

THE 21 PSEUDO-SENTIENT OOZES OF SUTOYAR THE MAD

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We have no reliable evidence for the physical existence of **Sutoyar the Mad**, much less the salient facts of his life and by now considerable legend. Most modern scholars and savants consider him a composite figure of several (many far better attested) eccentrics and magicians of the late XXXIIIrd Aeon, given name and form solely to provide a convenient scapegoat for the teeming horde of prodigies and monstrosities that continue to infest the towns, villages, and countryside in the vicinity of the ruins of his reputed manse. Of these, he seems to have been particularly fond of oozes, slimes, and molds of all sorts, of which twenty-one varieties have been catalogued and attributed. While not every such entity is inimical by nature, the traveler is advised to acquaint themselves with their appearances, known properties, and general demeanor.



1. Concubinal Jelly In its inert form, this jelly is of a pale golden color and smells faintly of orange blossom. It is seldom encountered in unpopulated areas as it seems to prefer large towns and cities to which it is drawn by some mindless longing. It retains its inert form when there are two or more sentient beings present, but upon encountering a lone individual it will almost instantly assume the form of that person's ideal sexual partner. It can speak, though its vocabulary is limited to any words spoken to it by the person it has fixated on, and it will speak gibberish phrases comprised of these words in a soothing cadence with no understanding of their import. The jelly-simulacrum will respond instinctively to the mental suggestions of its subject in so far as it is able, but is not capable of independent thought or action, and will dissipate into its inert form after 24 hours have elapsed, or it is burned by fire. There is no known means by which it can be destroyed, and it is unknown how many "batches" exist. It is thought that Concubinal Jelly was one of Sutoyar's earliest creations, as its design is in many ways crude and half-finished. It was perhaps intended by the famously aloof and misanthropic Sutoyar to serve as a sort of companion or helpmeet .

2. Sapropel of Logoporphyria. This translucent purple fluid gives off a strong vapor with

an accompanying odor of lavender. If a sufficient quantity is inhaled by a being capable of speech, they find themselves unable to phrase anything in an efficient and practical manner. Simple, direct statements will blossom with ornate orthographical filigree upon utterance, and may develop into overstuffed treatises of towering pomposity and a seemingly endless string of clauses unless the subject is physically restrained. The effect lasts approximately 24 hours, and is transmissible through saliva while active.

3. Doom Sludge - Pitch-black, with burnt-umber and dull silver mottling, this tar-like ooze feeds exclusively on carrion. Any metallic objects picked up along with the corpse are incorporated into its body, but are not broken down or digested, and can be recovered intact if the creature is slain. The sludge absorbs all sound within a 100 ft. radius, excreting a rumbling, churning, drone that can be heard over a mile away.

4. Pyrocryonic Emulsion Combining the essences of fire and ice, this viscous liquid mass oscillates in a spectrum from red to blue, and assumes one or the other of its attributes in direct, inverse response to the presence of extreme heat and cold. Left to its own devices, it will bubble happily in the most tepid, neutral environment it can find, but will freeze into a chilly solid if prodded with a torch and take on the properties of lava if confronted with a block of ice. It will resume its inert state if and when the external stimulus is consumed or extinguished.

5. Carnelian Mustard -Highly prized by gourmands, this piquant mustard is particularly fine and sharp, described by Leukostos of Mruz in his *A Tainted Feast* as “one of those gorgeously vicious mustards that pierce the tongue like a regiment of lancers.”* The mustard is (thankfully) not capable of independent locomotion, but each grain is caked with powerful psychic residue, and eaters report being overwhelmed with feelings of nostalgia to the point of tears.

6. Jale Pudding – this ooze, when collected in a mass, appears as a creeping blob in a particularly vivid shade of jale. It is most often encountered, however, suspended from archways and portals, where it forms an almost perfectly translucent membrane bordered by sticky jale “anchors.” Each pudding is part of a matched pair, and acts as a portal to the other-- wherever and whenever it happens to have anchored itself. They feed by absorbing a small amount of life-energy from any organic being passing through the membrane. This is almost never enough to cause death or serious injury, and most travelers report merely feelings of nausea or lightheadedness for some hours after passing through.

