

Gregorius21778:

Almanac of Blobs



*25 Blobs, Slimes and Oozes
..and a few additional rules*

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

Version 1.3; written by Kai Pütz
(c) 2018

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Blobs. Slimes. Oozes. Puddings and jelly-things. They come handy for a Referee in need of a monster, they come in a variety of colors and sizes. The players are as used to them as they are to orcs, so they tend to be a tiny bit more wary in regard to them. These unnatural things tend to have nasty attacks, the players know it. And often they know -what- attack exactly they are to face, or so they think.....

This supplement provides:

- 35 different blob creatures
- suggested rules that make them “different” to other kinds of monsters
- optional combat rules to reflect the blobs unique fighting style
- all written for and compatible with *Lamentations of the Flame Princess*(tm)

“Standard” Blob

Alignment:	Neutral /Chaotic
*Movement:	25' (Combat)
*Armor Class:	as Unarmored (AC:12)
Hit Dice:	1+
*Attacks:	1+
*Damage:	1d6
Moral:	12

Blobs, oozes and slimes are unnatural creatures and should thereby be affected by spells against “evil” and/or “chaotic” entities, no matter if their alignment is neutral or not. A neutral blob is merely mindless, but foreign (and anathema) to nature nevertheless.

A blob’s anatomy lacks the complexity and versatility of higher life forms. This grants them resilience, but also puts them at a disadvantage in certain situations.

Senses: most blobs have no sensory organs to give them sight and are thereby considered *blind*, although they are able to sense their surroundings in a certain radius. This means that they cannot be tricked by most illusions, but are unlikely to discern between different characters when they attack. They will have no means to identify a spell-caster, weaker opponent or the one wielding the magic staff of fireballs as such, and will attack the closest opponent instead. The actual range of their unnatural senses is up to the Referee, but 60’ is a good rule of thumb (90’ for more dangerous blobs). Whatever they have in place of a nervous system is inferior to that of any other life form. This means they are immune to pain, but roll a d4 to determine Initiative.

Intellect: without any real mind or self-awareness, a blob is unlikely to have elaborate strategies, but only simple, “instinct” based reactions. They are immune to spells and attacks that attempt to confuse, cause fear or shock, but cannot counter any strategy of the characters and will fall for even simple traps. As they have no personality, it is impossible to *charm* them.

Physiology: Blob’s are the most simple life forms imaginable. While this means that there are no delicate and vital organs to harm, it also means that many biological functions common among more complex species are not present in a blob. Most mundane attacks will only have a reduced damage potential, and may do no damage at all (see below).

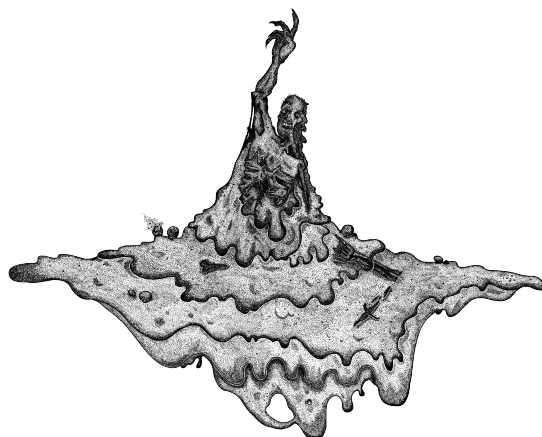
1d4:	1
1d6:	2
1d8:	3
1d10+:	4

Every damage above the damage potential is ignored. When the damage is caused by a hard hit with a blunt weapon, the damage potential is increased by +1. Attacks by magic are usually not reduced (Referee’s choice). If an attack features multiple dice as part of its damage code, each result is checked for separately.

Most blobs will have unpredictable reactions to poison. When poison damage is applied based on damage dice, the Referee should ignore any uneven die results, but double any even. If a poison deals a fix amount of damage (or other effect), a d6 is used to determine if the blob is unaffected (1-2), affected as usual (3-4) or suffers twice the effect (5-6).

A blob will deal an automatic hit with maximum damage to a helpless victim, but cannot finish it off (as it has no weapon or ability to kill quickly).

Movement: the safest thing to do when facing a blob is to run. Few of them are able to chase a human being successfully, and without limbs they have a hard time to climb (reduce any upward movement by half or even to a quarter of the original movement). On the other hand, they are not hampered by difficult terrain and may “slime up” a sheer vertical surface, or even attach themselves to a ceiling (Referee’s choice). Downhill, they may “flow” (double or even quadruple their speed).



Different Flavors of Nastiness

Like any monster in OSR games, how much of a threat a blob is in combat is reflected by its *Hit Dice*, but the Referee should think about the in-game trait that reflects this quality. A blob might be a bigger threat (have more Hit Dice) because of its *size*, its *quickness* or the *multiplicity* of its attacks.

