

In Dark Shadows Slimed!!!



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INFORMATION

In dark shadows through the alleyways and underneath the sewer grates a dark ritual has begun. Cultists, worshippers of a sludge demon, chant unknown words in their grating voices. In the middle of the circle their leader, nailed to a pillar, continuously chants the words, “Gravi derelinquere caen.” Suddenly, the chanting stops but only to be replaced by the leader’s screams of agony. Slime begins to pour from the leader’s ears, eyes and mouth; spilling onto the ground beneath him. A crack and then a burst as slime pours from the leader’s chest cavity. Beneath the dead leader emerges a large green hand made of slime. It wraps its dripping fingers around the corpse and rips it from the stake. The leader, now being submerged in the slime, has become one with the slime. Slime tendrils shoot forth from the pool of slime striking the rest of the cultists. Growing with each cultist consumed, the Slime Lord consumes the final worshipper before making his way above ground.

Always hungry. Always growing. The Slime Lord lurking **in dark shadows**.

SETTING

Slimed!!! takes place in a slum section of the city. Buildings with rooms dripping with slime and alleyways turned into rivers of slime. Slime Minds and Slime Creeps travel throughout this section, while Slime Minds often travel outside of the slimed section to further expand their ever-growing territory. The sewers and some of the lower levels of buildings tend to be flooded in slime and Slime Creeps. The Slime Lord central area is within a, now consumed, hotel.

SLIME

When a character comes in contact with slime, whether being damaged by a slime creature or treading through slime, they must make a physique save or suffer the effects of the slime. For each failed save add 1 to the die result.

d6	Slime Effects
1-4	Nothing happens except a little stickiness.
5-6	Slime begins to take a toll on your body. -1 to all physique and agility saves. This effect can stack multiple times.
7-8	Slime begins to creep into your body. -1 to all intellect and willpower saves. This effect can stack multiple times.
9-10	Turn into a Slime Mind in 1d6 hours.
11+	Turn into a Slime Creep in 1d6 days.

d6	Horror Elements
1	A dumpster boiling over with slime and human remains.
2	A homeless person puking up slime that slithers away.
3	A small child chanting, “Gravi derelinquere caen,” as she eats slime from the gutters.
4	A trash can filled with slime and about one hundred human eyeballs.
5	Writing on the wall made of slime that reads, “Gravi derelinquere caen.”
6	A fountain of slime spewing from a fire hydrant.

Slime Mind

HD: 2-4

Slime Minds are those victims of the slime that have had their minds taken over by the Slime Lord.

Special Abilities: All slime minds are connected as a hive mind through the Slime Lord.

When trying to remove or affect the slime and not the host, treat the slime as if it has +2 HD than the host (Slime Mind).

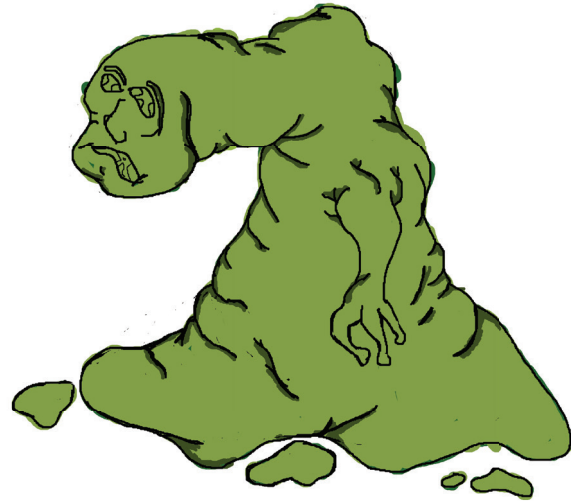


Slime Creep

HD: 3-5

Slime Creeps were one humans before being completely consumed by the Slime Lord.

Special Abilities: When a Slime Creep deals damage the victim begins to feel the effects of the slime unless they pass a physique save.



Slime Lord

HD: 7

The brain of the hive mind. The Slime Lord, a summoned demon, consumed his summoner and continues to grow as he consumes others.

Special Abilities: When Slime Lord deals damage the victim begins to feel the effects of the slime unless they pass a physique save.

The Slime Lord can summon a Slime Creep from his body.



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