears in the area chosen by the caster. Whoever moves into or out of the slime must pass a Saving Throw, or slip and fall on the ground.

Slimy Tentacles

Spell level: Magic-User, 3rd level

Range: 240 feet

Duration: One hour

A magical, slimy tentacle entangles the chosen foe and prevents him or her from moving (Saving Throw permitted). The tentacle cannot be cut and is immune to frost and lightning. The entangled foe receives 1d4 damage each turn and the caster may move the tentacle up to 60 feet each turn along with the foe.

Summon Slime

Spell level: Magic-User, 4th level

Range: N/A

Duration: One hour

Summons one monster chosen from this book. The monster's HD cannot exceed the level of the caster.

Muck Ball

Spell level: Magic-User, 5th level

Range: N/A

Duration: Instantaneous // One hour (sticky slime)

A big, slimy orb shoots from the caster's hand. The muck ball explodes into a rain of sticky, acidic slime at the targeted area. The radius of the explosion is 20 feet and it deals 1d4 damage per caster level to all targets. All creatures harmed by the Muck Ball cannot move (Saving Throw permitted) for one hour.

Gunk Barrier

Spell level: Magic-User, 6th level

Range: Caster

Duration: Two hours

Creates a magical goo barrier around the caster. All non-magical weapons deal no damage to the caster and dissolve after touching the goo. The barrier may be destroyed by fire.

Understand Goo

Spell level: Magic-User, 7th level

Range: Caster

Duration: One hour

The caster can speak with amorphous creatures and understands their intensions.

Slime Form

Spell level: Magic-User, 8th level

Range: Caster

Duration: One hour

The caster's body turns into goo. Unlike the "Gooify" spell, the Slime Form is much more stable and allows the caster to keep his humanoid form and perform other actions, even casting spells. The Slime Form allows the caster to squeeze through any tight spot, and also makes him immune to lighting, frost and slashing weapons.

Genius Loci

Spell level: Magic-User, 9th level

Range: Up to one mile

Duration: Until caster's death or until dispelled

This spells summons a gargantuan slime, which consumes the whole realm. The slime is non-acidic and empty inside, his size is determined by the caster (max. 1 mile). The slime does not move or attack, it simply stays in place, creating a quite surrealistic landscape. The slime is completely indestructible and can resist even the most powerful spells. Nobody can leave the terrain "protected" by the slime, not even his creator. The spell may be dispelled anytime by the caster. Creating a second Genius Loci dispels the previous one.

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