

Gregorius21778:
Weird Contaminated World



-- Vol. 04: Blobs, Slimes and Oozes --

Version 1.0; by Kai Pütz
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About this supplement:

Blobs, Slimes and Oozes. What would a weird science-fantasy post-apocalypse be without them? This supplement is an adaption of my Almanac of Blobs for Mutant Future(tm), and has been extended to not only contain special combat but a total 50 different blobs as well.

Attack your PC with the *Ammosucker*, confront them with the *Cell-Ager*, harass them with the *Haemovoric Blob*, give them a run-in with the *Ruin Slime* and when they think they have seen everything in the book, test their zeal with the *Zombie Rot Ooze*. A kitchen-sink blob has not been included.

Enjoy!

“Standard” Blob

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	40' (12')
Armor Class:	10
Hit Dice:	1-8
Attacks:	1
Damage:	2d6
Save:	L 5
Moral:	12
Hoard Class:	None
Mutations:	Gigantism; Unique Sense

Blobs, oozes and slimes are among the strangest and most bizarre life forms one may encounter in the weird, contaminated future. They are simple organisms that became larger than evolution ever meant them to grow, but remained next to mindless and unaware of themselves as an entity. 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 organ 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 distracted with (or blinded) with bright lights or hologram technology, but are unlikely to discern between different characters when they attack. They will have no means to identify the mutant that just used *Gamma Eyes* on them, single out weaker opponents or the one wielding the shotgun, and will thereby attack the closest opponent instead. The actual range of the unnatural senses of a blob is up to the GM, but 50' is a good rule of thumb (90' for more dangerous blobs). Whatever they have in place of a nervous system is to be considered inferior to that of any other life forms. This means they are immune to shock and 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 follows simple, instinct based reactions. They are immune to mutant powers and attacks that attempt to confuse, cause fear or shock, or try to control the mind (they have none). On the downside, but cannot counter any strategy of the characters and will fall even for simple traps.

Physiology: Blob's are the most simple life forms imaginable. While 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 attacks potential is ignored. D12 and higher damage codes represent attacks that are so devastating that they have full affect on a blob. When the damage is caused by a hard hit with a blunt weapon, the damage potential is increased by +1. Attacks by non-energy based ranged weapons are usually without any effect on a blob.

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

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 reduce it 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 (GM's choice). Downhill, they may simple “flow” (double or even quadruple their speed).



Different Flavors of Nastiness

The threat a blob creature presents in combat is reflected by its Hit Dice, but the GM 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.

In addition, being huge allows more attacks 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: being 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 isn't 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 can be able to throw some of its mass around for fast and erratic attacks that make it hard for a character to defend against them.

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 defense and evasion attempts of their opponents.

This kind of blob gains an additional attack for every two HD above the first.

Additionally, it's 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. Modern and advanced ranged weapons ignore this AC bonus.

Optional Combat Rules for Blobs

Combat with a blob has three different stages which will switch due to successful attacks of the monster or counter-measures of the character facing it: *melee*, *to close for comfort* and *enwrapped*.

Melee is the start of the battle, the normal rules for combat (and those stated in the previous rules) apply.

After the first successful attack of the blob the victim is now...

To close for comfort: the blob managed to slither even closer to its target and threatens to enwrap it. The monster gets a +2 bonus to all further attack rolls and the damage rolls get a +1 bonus. The victim gains the same attack bonus, but may decide to return to the "melee" stage if it forgoes an attack or *Saves vs. Energy Attacks* 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...

Enwrapped: it is around one of the victims limbs, covers its lower part and winds its way up to slither over the whole of the body. The blob automatically succeeds with the next attack and rolls twice for damage (highest result is kept). The victim is now considered to grapple with the blob. It takes a successful *Force Doors* test (taken instead of an attack) by the victim to get 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 successful attacks against the blob hit the victim as well now (with half of the damage), the victim suffers a -4 penalty to all attacks while it is enwrapped.