By adding one (or more) of the following traits to the standard blob template, two otherwise identical blobs become different opponents.

Size: a blob that becomes more dangerous due to its mass should have an increased number of Hit Points as well. After all, more mass means that it will be able to take more hits, as it has no vital organs but must be squashed, sliced and diced. Add +2 Hit Points per HD over the first.

Being huge allows more attacks as well (through sheer mass that may be brought into contact with a victim). For every two HD over the third, the monster gains +1 attacks.

Being humongous has a downside: one is easier to hit. The AC should be decreased in effectiveness by one point for every two HD over the second. In addition, the blob reduces its combat speed by 10' for every three HD above the second.

Quickness: a blob is not fast (although there are rumors about *slimes on speed* or *quicksilver blobs*), but it may be quick. Like an alligator is capable of short sprints, a blob may be able to throw some of its mass around for fast and sudden attacks that are hard to defend against.

A quick blob has an *Initiative Bonus* in combat equal to its HD and gains an additional attack for every two HD above the first.

Furthermore its AC is increased by one step for every three HD above the second.

Multiplicity: generally, a blob attacks and damages an opponent by forcing it into contact with some of its body mass. Some can form many pseudopods and flail them wildly in an attempt to overcome the attempts of defense and evasion of their opponents.

This kind of blob gains an additional attack for every two HD above the first. Furthermore, its AC is increased by one point for every two HD above the second, as the flailing and threshing pseudo-limbs may thwart or block an incoming strike or arrow.

Optional Combat Rules for Blobs

Combat with a blob has three different stages. *Melee*, *to close for comfort* and *enveloped*. The actual stage will change due to successful attacks of the monster or counter-measures of the character facing it:

Melee is the stage the battle starts in. The normal rules for combat (and those stated in the previous rules) apply.

After the first successful attack the victim is...

To close for comfort: the blob managed to slither even closer to its target, and threatens to envelope it. The monster gets a +2 bonus to all further attack rolls and the damage rolls get a +1 bonus as well. The victim gains the same attack bonus, but may want to return to the "melee" stage. To do so, the character must forfeit an attack or *Save vs. Paralyze* at the end of its turn. Both of these options are not available when the blob is *quick*.

When the blob's next attack misses, the state is reverted to Melee again. Otherwise the victim becomes...

Enveloped: the blob is now around one of the victims limbs, partially covers its abdomen and winds its way up to slither over the whole of the body. It automatically succeeds with one attack per round and rolls twice for damage (highest result is kept). The victim is now considered to grapple with the blob. If the victim can take control of the grapple (the blob gets a bonus equal to twice its HD), it may remove enough of the blob to change the stage back to "to close for comfort". Otherwise the victim will be fully covered at the start of the next round, and suffers full damage each round as the blob hits automatically. All attacks against the blob will hit the victim as well (half damage).



25 Blobs, Slimes and Oozes

#01 Amnesia Blob

The creature's mere presence and touch are detrimental to the mind. It absorbs the memory and thoughts of its victims as much as flesh and bones.

An Amnesia Blob does not suffer from the drawbacks listed under "Intellect", but keeps the benefit of an otherwise non-aware state of mind. Amnesia Blobs attack the character with the highest Intelligence first. A successful attack causes an effect akin to a *Confusion* spell with a level equal to the HD of the blob, but only once per character and only on a failed *Save vs. Devices*.

After ending or leaving a melee with an Amnesia Blob, a character must *Save vs. Magic* or will have no access to long-term memory for 2d6 turns. Magic-Users may not use spells during this period.

Weakness: Any being with an Intelligence of 7 or lower profits from a benefit equal to an *Invisibility* spell, as the blob has trouble to pick up the mental activity.

#02 Bone-Eater Blob

The Bone-Eater has little use for the flesh of its victims, but rather weakens and liquefies the bones to suck up calcium and marrow. In combat any successful attack calls for a *Save vs. Poison* (instead of causing damage). The effects (see below) only manifest after the second failed saving throw: the poison builds up inside of the body and only then seeps through to the bones below.

No.	Success	Failure
2 nd	-1 on next Saving Throw	1d4 damage; -1 CON
3 rd	-2 on next Saving Throw	1d6 damage; -1d4 CON
4 th	-3 on next Saving Throw	1d8 damage; -1d6 CON

All further saving throws follow the same rules as the 4th. The Constitution damage may be permanent: at the end of the first day after the encounter, the character must *Save vs. Death*. On a success, 1d4 points of CON are regained and the character may regain further points at the end of the next day after a saving throw (as above). As soon as one saving throw is failed, the remaining attribute damage will not heal naturally but may be restored with *Cure Serious Wounds* or similar magic effects.