7. Ooze of Origh-Tal – This ooze has a sharp astringent smell and is vermilion in color. It possesses remarkable healing properties, but feeds by psychic vampirism, and will temporarily drain the intellectual faculties of its victim/beneficiary in proportion to the injuries repaired. Most travelers encountering the ooze report a full recovery after approximately a week.

8. Slime-Sphere – A constantly rolling ball of semitranslucent puce slime. It can expand and contract from 8 feet in diameter to 4 feet. It feeds exclusively on plant matter and will immediately dissolve any weeds, shrubs, moss, or wood it encounters, leaving behind a sticky, pine-scented residue.

9. Martyrmud – Encountered in the most dismal of swamps and bogs, this dark, reddish-brown muck is particularly tenacious in clinging to the clothes, boots, etc., of passing

travelers. After an hour or two, individuals with a significant quantity of the mud on their persons often find themselves troubled by thoughts of higher purposes and noble self-sacrifice in the name of some vague ideal. It takes a supreme effort of will for individuals so afflicted to keep themselves out of harm's way, particularly if by doing so they intercept some harm meant for a companion.

10. Mucous of Zhaa Harvested from the thousand striated orifices of Zhaa the Feculent, an embryonic demon-princeling allegedly summoned and bound by Sutoyar, this mucous oozes and flows under its own power when not carefully sealed in jars or beakers specifically warded for the purpose. It is drawn to the sound of lies, and will attempt to bond itself to particularly egregious liars at the first possible opportunity, hurling itself forward as a semi-solid glob and attempting to enter its host through the nose and mouth. Once installed, it will seek to protect its charge at all cost, neutralizing the effects of any foreign substances (from deadly poisons to the intoxicating effects of alcohol) entering the bloodstream. If its host goes more than 48 hours without telling a single falsehood, it will grow restless and seek out another, more fitting host, which it will attempt to bond with in a similar fashion.

11. Glamgunk- This shimmering indigo slime seeks out living flesh, which it will attempt to devour by breaking it down with powerful acids which it secretes when feeding. As it dissolves meat from bone it simultaneously excretes a coating of sparkling, brilliantly-hued carbuncles which can easily be mistaken at a distance for the glint of gold, silver and precious stones. The carbuncles themselves are of little value, save as a curiosity.

12. Exegetic Putty - the color of verdigris, with dull orange mottling. This putty, when laid across a printed text, can be peeled away to display, not the original text, but a detailed (and highly prejudiced) critical interpretation of the text. This interpretation will be rendered in the language of the original. Subsequent uses of the putty on the same text will result in wildly conflicting interpretations each time, often overtly hostile to the argument of the previous one. The putty is often found clinging to the underside of lecterns, chairs, and reading -desks in well-stocked libraries and scriptoria.

13. Miremaid - This creature is primarily found in swamps and marshy areas, and appears to travelers as a young woman struggling in vain to extricate herself from a treacherous slough. She will appear to be completely covered in mud and silt, with only the eyes visible beneath this covering. These are the eyes of the creature's last victim, which it finds indigestible. It's body comprises the whole of the bog in which the "maiden" -- a specialized tongue-like organ -- protrudes. Once a target has approached close enough, the "maiden" will attempt to engulf the target, dragging it below the surface of the mire where it commences to feed. The "maiden" will be deployed again some 48 hours after the Miremaid has digested its previous victim.

14. Gunge of Daredd – This vibrant green slime tends to collect on ceilings and archways, and seems particularly drawn to the sound of a human voice. It will lose cohesion and drop on

the nearest speaking target it can locate. If presented with a cluster of speaking targets, it will drop on the loudest. It will coat the subject from head to foot in a frictionless covering of slime, but will have no other effect. It can be removed quite easily by immersion in hot water.

15. Alluvium of Temporal Consistency – Like oatmeal in consistency, this creature takes on the coloration of the ruins in which it makes its home. An unfortunate byproduct of the destruction of an edifice by magic, the alluvium becomes agitated when it senses the presence of anything born or generated after the time of its home's destruction. Anything it touches will age until it is the same age as the surrounding structure, at which point, the alluvium will flow away to collect in a pool at the structure's base.