50 Blobs, Slimes and Oozes

Use the different entries below in conjunction with the standard template at the start of the document. Feel free to mix in one of the three “flavors” found in the previous paragraphs and/or some further mutations, but be assured that all of these 50 blobs are already strange and dangerous enough on their own. Some of them will only be encountered with a fixed number of HD or a different HD range than 1-8. If this is the case, it will be indicated right next to the creatures name.

#01 Amnesia Blob

The blob absorbs the memory and thoughts of its victims as much as flesh and bones, and in fact the creatures mere presence and touch are detrimental to the mind due to its psychic abilities.

An Amnesia Blob does not suffer from the drawbacks listed under “Intellect”, but keeps the benefits of an otherwise non-aware state of mind. Amnesia Blobs attack those characters with the highest Intelligence first. It may use a mental attack (WIL: HD +2d6) every third round to *confuse* a victim (see MF p.57). After ending or leaving a melee with an Amnesia Blob, a character must *Save vs. Stun* or will have no access to long-term memory for 2d6 turns.

Further Mutations: Mental Attack

#02 Ammosucker Slime

The Ammosucker has a distinctive chemical smell, akin to ammonia, and most creatures note it before it comes into sight (no *surprise*). It is the gone-native rogue descendant of a biological engineered solution for the disposal of left-over conventional mines, warheads and other relics of past wars. While sustaining itself like any other ooze or blob in the post-apocalypse, the ammo sucker will sense any regular (non-advanced) ammo of firearms and conventional explosive within 60' and attack those/their bearers first. After combat against this slime each character must roll a d8 for each type of ammo or explosive carried. When the result is equal to or lower than the number of hits (not lost hit points) suffered during combat, the ammo/explosives will become useless within a turn as the slime it came into contact with dissolves the chemical components its ignition is based upon.

Further Mutations: Toxic Weapon

#03 Bone-Eater Blob

The Bone-Eater has little use for the flesh of its victim but rather weakens and liquefies the bones to suck up calcium and marrow. In combat any successful attack forces the victim to *Save vs. Poison* (instead of causing damage). The effects (see below) only manifest after the second failed Saving Throw, as the accumulated poison seeps through the skin and down to the bones.

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 CON 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 try to regain further points at the end of the next day. As soon as one Saving Throw is failed, the remaining attribute damage will not heal naturally.

Further Mutations: Toxic Weapon

#04 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 on its disguise and attacks. The lag of buzzing flies around the “carcass” is the only clue that something is fishy.

Further Mutations: Carcass Mimicry

#05 Cell-Ager Slime

The Cell-Ager is a slime whose form of attack is the *Vampiric Field* mutation (see MF p.31), with an additional detrimental side effect: every time that a victim suffers 6+ damage in one round, it ages by a year as the life force itself is sucked from its cells. The slime does not attract attention to it but just tries to stay within 10' of a victim. Most wild animals flee in terror as they feel the life drain. The “natural” attack of the slime has largely degenerated (1d4 damage instead of 2d6).

Further Mutation: Vampiric Field

#06 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. When the monster wins, it feeds. When it fails, it may breed and 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 (usually: those that had a chance to come into contact with the fluids of the blob) feel wet and soft, and the skin seems to be more elastic than it should be. The GM rolls a *Saving Throw 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 feel 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 a Filter-Dose or skilled 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 itself will have died half-way through the forming process.

Further Mutations: Toxic Weapon

#07 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, and 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 to or lower than the actual rounds of 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.

As the corrosive does not feed on organic matter, it will ignore characters that do not carry (or just minor amounts of) metal with them unless it is attacked/disturbed by them.

Further Mutations: Corrosive Attack

#08 Dehydrating Ooze

Contact with the ooze drains away the very fluids of the victim's body. All damage of its attack above 3 points per dice 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 step when a quart of water is consumed per turn. Drinking the water rapidly will actually delay the recovery by a further turn (as the now weakened body cannot take in the water quickly). The CON damage will heal as usually as long as the character was able to consume a gallon of water over the course of the day.