Weakness: the creature's fluids react with vinegar and wine. A quart of wine will do 1d4 damage, a quart of vinegar will deal 1d8 damage.

#03 Carcass Ooze

The pale red Carcass Ooze has developed an astonishing mimicry ability and ambush hunting tactic. When it senses a carcass (which it does from up to 100 yards away) it will first approach and consume it (after it confronted any other predators that may claim it) before it oozes over the remaining bones and changes its surface structure and coloration to resemble raw meat. It also mimics the smell of a left-behind kill. As soon as a predator (or character) comes close, the ooze gives up its disguise and attacks (*Ambush*). The lag of buzzing flies around the "carcass" is the only clue that something is wrong.



#04 Contagious Blob

While the blob tries to destroy and consume its victim, it attempts to turn it into a hotbed for off-spring at the very same time. If the monster wins, it feeds. If it fails, it may multiply.

Any character that was harmed by a Contagious Blob in melee will feel slightly feverish after a turn. Upon inspection, many spots on the skin (those that came into contact with the fluids of the blob) feel wet and soft, and seem to be more elastic than they should be.

The Referee rolls a *Save vs Death* in secret for each victim. Those who lost more than half of their hit points (if in combat against the blob or before does not matter) suffer a -2 penalty. Those who fail will grow very weak within the next 1d4 hours, and their entire body will begin to numb (-2 to all dice rolls). The exposure to the blob now turns their own flesh against itself, and large parts of their torso will soon be covered in swelling bumps (which they do not feel due to the numbness). Victims need to be treated with *Cure Serious Wounds*, *Cure Disease* or surgery (2d4 permanent CON damage) within the next 2d6+20 hours. Otherwise they will collapse within another hour and fall into a coma. 2d6 hours later 1d4 minor Contagious Blobs (HD: 0, 1d4 hit points each) will form out of the victims flesh and begin to feast on the body. The victim will have died half-way through the forming process.

Weakness: A *Cure Disease* spell will deal 1d8 damage per level of the caster to the blob.

#05 Corrosive Blob

The creature does not feed on biological matter but on metal of any kind. The (potentially fatal) damage to the wearer is just a side effect. It attacks the character that carries the most metal first. At the end of combat all metal parts that came into contact with the blob (most likely: weapons and armor) will turn dull and may start to chap. A roll with a d12 determines if the items will still be of use for the remainder of the adventure. When the result is equal or lower than the actual rounds fought against the blob in melee, the item in question will become useless after 2d6 turns. If the result is higher it will become useless during the next downtime between adventures.

Weakness: a character that wears few/minor metal items (e.g. just some coins, a dagger, a spear with a metal tip) has a benefit equal to an *Invisibility* spell against this blob.

#06 Dehydrating Blob

Contact with the blob dries out the victims body, as it consumes the moisture contained in the flesh. All damage of its attack above 3 points is ignored, but after each such attack (4+ damage roll) a victim needs to *Save vs. Death* (see below). All failed saving throws exhaust the victim (-1 penalty to all dice rolls; cumulative).

Failed ST	Further Effect
2 nd	Dehydrated: 1d4 CON damage
3 rd	Deyhydrated: 1d4+2 CON damage
4 th	Deyhydrated: 1d4+2 CON damage; collapses for 1d4 turns

At the end of the battle a character is well advised to rest and drink: any turn of rest will remove one (-1) penalty when a quart of water is consumed as well. Drinking the water rapidly will actually delay the recovery by a further turn (as the now weakened body cannot take in the water quick enough). The CON damage will heal as usual, as long as the character was able to consume a gallon of water over the course of the day.

Weakness: the blob may be fed with water and even harmed by over-feeding. If doused with a gallon of water it will be stunned for a turn. Any further gallon of water poured over it during the same turn will deal 1d4 damage, as the blob begins to liquefy. If the blob is lead near a larger body of water it well delve inside and unknowingly kill itself by doing so.

#07 Delicious Blob (“True Pudding”)

This creature actually remains immobile and contact with its body matter is not harmful, unless it is eaten. The blob exudes a sweet and appetizing scent that is similar to a *Charm* (or *Charm Monster*) spell: a victim wants to eat from the blob, but may *Save vs. Devices* (if intelligent) at the end of each round doing so. It must

then *Save vs. Death*, with a -1 penalty for each round that it has eaten from the blob. On a success the victim will vomit it all up after 1d4 turns, feel sick and suffer stomach cramps (-1 to all rolls) for the rest of the day. On a failure the character is going to die a painful death within 3d6+3 hours as the blob mass “hatches” insides and eats away the inner organs.

