

Amorphous Blob



Alteration, Necromancy, Alchemy

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: 1 glass orb

Saving Throw: None

The caster uses this spell to activate a dangerous amoebic lifeform inside a glass orb. The orb is filled with a specially-prepared fluid. Casting the spell allows the fluid inside the sphere to congeal into the lifeform, which is released when the glass is shattered. The wizard can smash the ball by hurling it at an opponent (treat as a grenade-like missile), but great care must be taken since the caster has no control over his creation once it is released.

The Blob: AC 6; MV 6; HD 3; hp 24; #AT 1; Dmg 3d4; AL N. The blob resembles an ochre jelly.

The monster feeds in order to grow, and it grows extremely fast. The blob expands to a volume of four cubic feet upon its release, but on a killing attack, it engulfs its prey and gains 1 hit point for each Hit Die of the dead victim. Every 8 hit points gained by the blob endows it with an additional Hit Die (in terms of fighting ability) and results in not only an increase in volume of 4 cubic feet, but also a cumulative bonus of +1 on damage rolls. Modified damage rolls cannot exceed 12 hit points per round. For example: A blob kills 4 opponents with 2 hit points each. It grows 4 cubic feet larger and attacks as a 4 HD monster, doing 3d4+1 points of damage per round.

The blob needs only one round to grow. During this time the creature can perform no other action. Increases in Hit Dice, size, and damage are permanent and do not decrease with the loss of hit points. No known limit exists to the blob's total volume, and if not soon killed, the creature can become extremely powerful.

The blob can regenerate 1 hit point per round, but this ability cannot bring a dead blob back to life. The creature can flow through narrow openings and can ooze along walls and ceilings. The blob also secretes a digestive acid that dissolves wood (at a rate of 2 inches per round) and metal (at a rate of ½ inch per round); stone and glass remain unaffected. Cold does no damage to the blob, but slows the monster (as the spell) for 2-8 rounds. Fire harms the creature normally, but lightning imbues the blob with an extra hit point for every Hit Die of damage; thus, a 6d6 lightning bolt causes no damage but endows the creature with 6 hit points, possibly increasing its size and attack potential. Mind-influencing spells, of course, have no effect upon this unintelligent creation, and all forms of magical control are useless against it.

Preparation: Preparing for the casting of this spell requires that the wizard first construct a crystal orb filled with a swirling, gelatinous fluid. The orb and its contents take 1 to 4 weeks to manufacture. In order for the orb to be made properly, the wizard must enlist the aid of an experienced alchemist and must build a special laboratory equipped with its own strange, custom-made apparatus, the total cost of which is no less than 5,000 gp.

The wizard also needs to procure the following ingredients used to formulate the weird fluid: one pint of the spellcaster's blood, three pints of ochre jelly, and one dram of acid from a black pudding. With these ingredients, the wizard prepares a viscous solution and encapsulates it in a finely blown glass ball, 1 foot in diameter. The wizard then holds the sphere, casting shocking grasp to prime the liquid contents.

Once these procedures are completed, the wizard can use the orb at any time thereafter to cast an amorphous blob spell. Should the glass container break before the spell is actually employed, the fluid is lost and the wizard must start the process over again from scratch.

Notes: Very rare. Known to be in *The Cryptichronos*, aka *The Book of Horrors*. (Updated from *DRAGON Magazine*.)