The Dehydrating Ooze may be fed and even harmed by over-feeding. If dowsed with a gallon of water the ooze will be stunned for a turn. Any further gallon of water poured over it during the very same turn will deal 1d4 damage to it as the monster begins to liquefy.

#09 Delicious Blob ("True Pudding")

This creature usually remains immobile, and contact with it is not harmful, unless it is eaten. The blob extrudes a sweet and appetizing scent that works similar to *Fragrance Development* (MF p.24): a victim will eat from the blob for 1d4 rounds. Afterwards the character will feel "full" and no need to eat further. A *Save vs. Death* now needs to be taken, with a -1 penalty for each each round that the victim has eaten from the blob. On a success the victim will vomit it all up after 1d4 turns 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. It has no attack in its "adult" form.

Further Mutations: Fragrance Development

#10 Electrified Blob

Much like an electric eel, the blob is able to send a jolt of bio-electricity in response to an attack, and to attack with it as well. Every 2nd round the Electric Blob will be "charged", and a successful attack against it will then deal 1d3 damage to the attacker. The next round the blob will be able to attack in melee with an arc of its bio-electricity. 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. Leaving a metal object stuck inside of the blob will negate its arc-attack ability.

Further Mutations: Bio-Electricity Generation

#11 Energy Absorbing Ooze

The light blue ooze has an amazing conductive quality and is drawn to energy sources within the range of its senses. When it comes into contact with any kind of battery or clip, it slowly drains it of its charge. It is not feeding itself this way, but is stimulated by it. While this ability is to time consuming to mean additional harm to a character's equipment in combat (it takes at least a turn to deplete a charge of even the smallest energy source) its conductive qualities reduce the damage of any energy based attack by -2 per die (minimum: 1), and damage from electricity is ignored entirely.

Further Mutations: Reflective Epidermis

#12 Engulfer

This sub-strain of the mutant species known 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 17,18,19 and/or 20 on the attack roll. All rules from the Optional Combat rules at the final stage of "enwrapped" apply from then on. As the Engulfer is much denser than regular blobs, the damage potential of every attack receives a +2 bonus.

#13 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 assists 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 lost at least half of its hit points a major pocket will rupture and the gas will stream out. Every character within 10' must immediately *Save vs. Poison*. Those who fail will be stunned for 1d4 rounds before they simply drop and stay unconscious a further 1d4 rounds. Those who pass the Saving Throw will be stunned for 1d4 rounds as well, but will be able to act normally afterwards.

#14 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 ooze but is dangerous to any creature with a wound that has not healed yet. The ooze uses its bio-chemical substances to renew blood loss and to increase the blood flow by attacking and reducing white blood cells. A wounded character that is touched/attacked by a Haemovoric Ooze will bleed from existing wounds for 2d6 rounds (half that much on a successful *Save vs. Poison*), and thereby lose 1 hit point per round. Any further failed Saving Throw increases the hit point loss by one and adds 1d6 rounds to the duration as. , while on a successful *Save* only the duration is increased by 1d4 rounds. Victims of these attacks must pass another Saving Throw at the end of combat. On a failure, they suffer from the effects of *Hemophilia* (MF. p. 27) for 1d4 days.

A Haemovoric Blob regenerates 1 Hit Point per round and another one if in close combat with a bleeding victim. It is vulnerable to radiation and microwaves, and receives double damage from these sources. To characters and monsters without a recent wound it poses no threat, and will not try to attack those.

Further Mutations: Toxic Weapon, Epidermal Susceptibility

#15 Heat Blob

A Heat Blob is a steaming mass of hot bio-matter, constantly undergoing 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).

Further Mutations: Increased Caloric Needs; Reflective Epidermis; Accumulated Resistance (Cold); Heat Wave.

#16 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. Those who are not *surprised* may turn their eyes away from the Hypno-Blob, those who do not must Save vs. Stun. In case of a success a character is merely stunned, but still unable to look away from the monster. 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.

