SLIMES

BY VAIDENON OF HUSTAN, WARDEN OF THE INKHORN FELLOWSHIP

The Z'hura: Green Slime, Gray Ooze, Yellow Mold, and Others

> "The Khuzdul have a word for mushroom, and we have taken it for the mushrooms that eat us. I asked a Khuzan cook whether that was a joke. He said it was, and that it was theirs."
>
> — Vaidenon of Hustan, Warden of the Inkhorn Fellowship, Tashal, Morgat 720 TR

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Z'hura is the Khuzan word for mushroom, a staple of the dwarves' diet; among men it has come to mean the predatory fungi that feed on flesh. Columbia Games describes them, a dozen kinds or more, in *Z'hura* (Bestiary #4619, Z'hura 1–6), and that article is the place to meet them. The core rules give them a Fungus/Slime subtable for encounters (Campaign 14, subtable 14).

Z'hura do not think and do not attack; they are hazards, not foes (Z'hura 2–4). This entry names each one briefly and sends the reader to Columbia's article for it. It then gives what the Fellowship has added: rules for noticing them, for continuing acid, langlah gas and lurishi infection, the Old Root, tables for placing them, and Murath of Ona-Setrum. *(Inkhorn)*

THE WARDEN'S NOTE

I have seen the Olokand cellar of the folk tale, or one very like it. The innkeeper's grandson keeps it bricked up and a lamp burning in front of the bricks day and night. He says the lamp is for his grandfather's potboy. I think it is for the light, which the z'hura hate, and I think he knows it.

M'NOGA (GREEN SLIME)

The great slime that hides beneath the soil and lures with sweet yellow-green caps, and spurts acid when disturbed (Z'hura 2). It is the z'hura of cellars, crypts and caverns.

LANGLAH (GRAY OOZE)

The ooze that lies in shade like rubble or a quilted gambeson, and kills with an acid gas when its crust is broken (Z'hura 3).

LURISHI (YELLOW MOLD)

Golden-crusted pods that burst at a touch, or a footfall, into spores deadly to any open wound (Z'hura 4). The core encounter table calls it the ochre mold; the *Bestiary* and *Hârndex* call it the yellow mold. They are the same.

NORISHI AND BALRISHI

The doomhome, which rots thatch and hay (Z'hura 5), and the dark plague, which grows on burned wood in the shape of Morgath's sign (Z'hura 6). They are rarely found underground; there, treat them as m'noga (Z'hura 1).

HOMURA

The tempting red cap that is deadly to eat (Z'hura 1).

ONA-SETRUM AND MURATH

Ona-Setrum, the limestone sinkhole near Olokand in Kaldor, holds the largest m'nogai known, tended by the creature Murath (Z'hura 2); *Hârndex* tells of the pit, its howling, and its use for executions (Hârndex: Ona-Setrum). The Fellowship gives Murath a record as a unique Ivashu. *(Inkhorn)*

THE KHUZDUL AND THE Z'HURA

The Khuzdul eat mushrooms as a staple and gave the z'hura their name (Z'hura 1). Khuzan miners and cooks are the best judges of z'hura in Hârn (Herblore +20 for z'hura, Inkhorn). The fortress of Zerhun guards the approaches to Azadmere, and Hârndex lists the z'hura with it (Hârndex: Z'hura).

SPECIAL RULES

NOTICING Z'HURA (INKHORN)

Roll Awareness at the modifier in each record, or Herblore, Foraging, or Mining at +10 for those trained. Light reveals and retards them; in darkness, double the penalty.

ACID (BESTIARY 2)

Acid is burn damage and may go on burning unless washed off (Bestiary 2). The Fellowship rules: 1d6 burn to the same location next round unless washed or wiped, and an armour test: on 1d6 1–2 the armour loses a point of

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protection there until repaired. Vinegar or wine halves the next round's burn. *(Inkhorn)*

LANGLAH GAS (INKHORN)

One breath: Serious Thorax burn. Two: Grievous. Three: Kill, dead in END minutes unless healed by prayer or magic. Holding the breath protects for END × 10 seconds (Skills 10). *(Inkhorn)*

LURISHI INFECTION (INKHORN, FOLLOWING Z'HURA 4)

Each unhealed wound in the cloud: 50% infected (10% if bandaged); uncovered eyes 1 in 20; lungs 1 in 100. *(Inkhorn)* Treat by Columbia's course (Z'hura 4), using the Physician rules for surgery and amputation.