16. War-Custard – Hardened, gelatinous, cream-colored, hovering pucks some four to six inches in diameter. They are known to travel in packs of up to six, and attack by hurling themselves at their prey before ricocheting off in another direction to prepare for another strike. Each successful strike splashes their prey with a sweet-smelling sap of a color, consistency, and flavor not wholly unlike liquid caramel. The sap acts as a powerful attractant to predators and can be scented up to 5 miles away. War custards are scavengers, and feed on the carrion left behind by the predators they attract, attempting to drive away competitors with a series of high-pitched bubbling and squeaking noises.

17. Fungal Nomad This vibrantly colored colony of molds and fungal growths drags itself about on thousands of tiny pseudopods which constantly sprout, die, and regenerate as it searches its immediate environment for freshly-dead organisms. Upon finding a suitable host, it will immediately attempt to colonize, spreading over the corpse and entering through whatever channels it can locate. Eyes and other sensory organs will be immediately evicted and replaced with a riot of fruiting fungus, and the whole of the organism will rise once more, immediately seeking out other corpses in which to reproduce and colonize. Though it prefers recently-dead tissue, it will also attack seriously wounded targets with little hesitation, and the reproductive process inevitably produces a small cloud of spores, which will cling to the nearest available surface.

18. The Final Aspic -Appears as a seven foot tall column of translucent gelatin creeping slowly and seemingly without purpose on millions of tiny cilia at the base. Eight such aspics are known to exist. In each are preserved the heads of Sutoyar's former rivals, entombed in the aspic just before the moment of death. Each head is fully conscious, and, as they have remained so for at least 6,000 years, completely insane. The protective wards holding each column in place have long since crumbled to dust, and each head is capable of speech, which mostly seems to consist of muffled screams, dire threats, uncontrollable laughter, and fragments of half-remembered spells.

19. "The Piper" This slow-moving yellow ooze hunts by excreting a number of large, floating bubbles from its lolling crown of irregular fluted spikes which quest about in search of living prey. Upon contact, the bubble will attempt to enclose prey with itself, whereupon it will adhere to the nearest surface it happens to come in contact with, suffocating its catch. Some days or weeks later, the Piper itself, which seems to prefer rancid meat, will make its way to one of its hunter-bubbles, bursting it open with a fluted spike before devouring the contents.

20. The Black Cheese According to Leukostos of Mruz in his *A Tainted Feast* :

This cheese is exceedingly runny in consistency, and of a particular shade of black which reflects not the light of the sun, moon, or stars, but achieves a remarkable iridescence when observed by the light of a candle rendered from the fat of a blind puppy. It smells of ripening meat and hot iron and sweet grasses. There is some dispute as to its taste, but it is generally agreed upon to be repulsive in the extreme upon initial ingestion, though the taster will find themselves unable to vomit and indeed compelled with each bite to devour more and more, which squirms in eager rivulets across the tongue and down the throat until not a scrap remains. The cheese is never expelled from the body by the usual method, but clings tenaciously to the lining of the stomach, spreading outward through the body as more is ingested over time, so that habitual eaters can be identified by a blackening of the fingertips, toes, lips, tongue, teeth, genitals and all bodily fluids. The eaters' sweat is exceedingly pungent and has the color of well-used dishwater. Consumption of the cheese brings on phantasmagoric dreams of mastery and barbaric splendor in which the eater is free to act on every desire and whim without consequence. Eventually, the eaters' own surroundings grow to resemble the strange country of their dreams. Jagged towers sprout from cornfields, the sooty windows of crowded tenements yield visions of throngs of masked revelers tripping a stately measure through cobbled streets the color of dried blood, and friends and lovers leer at them with the faces of bottom-dwelling fish. The cheese is consumed as a sacrament by the Cult of Nugashripahl Whose Eye is the Second Moon. The cultists believe their patron to be imprisoned somewhere within this dream-city and convene often to compare notes, draw up maps, and work in concert toward his release.

21. Luminous Pudding – This vivid mauve pudding glows as bright as torchlight, and can be found lining the walls, floors and ceilings wherever there is moist, decaying stonework. It does not attack directly, but adheres readily to any surface it has even slight contact with, leaving behind a luminous residue for some 6 hours after the pudding itself has been removed. It has the curious property of imparting a certain bioluminescence to those eating it, so that the eater's internal organs can plainly be observed glowing through the skin for some 24 hours after ingestion. The pudding is often consumed as a novelty at gatherings of some of the more whimsical aristocrats for this reason.

***Apologies to Vivian Stanshell (1943-1995).**