Further Mutations: Hypnotic Patterns

#17 Infectious Slime

The vile humors of the creature reek like bile, urine and vomit. At the end of combat a character that has actually been wounded by the slime 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 but ulcerate quickly and cause a fever (no natural healing; -1 penalty to all rolls as long as there are lost hit points).

2# White Weep Skin: large patches all over the 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, at the arm pits and at 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 with Anti-Tox or a Filter-Dose. The attribute damage cannot heal as long as the disease is not cured.

#18 Metamind Blob [HD: 2-4]

Metamind blobs are part of a psionic network of up to 2d6+1 single blobs that work in concert and are always encountered in groups, as they never stray far from another. As soon as one blob senses prey, the other parts of the metamind move in as well. At first only one is encountered, but each 1d4+1 rounds another 1d4 show up, till all parts of the metamind have arrived.

Mutations: *Meta Concert.*

#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 the size of a rat from 100' away and will try to consume it. It attacks the biggest target (based on Strength and/or actual size) first, but will attack those that carry a torch or lantern before anyone else. The creature is so single-minded that it would burn itself in a campfire if one would be ignited near it, and it may be distract and diverted by decoy heat sources (if the characters have the means to create any).

#20 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 into bio-crystalline. 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 it crystal form. As soon as the closest potential prey moves away again, the ooze changes back to its primary blob form and will close in for an attack.

Mutations: *Metamorph*

#21 Mutagenous Slime [HD: 2 +4]

This slime is a mobile biohazard that may fumble with the genetic make-up of any higher life form on contact. The origins of this sub-strain of the blob fauna is rooted in simple mutated organisms that consumed bio-waste and residue of bio-weapon material. It is to mutation what a rat is to the black plaque: a carrier that is itself (largely) unaffected, but highly infectious to others. It is constantly straining with itself, its own cells non-stop cleaning up compromised bio-matter while the comprised bio-matter infects new cells at the same time. At the beginning of each round a d4 is rolled to simulate this process. On a 1-3, that many hit points are regained (and damage is regenerated), on a 4 the slime loses that many hit points.

A character that suffered damage from a Mutagenous Slime must roll a d20 at the end of combat. On a roll of 1-4, they lose that many points of CON during the next downtime (permanent damage). On a result of 5 to 15 they receive a physical drawback mutation. 16-20 means a roll on the full physical mutation table (which may lead to a beneficial result or a drawback).

Further Mutations: Toxic Weapon

#22 Necrotic Blob

The fluid a Necrotic Blob uses in an attack is in fact a mixture of two of its secretions, and is both caustic and very destructive towards living tissue. The blob's surface is spotted with dead, gray encrustations where the contact damaged itself. Necrotic Blobs regenerate 1 Hit Point per round, and the damage they deal does not heal naturally. The tissue is dead and turns gray and black, only mutant powers or medical devices may heal the damage. For every 5 points of damage dealt the CON of the character is reduced by 1. The dealt attribute damage only heals if the hit points are restored. Every attack that deals 4+ damage in one blow ruptures the blob enough to have its fluids mix inside of it, which causes another 1d4+2 points of damage to the creature.

Further Mutations: Toxic Weapon

#23 Nettle Ooze

The Nettle Ooze is a mutant-strain that has developed a higher level of control of its own unshaped body and its functions. As soon as it senses an incoming creature or nearby prey it will seemingly shrink in size while it develops 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. 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.

Further Mutations: Toxic Weapon

#24 Nerve Poison Slime

A dreaded creature that may be identified by the amber color of its semi-transparent body alone, the Nerve Poison Slime does not deal damage according to the standard template but makes use of a nerve poison instead. A victim that came into contact with the slime must Save vs. Poison. On a success, the character "merely" receives 1d6+2 damage and suffers from strong salivation, convulsions and spasms (-1 to all attack rolls) for 2d6 turns. On a failure the victim becomes paralyzed as well for 1d4 rounds. A second failed Saving Throw against the poison while a previous dose is still in effect means death.