RELIGIOUS VIEWS

- Peoni and Siem: some Peonian and Siemist blessings kill norishi (Z'hura 5); "Siem's Blessing" is six hours of sun on balrishi ash (Z'hura 6).
- Morgath, Agrik, Naveh: balrishi is feared as their blight because of its Durangash shape (Z'hura 6).
- Ilvir: Murath of Ona-Setrum is called a demonic servant of Ilvir (Hârndex).

FOLK TALES

The Cellar at Olokand

A Kaldoric innkeeper near Olokand had no rats, not one, for twenty years, and was proud of it. When his potboy went down for a cask and did not come up, they found the cellar floor green and soft, and his boots in the middle of it.

The Forager's Meal

Foragers who know the lurishi smash the pods with a long pole from upwind and come back two days later to eat them (Z'hura 4). Those who come back after one day are not around to say how they taste.

ADVENTURE HOOKS

- An abbey's undercroft has no rats, a sweet smell, and a missing novice.
- A party crossing a cave finds what looks like a quilted gambeson lying on the rocks.
- A Kaldoric magistrate sends a condemned man to Ona-Setrum; the PCs are to see it done, or to rescue him.
- Panic in a village over a brown, circular fungus on a burned barn: the villagers want to burn the charcoaler's stacks.

ENCOUNTERS

Underworld (Giant Vermin, in this Physiologus; core Campaign 13): 92–96 Slime/mold/fungus, subtable 14 (core). The Fellowship proposes that a result of "Slime/Mold/Fungus" be resolved on this table:

D100	RESULT
01–35	Langlah (gray ooze)
36–65	Lurishi (yellow mold; "ochre mold" in the core table)
66–95	M'nogai (green slime)
96–00	Unique/rare: roll on Unique Z'hura

Unique or rare results (96–00) resolve on the Unique Z'hura table below. In the wilderness (forest, ravine, riverbank) in shade, use Columbia's Z'hura Encounters table (Z'hura 1); the Fellowship reads its printed Norishi range of 66–80 as 67–80.

RUMOURS

RUMOUR	TRUTH	WHERE
The old cellar has no rats at all; don't go down there.	true	any town
The dark plague is on the charcoal; burn the charcoalers' stacks!	false	forest-edge villages
They throw condemned men into Murath's Pit at Olokand.	true	Kaldor

ECONOMIC DATA

ITEM	PRICE	SOURCE
Salt (to kill a m'noga patch)	5 lb at Pricelist salt price	Inkhorn
Lurishi pods after release (a delicacy)	2d each	Inkhorn
M'noga spawn in a protected box (for a Fyvrian)	100d	Inkhorn

UNIQUE Z'HURA (INKHORN)

1D100	RESULT
01–30	Homura patch (a forager's hazard)
31–50	Old Root network
51–70	Ona-Setrum giant m'nogai (Ona-Setrum only; else m'noga)
71–85	Norishi or balrishi above ground (caves near the surface only; else m'noga, Z'hura 1)
86–00	GM species (Z'hura 1)

PLACEMENTS (INKHORN)

HAZARD	WHERE
M'noga	Cellars, dungeons, damp crypts, cave corners; never salt mines or sea caves (Columbia)
Langlah	Dank caverns, deep ravines, shaded ruins
Lurishi	Shaded rock faces, woodland, cave mouths
Norishi	Village thatch and hay in wet autumns and springs
Balrishi	Burned forest, burned villages
Homura	Forest floors where foragers go
Giant m'nogai	Ona-Setrum only
Old Root	Great caverns (Underworld 99–00, GM)

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THE FELLOWSHIP'S ADDITIONS

Hazard notes for every Columbia z'hura, to be read beside Columbia's own numbers

- Notice rolls, the continuing-acid and armour rule, the langlah gas breaths, and the lurishi infection chances
- The Old Root, the Unique Z'hura table, placements, and Murath's stats

Everything else follows HârnMaster 3 and the Columbia Games articles cited, which the Fellowship commends to every reader.

CREDITS

Writer: Vaidenon of Hustan. Set down by Lesli of Bifel and his homunculus, Claudin.

Sources cited: Columbia Games' *Z'hura* (Bestiary #4619, Z'hura 1–6), *Bestiary* (Bestiary 2: Acid), *Hârndex* (Langlah; Lurishi; Z'hura; Ona-Setrum; Murath) and the HârnMaster 3 core rules (Campaign 14: subtable 14, Fungus/Slime; Skills 10; Physician); Bernhard Bihler's fan *Grand Grimoire of the Pvaric Tradition* (Theron's M'nogai Reaping); Giant Vermin (the extended Underworld table), in this Physiologus.