If attacked, the blob will not “fight” but retreat. Throwing up “at will” after eating from the blob is strenuous and painful (as the blob-mass inside of the victim is actually acting against it): it takes a turn, 2 hit points of internal damage and leaves the character exhausted (-1) for 1d4 turns.

#08 Electric Blob

Much like an electric eel, the monster is able to send a jolt of bio-electricity in response to an attack as well as to attack with it.

After a round in which the monster did not used any electric abilities, it will be “charged”: a successful attack against it will then deal 1d3 damage to the attacker (but remove the “charge”). A round after becoming “charged”, the blob may attack in melee with an arc of its bio-electricity (if still charged). This counts as an additional attack that deals 1d8 damage. Metal armor does not protect against it but leads to an automatic hit. A character with a negative CON bonus will be stunned for a round after being hit by any bio-electrical discharge of the blob.

Weakness: Leaving a metal object stuck inside of the blob negates it arc-attack ability.

#09 Engulfer

This blob has a much tighter body mass, and may contort and expand quicker and with more force. As a result, the Engulfer may literally slam the majority of its body against a human sized target and engulf it with one strike. This is treated as a “swallow” attack that will happen on a natural 17+ on the attack roll. All rules from the Optional Combat rules at the final stage of “enwrapped” apply from then on.

Weakness: As the Engulfer is much denser than regular blobs, the damage potential of every attack receives a +2 bonus.

#10 Gas Blob

The blob is not “gaseous” but has pockets of bio-gas stored inside of its body. These are by-products of its digestion that assist in its locomotion (by reducing the overall weight, the same way a balloon uses hot air; increase Movement by +5 feet) and works as a second line of defense. As soon as the blob has lost half or more of its hit points, a major pocket will rupture and release the gas. Every character within 10’ must immediately *Save vs. Poison*. Those who fail will become

stunned for 1d4 rounds before they simply drop down unconscious (and helpless) for another 1d4 rounds. Those who passed only be be stunned for 1d4 rounds.

#11 Glowing Blob (“Orpheus Pudding”)

The monster and its slime trail glows softly (in case of the trail: up to 1d6+8 hours). The faint glow has a strange effect on the minds of those who perceive it: they grow sleepy and drowsy over time.

A character that perceives the glow of a slime trail (that inevitable cover the surroundings of the creatures lair) must *Save vs. Magical Devices* after 1d4 turns. On a failure the character becomes sleepy and thereby fails any test against *surprise*. When the blob itself is encountered, any character fighting it must *Save vs. Magic* after 1d4 rounds, to ward of an effect akin to a *Sleep* spell with a level equal to the blobs HD. While a character will wake up again after being attacked by the blob, the creature will naturally deal with the PC one by one. Closing the eyes helps against the effects, as does *Dispel Magic*.

#12 Gorgon Blob

A Gorgon Blob does neither include snakes nor does it have eyes for a gaze attack. It is a gray mass that looks very much like a tremendous mortar spill with thick globs towards its middle. In a rocky environment or in ruins, it will hide in cracks and recesses to ambush its victims.

The Gorgon Blob’s attack only deals 1 damage, but may petrify a victim. After a successful attack a character must *Save vs. Magic Devices*. On the first failure, the skin turns gray and becomes dry and “brittle”. On the second failure the limbs will become heavy and the character will have problems to act or move (half Initiative, Move and -2 to all attack rolls; any positive DEX bonus is forfeit). On the third failed saving throw the character is turned into a statue, as per the *Flesh to Stone* spell.

The early stages of petrification will reverse after 2d6 turns per step. The last step is not permanent either but reverse itself after 2d6 days, but the Gorgon Blob only needs 1d4 days to “eat” a human sized petrified victim. As soon as half of a victim is eaten, a return to its former state dooms it to a horrible death.

Gorgon Blobs may slowly eat their way through stone and walls, and may create small labyrinths of narrow, burrow-like tunnels. They prefer to consume flesh turned to stone above any other minerals.

Weakness: when *Stone to Flesh* is cast on a Gorgon Blob, it will turn it into a gelatinous mass that has no ability to petrify and is greatly harmed by the transformation (stunned for a round, half HD and Hit Points).

#13 Haemovoric Ooze

Its mass is of a glistening red color, and more liquid than solid. The monster reeks of blood and leaves a blood-like trail. It does not deal damage as a regular blob (see below), but its touch bears a magic effect akin to a 1st level *Cause Light Wounds* spell (*Cause Serious Wounds* if the blob is 4 HD or more). It may only use this power once per HD within a turn.