Further Mutations: Toxic Weapon

#25 Paralyzing Blob

The Paralyzing Blob is a mix of amber and yellow in color and has a strange, chemical stench to it. The blob does not deal damage with its attack, but its touch is potentially paralyzing: 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 their 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 following Saving Throws. If failed, the victim will be paralyzed for 1 turn and drops to the ground like dead. The blob kills a paralyzed victim by suffocating it with its own body, and takes 1d4+16-HD hours to digest a human sized victim. The creature will not attack when it is already digesting as long as it is not disturbed. A decoy will thereby keep it busy for a long time, but as the blob is not attracted by already dead meat a bait needs to be alive.

Further Mutations: Toxic Weapon

#26 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 is done after 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.

Further Mutations: Parasitic Control

#27 Petroleum Blob

The monster's dark surface has a shimmering, oily shine to it. It does not leave a trail, but an aggressive and 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 extrudes flammable liquids and gases. Characters that throw 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; half damage on a successful Saving Throw). Every living, breathing being caught in the flames will afterward be stunned, due to a temporary lag of breathable air. A regularly slain Petroleum Blob may be harvested for lamp oil: 2d6 turns worth of oil per HD.

#28 Plantdread Slime

Plantdread is a pale-orange slime which contact has a devastating effect on all flora. The monster's juices break down the structure of any plant life quickly (2d6+4 damage), and attacks mutated plants before any other potential targets. It leaves a trail of withered and rotting flora in its path and is not only dreaded by plant mutants but by post-apocalyptic humanity alike: while

its attacks are far less effective against men or beast (1d6+2) it may destroy the fields of a little farm within one night. It ignores non-plant characters and monsters until it is attacked or otherwise bothered by them.

#29 Plastic Eater Blob

Descending from bacteria that have been engineered by humanity to deal with the enormous amounts of non-decomposing plastic waste of multiple generations, the Plastic Eater could be considered harmless to any non-synthetic or non-robotic characters (damage: 0), would it not be strangely curious. Upon sensing a living, non-robotic, non-plant being, it will try to slime over it (treat this as a regular attack with zero damage). After it made two contacts (if in a row or not does not matter) it will stop and just move on. Every advanced item and piece of armor that has any plastic parts (and most have) may be damaged or destroyed as a result. A d8 is rolled if the blob only made one contact, otherwise a d6 is used. A result of "1" means that the item will fail after the adventure as bacteria slowly break it down. A result of "2" has the same thing happen within 2d6+2 turns. Robots that have been hit by a plastic eater must roll a d8. If the result is equal to or lower than the total number of hits they received, they are infected with bacteria that eat their parts and will begin to suffer 1 hit point of damage per hour after 2d6 turns. The bacteria may be killed off with strong household cleaning solvents. UV Sterilizers will work as well, as will exposure to heat (e.g: standing in a fire for a while, a prolonged bath in cooking water or being washed-over with a flame thrower).

Further Mutations: Toxic Weapon

#30 Protean Ooze ("True Ooze")

The Protean Ooze's control over its density allows it to achieve near liquefaction, solidification and any step in between. When it sense prey it will nearly liquefy and flow towards it. In this form it cannot attack, but its movement is doubled and it becomes immune to physical damage. Energy based attacks will still harm it, but their damage is reduce by 2 per die (minimum damage: zero) while cold based attacks gain a +2 damage bonus per die. Once it is in contact with its prey it will change back to its normal form and attack. As soon it receives damage (in any form) it will increase its density: it visibly shrinks by 50%, its move is reduced accordingly but its AC becomes 6. It may change its stay any time within one round.

Mutations: Density Alteration (Self); Metamorph

#31 Psychoplasmic Blob

The aetherly, translucent and pale Psychoplasmic Blob is not from this world, but an intruder from another dimension. Not much is known about these creatures but that they hunt living beings. The blob usually hovers a few feet above the ground, but may move up and down at will, seemingly swimming in the air. Solid obstacles like walls 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 while its own AC is 6 (due to being partially insubstantial. Energy fields provide limited protection against them: they cannot see through them and suffer a +4 penalty to all attacks against a target protected by one.