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THE FELLOWSHIP'S HAZARD NOTES

Columbia Games gives every z'hura in full, with its look, its habits, its acid and spores, its numbers, and the way to kill it, in *Z'hura* (Bestiary #4619, Z'hura 1–6). The reader running a z'hura should have that article open; the Fellowship does not reprint it. What follows are only our additions, z'hura by z'hura, to be laid beside Columbia's text. *(Inkhorn)*

M'NOGA (GREEN SLIME)

- Notice: Awareness −20 as Columbia has it, and −40 in darkness.
- A smashing or slicing blow: 75% for the spray to strike each person within 10 ft.
- Continuing acid and armour damage, as the rule under Acid above.
- Unconscious in a patch: 2d6 burn each minute until rescued.
- Boiling water: a cauldron kills a 2-ft patch. Salt: 5 lb gives a 50% chance to kill a patch in 1d6 hours.
- Theron's M'nogai Reaping (Fyvria III), from Bernhard Bihler's fan *Grand Grimoire of the Pvaric Tradition*, allows safe handling.

LANGLAH (GRAY OOZE)

- Notice: −10 once it is active.
- Gas: a cloud 5 ft round (10 ft if the langlah is large or someone stumbles in) for 1d6 rounds; breaths as the Langlah Gas rule above.
- Burning oil or a brand kills a patch in 1d6 minutes, but boils off gas: everyone within 10 ft makes the gas rolls.

LURISHI (YELLOW MOLD)

- Rupture: each person walking within 10 ft, 1 in 3 (1 in 10 if creeping with a Stealth success).
- Infection chances as the Lurishi Infection rule above.
- Burning the clump from a distance with oil and fire destroys it without rupture on 1d6 1–4.

NORISHI, BALRISHI AND HOMURA

- Balrishi: +1 Fatigue Level per hour of hard work in an infested place.
- Homura: Herblore or Foraging identifies it on a success. Induce vomiting within 10 minutes (Physician); after coma, only healing prayer or magic.

THE GIANT M'NOGAI OF ONA-SETRUM

- As m'noga, but spurts reach 15 ft.

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OLD ROOT (ANCIENT Z'HURA NETWORK) (INKHORN)

Where: the Fellowship: great caverns and old forests; a z'hura whose roots run for leagues (Z'hura 1)

Notice: Awareness −10; vine-like roots across the floor; caps in patches hundreds of feet apart (Z'hura 1)

Trigger: walking on the roots (Inkhorn)

Effects:

- the Fellowship: roots trip (a Stumble roll each 50 ft at a run); every patch of caps is a m'noga (or langlah, 1 in 3).
- Hundreds or thousands of years old; few but Fyvrian mages know it (Z'hura 1).

To kill:

- the Fellowship: cannot be killed by men; patches can be burned or salted back as m'noga.

Escape: Walk slowly, carry light; light retards all z'hura (Z'hura 1).

Magic and blessings: Fyvrian lore.

MURATH

MURATH (UNIQUE IVASHU, INKHORN)

Habitat: Ona-Setrum, near Olokand
Height: 7′ (hunched)
Weight: 400 lb
Diet: Rotten flesh, m'noga
Lifespan: Immortal (reborn)
Group: Unique
Size: Medium/d6

ATTRIBUTES

20 Str	06 Eye	08 Int	19 End
20 Sta	16 Hrg	14 Aur	12 Mov
10 Dex	22 Sml	16 Wil	
10 Agl			

SKILLS

55 Initiative	45 Dodge
65 Awareness[1]	60 Stealth
75 Climbing	

60 Claw 6e
50 Bite 5p
45 Spray 3d6+6f *(m'noga pus, 10 ft, 50% (as Z'hura 2))*
[1] Awareness: smell

ARMOUR

B6 E5 P4 F9 GAC 2

STRIKE LOCATIONS

Use standard strike location tables (Combat; as Lycanthropes and the Ivashu with humanoid tables).

- Immune to z'hura acid and gas (Inkhorn).
- "A demonic servant of Ilvir who is fond of rotten flesh" (Hârndex); its howl forces an Initiative test (Combat 18).
- Ivashu: reborn at Araka-Kalai.

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