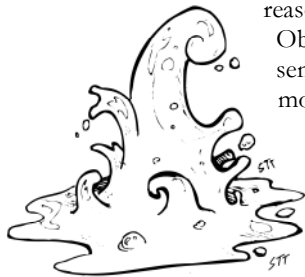


of this Quality to gain a size level. It takes a few moments, longer - two full rounds in which it can't initiate other action - so is better done outside combat rounds.

Globulus

This is a sort of living jelly, an amorphous blob with rudimentary animal-level intelligence. Their main drive is to feed, which they do by flowing over organic matter and secreting acid to digest it. They can be found almost anywhere that's reasonably cool and damp.

Obviously they lack the usual senses, but they seem to detect motion and scent/taste with their whole body.



Individuals exhibit differences that lead some scholars to think there are sub-species. Some

globuluses lie around in a puddle, while others maintain a shape, such as a cube. Some wait for prey to pass nearby, while others ooze about searching for it. Most are almost transparent, but some have faint or strong colouration. Size varies quite a bit too.

“Globs” sometimes have valuable remains of past meals suspended inside them, though getting these items out can be painful. It's rumoured that some scholars, inventors or magi are attempting to breed or create small, more intelligent and less corrosive globuluses as pets.

Strengths (core): Expert [+4] Damage Resistance*, Good [+2] Engulf, Good [+2] Acid, Good [+2] Darksense, Good [+2] Arcane Resistance* - mental effects

Strengths (optional): Good [+2] to (rarely) Expert [+4] Large, Good [+2] Hard To Spot, Good [+2] Wallcrawling, Good [+2] Pseudopod Strike

Weaknesses: Poor [-2] Intelligence, Poor [-2] Slow-moving; Poor [-2] Large if applicable

† *Engulf:* the creature envelops its victim in order to consume it. This won't work on a victim larger than itself, but if the creature is larger it gets +2 per level of difference. The Engulf itself does no damage, but the victim can't do a lot until they manage to escape it. They'll also suffocate: each round, resist a Failure Ranks TN of the number of rounds you've been in there (i.e. it counts up).

† *Acid:* any contact with the creature does extra damage from its digestive acid. This dissolves organic materials very quickly (check each round, destroys items that fail to resist, e.g. with quality or arcane properties, metal slowly (perhaps giving items a Damage Rank until repaired), and does not affect stone. On a momentary strike the Acid MOD is just added on; if a victim is engulfed they must resist a separate Acid attack each round.

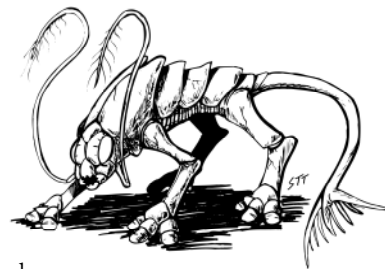
† *Wallcrawling:* the creature can move freely up walls and along ceilings.

† *Pseudopod Strike:* the creature extends part of its body to attack a nearby target. If this succeeds it grabs on, and unless the victim gets free they can't dodge a subsequent Engulf, which gets an Upshift.

Mildew monster

These peculiar creatures are almost certainly the handiwork of some god, probably of decay, destruction or embarrassment. It's said that different variants exist. They're vaguely insectoid in appearance, about the size of a large dog but bulkier, with a thick, sackcloth-coloured hide of lumps and plates and a long tail. They're of animal intelligence. They can be found almost anywhere in Ludor, usually in temperate regions, often in wooded areas near to settlements, lairing underground and coming out to seek food.

The monsters feed on dead organic matter, but in an unusual way: they strike it with their long antennae, causing it to rot and moulder away instantly, then they consume the remains. This would be ecologically useful, except for two things. First, they seem to much prefer worked materials to common stuff like leaf mould, attacking rope, sacks, clothing, tents, etc. Second, people seem to persist in placing them in dungeons and



other locations where there's no organic material for them to feed on anyway and they become ravenous. If forced into straightforward combat they bite and whack opponents with their tail. (Tune the mildew monsters to the tone of your campaign. As a minimum, you probably want to borrow from the superhero genre and give underwear a mysterious immunity.)

Strengths: Good [+2] Agility, Good [+2] Quick, Good [+2] Keen Senses, Good [+2] Tough Hide, Good [+2] Persistent, Expert [+4] Rot*, Expert [+4] Sense Organic Material, Good [+2] Arcane Resistance* - decay and disease effects