Against a wounded character the regular attacks of the blob deal 1d4 points of attribute damage to CON instead, as the creature *lures* the blood out of the wounds by mere contact, and then absorbs it. The Haemovoric Blob regenerates 1 Hit Point per round while fighting a wounded, bleeding target and another one on a successful attack against such.

Weakness: all magical healing applied to the monster deals hit points of damage instead of restoring them.

#14 Heat Blob

A Heat Blob is a steaming mass of hot bio-matter that constantly undergoes a process of flameless chemical combustion. The resulting energy gives it a much quicker movement (double normal movement rate; +1 attack), but leaves it with a constant need for organic fuel. Heat will not damage it, and it is resistant to cold. Once every three rounds it may radiate its inner heat outward to cause 1d6 points of damage to everything in 10’. Victims of this *Heat Wave* must *Save vs. Death* or will be stunned for one round and become exhausted (-1 to all die rolls until a turn of rest has been taken).

#15 Hypno-Blob

The monster and its slime trail glow softly. As soon as the blob senses a living being that it either considers as a threat or prey the glow intensifies and begins to pulse while the colors shift and move in swirling patterns. A check for *Surprise* is called for when this behavior is shown for the first time. Those who are not surprised may turn their eyes away from the Hypno-Blob, those who do not must *Save vs. Devices*. When successful, a character is merely stunned for a round. In case of a failure a victim becomes mesmerized: while not entirely helpless, any attack against it will succeed automatically and deal maximum damage. The Hypnotic ability of the blob has a range of 20’, its effect ends immediately when the creature attacks.

#16 Infectious Blob

The vile humors of the creature reek like bile, urine and vomit. At the end of combat a character that has been wounded by the monster must *Save vs Poison*. On a failure, one of the following diseases has been transmitted (1d4):

1# Yellow Wound Rot: Wounds do not heal naturally, ulcerate quickly and cause fever (no non-magical healing; -1 penalty to all rolls as long as there are lost hit points).

2# White Weep Skin: large patches of skin swell and turn sickly white (1d8 point of attribute damage to CHA; max hit points reduced by 2).

3# Jointburn: all joints swell, ache and inflame (DEX bonus is reduce to -3, Initiative is halved).

4# Purple Stains: the skin at the sides of the neck, the arm pits and the loins becomes deep purple, like a hematoma (-2 penalty on all *Saves vs. Poison*, and a -3 penalty on all *Saves vs. Diseases*).

All these diseases may be cured by a physician and 2d4 (minus CON bonus) days of rest, or by magic. Before they are cured, the attribute damage cannot be healed.

#17 Life Leech

The Life Leech is a slime whose form of attack is not physical. While it still needs general contact (touch attack), it does not have to bypass an armor or bare reach bare skin (and thereby, armor provides no AC). It leeches the very force of life away from its victim, not leaving a wound but just a corpse. As a further detrimental effect, every time that a victim suffers 6+ damage in one round it also bodily ages by a year.

#18 Morph Ooze

Another surprising ambush hunter among the blobs and oozes is the Morph Ooze. When it does not encounter prey over a longer period of time, the Morph Ooze changes its surface structure from semi-fluid matter to a bio-crystalline structure. The change takes only 2 rounds and affects about 2/3 of the overall body. The remaining liquid mass is at the core of the new form, that resembles a large, flat, uncut diamond or other jewel (but may be harmed just as the blob form). The senses of this form are not diminished but in fact increased: vibrations from the movement of everything up to the size of a dog may now be sensed at twice the usual range of the creatures senses. As long as potential prey moves towards the ooze, it will keep its crystal form. As soon as the closest potential prey moves away again, the ooze silently changes back to its primary blob form and will close in for an attack.

#19 Moth Blob

Blobs use strange and often unnatural senses to find their way around and to locate prey. The "moth blob" is drawn to warmth and heat. It is able to sense a living being of the size of a rat from 100' away and will try to consume it. It attacks the biggest target (based on Strength or actual size) first, but will attack those that carry a torch before anyone else.

Weakness: the creature is so single-minded that it would burn itself to death in a campfire if it would come close to one, hence the name.

#20 Necrotic Blob

The fluids a Necrotic Blob uses in an attack are in fact a mixture of two of its secretions. The mix is caustic and destroys living tissue. Its surface is spotted with dead, gray encrustations where it damaged itself with it. Necrotic Blobs regenerate 1 *Hit Point* per round. The damage they deal does not heal naturally, nor will *Minor Healing* restore any of it. The affected tissue is dead and turns gray, and grows black later on. For every 5 points of damage dealt, the Constitution of the character is reduced by 1. The attribute damage only heals when the hit points are restored.

Weakness: every attack that deals 6+ damage in one blow ruptures the blob enough to have its fluid mix inside of it, which causes another 1d4 points of damage to it.

