

# FORMLESS HORRORS

Formless horrors are amorphous creatures that will mindlessly attack anything that comes near them. They can be found in the Undercity (usually just oozes) or other dark caverns. Gibbering horrors can also be found in the infernal realms, especially in the demon lord Moloch's domain.

While most formless horrors just wander randomly, gibbering horrors are extremely intelligent and all serve Moloch. They prefer to hunt intelligent beings (the smarter the better) and always prefer to eat prey who they have driven insane first.

Oozes and blobs can be created by alchemists and will divide into two when they have absorbed enough raw material to do so. Gibbering horrors can be summoned by warlocks (although this is a very bad idea).

Being completely mindless, oozes and blobs do not communicate at all or understand any languages. The gibbering horror understands and "speaks" all languages, but still never actually communicates with other beings. Attempting to read the mind of a gibbering horror always fails and provokes a Mad Gibbering attack.

## GREEN OOZE

STR	DEX	INT	PRE	FOR	REF
---	---	---	D3	D8	---
MOVE	ATT	DEF	AP	MP	HP
OOZE	D8	---	1	0	4

### ATTACKS AND ABILITIES

**ACID:** D8, Acidic Splash, AE1, Auto

DARKSIGHT, FORMLESS, MINDLESS, ACID IMMUNITY, POISON IMMUNITY

### ACIDIC SPLASH

This attack does both normal damage to the target and permanently reduces the target's armor by a die rank for each point of damage done (completely destroying it if it reaches -2 die ranks).

## GREY OOZE (1<sup>ST</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
---	---	---	D4	D10	---
MOVE	ATT	DEF	AP	MP	HP
OOZE	D10	---	1	0	5

### ATTACKS AND ABILITIES

**POISON:** D10, Poison (Paralytic), AE1, Auto

DARKSIGHT, FORMLESS, MINDLESS, ACID IMMUNITY, POISON IMMUNITY

## BLACK OOZE (2<sup>ND</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
---	---	---	D6	D12	---
MOVE	ATT	DEF	AP	MP	HP
OOZE	D12	---	1	0	9

### ATTACKS AND ABILITIES

**POISON:** D12, Poison (Virulent), AE1, Auto

DARKSIGHT, FORMLESS, MINDLESS, ACID IMMUNITY, POISON IMMUNITY

### OOZE MOVEMENT

Oozes and blobs slide along the ground instead of walking or running. This means it cannot run at all and can never get two regions of movement with a single action, but it can ooze up vertical surfaces.

## GELATINOUS BLOB (3<sup>RD</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D20	---	---	D8	D20	---
MOVE	ATT	DEF	AP	MP	HP
OOZE	D4	---	1	0	20

### ATTACKS AND ABILITIES

**GRAB:** D10, AE1, Auto

**ACID:** D20, Acidic Envelopment, AE1, Auto

DARKSIGHT, FORMLESS, MINDLESS, ACID IMMUNITY, POISON IMMUNITY, TRANSLUCENT

### TRANSLUCENT

This creature is almost, but not quite, completely transparent. To see it at all requires a perception roll against a D6 in good light, or a D12 in poor light.

### ACIDIC ENVELOPMENT

This attack does both normal damage to the target and permanently reduces the target's armor, weapons, and any other equipment by a die rank for each point of damage done (completely destroying it if it reaches -2 die ranks). Items without dice are damaged by one point of damage and destroyed by two points or more.

## GIBBERING HORROR (4<sup>TH</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D12	D8	D16	D20	D10
MOVE	ATT	DEF	AP	MP	HP
OOZE	D12	---	4	4	25

### ATTACKS AND ABILITIES

**BITE OR GRAB:** D12, R1

**MAD GIBBERING:** D16, AE1, R1, Cooldown, 1 MP

DARKSIGHT, FORMLESS, ACID IMMUNITY, POISON IMMUNITY

### MAD GIBBERING

This attack is rolled against the PRE of every living non-demonic creature in the targeted region. Each success disturbs the target for an entire turn, but no damage is done. While "disturbed", the target's APs are halved (round down) and all rolls of any kind are disadvantaged. If the number of successes is equal to or greater than the target's maximum hit points, the target goes insane for a few minutes and remains disturbed for the next hour. If equal to or greater than double the target's maximum hit points, the target goes permanently insane and generally will attempt to kill themselves and/or others.