Mutations: Plane Shift, Flight

#32 Psychotropic Ooze

Psychotropic Ooze has less aggressive digestive juices (compared to other blobs! 1d6+2 damage) that are laced with nerve agents which induce vivid hallucinations and/or sudden and extreme mood swings. A victim of an attack must Save vs. Poison or will suffer one of the following effects for 1d4 rounds (see below). If a second effect manifests due to another attack it will replace the previous one, but the remaining duration of it will be added to the new one.

Effects (d10): The victim...

1-2: ...rages and attacks a random character/monster

3-5: ...hallucinates and becomes stunned

6-8: ...panics and suffers -2 to all attack rolls

9-0: ...feels invincible and acts reckless; AC +3

#33 Putrid Slime

Some speculate that a "Putrid Slime" is not a different mutant but what a blob turns into once it reaches the end of its life span: a mixture of failing fluids and putrid jelly. Putrid Blobs have a horrid stench that may be smelled from dozens of yards away, and if they lair underground those lairs are filled with a sickening miasma: after a turn of breathing it, 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 lets the miasma's stench pain in

comparison. Any character must Save vs. Poison, and will be stunned for the first 1d4 rounds of combat on a failure. Putrid Blobs exist in a state of degeneration and decay. Their Hit Points are determined with a d6, not a d8.

#34 Quicksand Blob

This blob is one of the few that will never be encounter in ruins, but only in the wilderness. It mixes itself with earth or sand near the surface and burrows into the ground by digesting it to turn itself into a pit trap. Some of the consumed material is pressed upward to form a cover. 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 (Combat starts with "enwrapped", see "Optional Combat Rules").

#35 Radiovoric Ooze

Radiovoric Ooze does not sustain itself on organic or anorganic matter, but by absorbing radioactivity in its surrounding. The biological process that allows it to use this energy to maintain its cell reproduction leads to a constant glow that is visible from up to 10' away. It lags the natural attacks of other blobs, but contact with its body (or wounding it in melee) temporary exposes a character to a radiation level equal to its HD. While it is itself immune to radiation it may project an *Energy Ray* (4d6 damage; MF p.24). Recharging this ray takes (6 minus HD) rounds. As it has no innate aggression towards other life forms, its behavior is determined by an unmodified Reaction Roll. On anything but a Unfriendly or Hostile reaction it will simply ignore any characters in its vicinity, otherwise it will attack with its ray.

Further Mutations: Energy Ray, Reflective Epidermis

#36 Regenerative ("Self-Cannibalizing") Slime

[HD: 4 +4]: Regenerative ability is no uncommon trait among the different blobs and oozes that may be found throughout the post-apocalypse. The Regenerative Slime is named for it because it is able to reproduce its cells at an astonishing speed. The basic regeneration of it is equal to half of its HD (round down). When it is reduced to 4 hit points, it will begin to cannibalize its own bio-mass for regeneration. Doing so reduces its HD value by one while the current hit points are increased

by 2d6. The process is visible as the Slime seems to boil up out of a sudden, but comes less aggressive in turn. A Regenerative Slime may regain lost HD with a ration of 1 HD per day that it is not suffering any hit point loss.

Further Mutations: Regeneration

#37 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 advanced cement and is thereby only 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 plague to adventurers and scroungers, as they tend to frequent the same places. As the blob may infiltrate ceilings and walls as well as rubble heaps, humans and mutants alike tend to disturb them by accident while exploring ruins. The fact that "Ruin Slime" often creates (over time) entries to buried complexes is not helping the two groups to avoid contact, either.

As a Mortar Blob beneath rubble is next to invisible, it often surprises characters. If crept into wall or floor, a character may note the tell-tale poriferous nature of the surface before provoking an attack.

#38 Screaming Ooze

Screaming Ooze has a telepathic ability that it uses as an attack on its potential prey. Every living, sentient being that comes within 10' of the ooze will perceive a constant "mental scream". Instead of using its normal attack, the ooze may make a mental attack (WIL: HD+ 2d6) that will stun everybody in range for 1d4 rounds. In combat it will alternate between the two forms of attack.