#21 Nettle Ooze

The Nettle Ooze has a higher level of control of the own unshaped body and its functions. As soon as it senses an incoming creature, it will seemingly shrink in size while developing dozens of thin, foot long tentacle-like pseudopods. A successful attack of the blob as well as an attack roll of an enemy that results in a natural "1" brings the tentacles into contact with the victim. Each of them contains a poison that leads to immense pain and leaves the victim stunned for a round if no saving throw is passed.

#22 Paralyzing Blob

The Paralyzing Blob is a mix of amber and yellow in color, and has a strange, chemical stench to it. It does not deal damage with its attack, but its touch is paralyzing: the body does not react to the will of its owner anymore, or not as it should. After each successful attack the victim must *Save vs. Poison*. On a failure, it will be stunned for 1d6 rounds, while on a success the character merely halves the own *Initiative* for the remaining combat. If the victim is already stunned, a successful(!) saving throw will add 1d4 rounds to the duration and a cumulative (-1) penalty to further saves. If one is failed while the victim is stunned, it will be paralyzed for 1 turn and drop to the ground like dead. The blob kills a paralyzed victim by suffocating it with its own body. Digesting a human-sized victim takes it 1d4+16 hours minus its own HD.

Weakness: the creature will not attack when it is already digesting a victim (unless it is disturbed). A sacrifice (a goat, prisoner or fellow adventurer) will keep it busy. But as the blob is not attracted by already dead meat, the bait must be alive.

#23 Parasitic Ooze

Parasitic Ooze no longer relies on physical damage to hunt (Damage: 1d4) but has developed a form of contact telepathy that allows it to mentally overwhelm a victim and subdue its mind. To do so, the ooze must first overwhelm the victim physically, which takes three successful attacks in a row against the same target. The victim will then stop to resist as the ooze now dominates its mind and flows onto its backside. If anybody gets near the victim, the ooze will make it attack. Those attacks use the victims stats (not that of the ooze), but suffer a -3 penalty as the victim is in a dream like state. If the ooze is attacked (which means: attacking the victim from the back) the victims suffers half of the damage the ooze suffers. When the ooze suffers damage twice in a row it will detach from its victim and fight on its own again. The victim will be stunned for 1d4+2 rounds after the ooze has detached itself.

When not removed, the ooze will consume the victim with a rate of 1d4 hit points per day.

#24 Petroleum Blob

The monster's dark surface has a shimmering, oily shine to it. It does not leave a trail, but a stinging stench marks its path. Within (HD x2 +16) feet of it, it becomes hard to breath and the eyes begin to burn and water.

A Petroleum Blob exudes flammable liquids and gases. Characters that throws a torch at it, or get within half of the "stench range" with an open flame, are in for a bad surprise. The gas-air-mixture is HIGHLY explosive and wraps everything within (HD x20 feet) in a cloud of flame that deals (HD x D6 +HD) damage (half on a successful Save vs. Breath Attack). Every living, breathing being caught in the flames will be stunned for a round (due to a lag of breathable air in the first moment).

Weakness: setting it on fire kills it at once (see above). A Petroleum Blob that did not explode may be harvested for lamp oil: 2d6 turns worth of oil per HD.

#25 Putrid Blob

Some sages speculate that a "Putrid Blob" is in truth what a blob turns into once it reaches the end of its life span: a mixture of failing fluids and putrid jelly. Others hope that it is the result of the unnatural creature suffering from a natural illness, something that may one day kill them all.

Putrid Blobs have a horrid stench that may be smelled from dozens of yards away, and their lairs are filled with a foul miasma. After a turn of breathing the miasma, a character must *Save vs. Poison* or will suffer a (-1) penalty on all rolls due to nausea. Once confronted,

the foul air that surrounds it within 10' feet makes the miasma's stench pail in comparison. Any character must *Save vs. Poison* once more, and will be stunned for the first 1d4 rounds of combat on a failure.

Weakness: Putrid Blobs exist in a state of degeneration and decay. Their *Hit Points* are determined with a d6, not a d8. In addition, they fail all *Saves vs. Poison* automatically, and a *Cure Disease* spell destroys them immediately.

#26 Psychoplasmic Blob

The aetherly, translucent and pale nethermass of a Psychoplasmic Blob is the result of a failed summoning, or other leak between the real world and a very different place. It usually hovers a few feet above the ground and may move freely in any direction. Solid obstacles are no barrier to it, but merely an obstruction that it may pass through at a rate of 1 round per 6 inch. Its senses are not impaired by mundane barriers either, and armor does not protect against it. Its own armor rating (due to being half-substantial) is equal to leather and shield.

Weakness: it counts as an Undead and may be banished.

#27 Quicksand Blob

This blob is one of the few that will rather be encountered above ground than in a dungeon. It mixes itself with earth or sand near the surface, and burrows into the ground by digesting it. Some of the material is pressed upward to form a cover. Thereby, it turns itself into a living pit trap.

As soon as a victim steps upon it, it will not only begin to sink but be sucked down AND attacked by the monster it stumbled into (see "[Optional Combat Rules](#)": the combat starts with "enveloped").

#28 Rubble Blob ("Ruin Slime")

The Rubble Blob looks very much like a tremendous mortar spill with thick globs towards its middle. The creature breaks down and feeds on stone and mineral, but prefers the concrete and mortar of human constructions. It is thereby usually encountered in large ruins. When it finds a rubble heap it will slime to its bottom and begin to dissolve the material from below, so that new pieces sink downward into it. It only attacks when it is disturbed, and then shoots out from beneath the rubble to attack the intruder. Once an intruder retreats, it will not attack further. Rubble Blobs are a pest to adventurers, as they tend to frequent the same places. The fact that "Ruin Slime" often creates (over time) entries to buried complexes is not helping the two groups to avoid contact, either. As this blob is next to invisible beneath rubble, it will often

surprises characters (*Ambush*). If it crept into a wall or floor, a character may notice the tell-tale poriferous nature of the surface.

#29 Soap Blob

The creature is milky-white, and so is the fluid that spills and sprays out of every wound it takes. This fluid is so greasy and slippery that any failed attack calls for a *Save vs. Paralyze* to avoid falling prone. Same is true for running. Changing weapons or readying an item may result in it slipping out of hand (unless a saving throw is passed). Worse, the fluid is poisonous and every character that does not wash it off within 2 turns must *Save vs. Poison* or will lose 1 hit point each of the next 1d6 rounds as prolonged contact breaks down the blood vessels beneath the skin.

The attacks of the monster only deal half of the regular damage, but are poisonous as well (see above).

#30 Spitting Blob

This blob is capable of a ranged attack: after one round of preparation it “spits” a part of its mass against a target within 30'. It loses a hit point doing so, but the victim will suffer 1d4+1 points of damage, one per round, due to the highly caustic nature of the substance. The victim may *Save vs. Breath Attack* to avoid the attack. In a pinch the creature may “burn up” 1d4+1 hit points to spray every opponent within melee range with caustic fluids that cause 2d6 points of damage (half that much if a *Save Throw vs. Breath Attack* is passed).



#31 Tar Blob

A Tar Blob is much more sticky than any of its “brethern”. It thereby moves slower (half movement), but has a nasty surprise for its opponents. Every melee attack that deals 4+ in one blow will have the weapon (or limb) used end up stuck in the blob. In case of a weapon the character may simply let go. The only other option is a *Force Doors* test. On a success the weapon or limb is freed, on a failure it is still stuck and the next attack of the blob against the victim is an automatic hit.

#31 Wailing Gestalt Blob

A monster with psychic abilities and an alien intellect, the Wailing Gestalt Blob forms ever-melting and re-shaping faces of its former victims all over its surface when it attacks. They scream without making a sound, but everyone within 10' of it will still hear their moans and lamentations, as well as an unintelligible whisper that underpins it all.

Once per encounter the blob may make use of an ability similar to a *Confusion* spell (with a level equal to its HD). Unlike other blobs, the Wailing Gestalt is not mindless and will fight as clever as a character (based on its senses). It has an INT equal to HD+2d6 and has access to all the memories and experiences of its former victims.

Weakness: when the blob ever becomes the target of a *Chaos* spell, it will be paralyzed and helpless for the duration of its effect (as the burden of the madness of all the consumed minds is too much for the monster).

#32 Waterlurker

The Waterlurker is an aquatic slime that may be encountered in any river, no matter how clear or contaminated it is. It is transparent and next to invisible in water. As its ability to swim against a current is limited, it usually clings to something in the water or near the banks and attacks downstream as soon as it senses prey (which it does in water with a range of 100'). It may do so with a speed up to 80' with an attack bonus of up to +4 (depending on the strength of the current: the stronger, the better). If the initial attack fails, the slime needs to stop and turn. As the current that propelled it now becomes an obstacle, it often aborts any further attempts at this point. If the attack was successful, it will cling to its prey and continue to attack, but will lose hold as soon as two attacks in a row failed.

#33 White Blob

These creatures are rare and only found near high concentrations of magic (ritual places, treasure hordes with many magic items, etc). They devour magic and attack elves, wizard and those that carry magic items first (in that order). Each successful attack may invoke an effect similar to a 3rd level *Dispel Magic* spell. It may invoke this *Dispel* effect up to a number of times per day equal to its HD.