Further Mutations: Mental Attack

#39 Short-Out Blob

Like an Electrified Blob, a Short-Out Blob may generate bio-electricity and use it in an attack. The attack of the blob takes 3 rounds to charge, during which a notable static field builds up within 10'. At the fourth round a cracking, sparkling wave explodes outward from the monster and affects anybody within 30' feet. Those within range must Save vs. Stun or will be stunned for 1d4 rounds (robots suffer a -2 penalty on the Saving Throw). All energy-operated equipment but items of armor and military hardware will short-out with a chance of 2 out of 6.

Further Mutations: Energy Attack

#40 Sleeper's Horror

The slime creature dubbed "sleepers horror" is nocturnal and a grave danger for those who spend their nights out in the open. Due to a telepathic ability the horror is able to sense the brain waves of most sleeping creatures (everything above insect intellect) from up to 100' away. It will approach the source and begin to emit a psychic signal once it is withing 15'. This signal (which it may emit once every turn) forces every living, higher being within 20' to Save vs Stun or fall asleep for 1d4 rounds. Victims that already are asleep enter a comatose state for 1d4 turns from which they cannot be woke up by normal means: enough time for the Sleeper's Horror to kill and feed. The slime is completely inactive during the day and usually hides in cracks or other hard to access spaces. Many burrowing animals that have grown familiar to this predator actively try to dig the slime out during the day once they perceive its scent and pull it out into the sunlight. The Sleeper's Horror is very vulnerable to UV rays and takes 1d6 damage per round in bright daylight. Concentrated UV rays deal up to 5d6 damage.

Further Mutations: Mental Attack

#41 Soap Ooze

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 on following rounds has the attacker slip and fall. Same is true for running. 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 skin contact breaks down blood vessels beneath it.

#42 Solar Blob

Solar Blobs are next to harmless during the day. They resemble large bubbles with fist sized, light blue blotches separated by irregular lines of night blue color. In this state the blob sustains itself through photosynthesis and gathers strength for the night. It will not react to anything or anyone unless disturbed or attacked.

At sundown the light blue blotches begin to both shrink and glow till the blob's surface is night blue with dozens and dozens of tiny glowing spots, like it would mimic a starlit night sky. As night falls, the blob becomes predatory and begins to move about, the sunlight gathered lends it its mobility. The glow it emits is equal in intensity to a dozen burning candles and helps it to attract other nocturnal creatures. Insects simply stick to its surface and are assimilated. Large prey is first attacked by a flash of bright light (MF p.25; "Bright Eyes") from the tiny light points all over the blob's body before the creature attacks in close combat. The same emissions will be used by the Solar Blob when it needs to defend itself during the day.

Further Mutation:s Epidermal Photosynthesis; Optic Emissions (Bright Eyes)

#43 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. In a pinch the creature may "burn up" 1d4 hit points to spray anybody within melee range with caustic fluids that cause 2d6 points of damage (half that much if a Saving Throw vs. Energy is passed).

#44 Static Blob

Telecommunication via radio signals is not common in the post apocalypse. It was not state of the art anymore before *the End* and the remaining devices are often useless due to damage or neglect. Those dwellers of the post-apocalypse that pride themselves of ownership of radio communication may attract a unique danger: the Static Blob, a bio-weapon ECM of the past. The blob itself generates bio-electricity and radio emissions that are strong enough to disrupt lesser signals within 1 mile and block radio signals completely within 100 yards.

It is able to sense the source of an active radio signal form up to 100 yards away and will move in and attack any living being larger than a dog near it, and than the source itself. If it comes into contact with another Static Blob this way, the organisms merge (add up HD).