#34 Zombie Rot Blob

It is a slime more than a blob, a conglomerate of liquefied undead flesh that somehow fused together into this new being. Some believe that failed (or very old) zombies become a thing like this, others claim that a blob that feasts on zombies turns into such a creature.

At the end of a battle against such an ooze, any character that suffered damage from the monster's

attacks must *Save vs. Magic*. Those who fail suffer the *Curse of Zombie Rot*: every 24h hours the character's maximum hit points are reduced by 1d4 as the flesh begins to rot (and sloughs off later). This may be mistaken for leprosy. A cursed character that dies will rise again as a skeleton a day after its death, while the remaining flesh liquefies and begins to form a new HD:0 Zombie Rot Blob.

Weakness: A Zombie Rot Blob counts as Undead and may be turned like one.

#35 Chaosdemonic Blob [HD: 4]

The creature is formed of the stuff of Chaos itself, fused with flesh of this world to give it a hold on reality. Its body is dark and pulsing, brown black in color with a surface structure akin to that of a human brain. Most of its surface is covered with fist sized eyes and foot long mouths, all of them all to human. It moans, laughs, shouts, groans, hisses, wails and curses constantly.

Attack: whenever it is the Demonic Chaos Blob's turn to attack, roll 2d6 and consult the table below to determine what it is doing this round.

2: the abominable creature grows! Increase HD by one and add another 2d6+2 hit points.

3: For a number of rounds equal to twice the creatures HD an area with a 30' diameter around it is filled with hellish screams, moans and laughter while everyone within the area loses the own language and may only babble incoherently. It is impossible to communicate, and a character that tries to cast a spell must *Save vs. Magic* first. If such an area is still in effect, treat the result as "4" instead.

4: Behind the creature, an seemingly exact copy of a random opponent is expelled from the blob's mass. It is covered in slimy blood, but otherwise armed and equipped like its original, and ready to attack it from the next round on. This "twin" is the product of a *Phantasmal Psychedellia* spell with a level equal to the creatures HD. When destroyed or disbelieved, the twin turns into a puddle of slime. The same happens when its "original" dies.

5: whipping tendrils, grotesque and partially skinned limbs with sharp claws or kicking hooves and bone sickles rupture forth from the creatures mass. It has 5 attacks this round, two of them do 1d8 damage, three do 1d4 damage.

6: the eyes squirt an acidic fluid into all directions. Everyone within 10' must *Save vs. Breath Attack*. On a failure the character is hit and suffers 1d4+2 damage, half of that again the round thereafter, and another point of damage on the round to follow

7: overlong barbed tongues thrust out of ever mouth and either stab or whip at every character in melee range. These are two regular attacks per character, each deals 1d6 damage. If a six comes up in a damage roll, the barbed tongue ripped flesh away and another d6 damage is done.

8: the blob throws itself forward to bury one character under its mass. It gains a +3 attack bonus this round, and the victim gets a +4 attack bonus (if it does not get pinned) the next round. Armor does not give protection against this attack, but a shield and DEX bonus do. If successful, the victim will be pinned down and half-buried under the creature. The character may break free according to the rules for grappling. At the start of its turn, the victim will gain one point of damage from caustic saliva that is smeared over it by fleshy tongues, and will be unable to do anything but an attempt to break free.

9: the blob casts a *Confusion* spell with a level equal to its HD. If it did so before and that spell has not expired yet, treat the result as "8".

10: several whipping, dripping tentacles burst forth from the creature, only to retreat again a moment later. They attack each character once (regular attack; 1d6 damage). A character that becomes wounded must *Save vs. Poison* or will lose another 1d4 hit points with a rate of 1 per round.

11: several whipping, dripping tentacles burst forth from the creature, only to retreat again a moment later. They attack each character once. These are touch attacks that will bestow a *Cause Fear* spell on the victim, with a level equal to the monsters HD.

12: the abominable creature grows! Increase HD by one and add another 2d6+2 hit points.

A Magic-User may *Summon a Chaosdemonic Blob* with the according spell. It is a variant of the *Summon* spell that works just like it, with the following differences:

Step One is omitted, as the spell will always summon a 4 HD Chaotic Demonic Blob

Step Three and Four are omitted, as the creature that will be summoned is the Chaotic Demonic Blob

Thaumaturgic Circles and Sacrifices: if no thaumaturgic circle is used the creature will automatically win the Domination Roll by a Great Margin. One sacrifice is mandatory to give the creature flesh to fuse with. A large HD 0 creature (e.g. a cow) will be enough. Further sacrifices will affect the summoning as usual.

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