Further Mutations: Radio Signal Disruption

#45 Swarm-Symbiont Blob

In rare cases, two mutated species will form a symbiotic relationship. The Swarm-Symbiont Blob is such a rare case. Each of these blobs is host to a mutated form of mosquitoes that is has adapted to. The mosquitoes place their eggs into the blob, which are not consumed by it due to a certain enzyme. Even the hatching larva are spared. The mosquitoes thereby benefit from a "brood guardian". The mosquitoes in turn protect the blob and assist it in combat: when it engages an opponent or is engaged by one, 1d3+1 swarms of angry mosquitoes join the blob in battle (see MF p.77; "Insect Swarm"). The symbiotic relationship leaves the blob vulnerable to one other mutant species: the Mansquito. It does not identify them as a threat, nor does the swarm it hosts, and so Mansquitos have an easy time to suck all non-harmful juices out of these blobs, thereby destroying them.

#46 Tar Blob

A Tar Blob is much more sticky than any of its "brethern". It thereby moves slower (30' in combat), but has a nasty surprise for its opponents. Every melee attack that deals 5+ 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 other option is a *Force Doors* test. On a success the weapon/limb is freed, on a failure it is still stuck and the blob's next attack against the victim is an automatic hit.

#47 Wailing Gestalt Ooze

An ooze with psychic abilities and an alien intellect, the Wailing Gestalt forms ever-melting and re-shaping faces of its former victims all over its surface when it attacks. They scream in silence, but everyone within 10' of it will hear their moans and lamentations, as well as an unintelligible whisper that underpins it all. Once per turn the ooze may make use of a psychic attack to Confuse (see below). This counts as a mental attack, the

ooze's WIL is 2d8+ 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.

Confuse: (d10): The victim...

- 1-3: ...attacks the own allies on the next round
- 4-5: ...is unable to cope with the situation and stunned for 1d4 rounds.
- 6-7: ...drops anything and is stunned for a round.
- 8-10: ...may act normally, but suffers a (-1) on the next Saving Throw against this attack.

Further Mutations: Mental Attack

#48 Waterlurker

The Waterlurker is an aquatic slime that may be encountered in any river, no matter how contaminated it is. It is transparent and next to invisible even in clear water. As its ability to swim against a current is limit 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.

#49 White Blob ("NK Blob"; "Project: NK-B")

The White Blob has a very strange attack and feeding pattern. It targets mutant humans where possible, will never attack a pure strain human. During the first decade after the End the first White Blobs have been created by scientists inside of advanced shelters and bunkers. Their aim was to counter the mutant development on the surface, and so they created the equivalent of an humongous natural killer cell to contain the "cancer" on the surface.

When the White Blob senses a living being it will try to close to 10'. At this range it may identify a being as a mutant human (in which case it will attack), a pure strain human (which it will leave alone) or something else (which it will only attack on a Hostile Random Reaction). White Blobs are immune to radiation and are most likely to be found in ruins, but may be encountered in the wilderness as well,

Further Mutations: Reflective Epidermis

#50 Zombie Rot Ooze

It is a slime more than a blob, a conglomerate of liquefied undead flesh and other rotten bio-matter. The first Zombie Rot Oozes came into being as an ooze digested a *Wandering Dead* and got infected by it (a thing that rarely happens). This new kind of flesh eater consumes any living being in its path, but attacks zombified creatures first and foremost, while zombified organisms neither perceive the Rot Ooze as a threat nor prey. A Zombie Rot Ooze is thereby seldom encountered close to zombies, as it tends to eradicate its presence in a short period of time (unless there are LOTS of zombies).

At the end of a battle against such an ooze, any character that suffered damage from the monster's attacks must *Save vs. Poison/Disease*. Those who fail contract *Zombie Rot* (Disease: see MF p.47).

Save Modifier:	0
Infection Duration:	4 weeks
Affected Status:	CON -3 , INT-1 and CHA -2 per week.
Damage per day:	see below

The victim of the diseases begins to waste away and suffers from cold sweat and sleepiness without being exhausted. The infection attacks both brain and body, and each day an infected character must *Save vs. Poison* or has to reduce the maximum Hit Points by one. When an infected character dies, he or she will return as a *Walking Dead* after 5d6 hours.

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