**XADOR'S FLUID**

**Medium-Size Ooze**

**Hit Dice:** 6d10+10 (43 hp)

**Initiative:** -5 (Dex)

**Speed:** 15 ft

**AC:** 5 (-5 Dex)

**Attacks:** Slam +4 melee

**Damage:** Slam engulf

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Engulf, suffocation, drain

**Special Qualities:** Blindsight, Sense living, brittleness, ooze

**Saves:** Fort +2, Ref -3, Will -3

**Abilities:** Str 10, Dex 1, Con 10, Int — , Wis 1, Cha 1

**Climate/Terrain:** Any underground

**Organization:** Solitary

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 7-12 HD (Medium-Size); 13-18 HD (Large)

Xador's fluid is an ooze that combines with living skin and hardens it like rock. This clear, runny fluid looks like a common mold, and lives in rocky, damp areas. The fluid absorbs the nutrients from living flesh, and can't eat anything other than flesh and muscle.

Xador's fluid is a dangerous substance, but can be made useful by resourceful beings. Brave characters who capture some of it can use it as armor in an emergency. After applying small amounts it to naked flesh for five rounds, it grants an effective +7 natural armor adjustment. This "Xador's mail" feels like painfully tight padded mail.

Since the fluid is still alive, it drains 1 Constitution point per minute from the wearer, and reproduces in 5-8 days if it kills the wearer. Another use of this is as improvisational "brass knuckles". This takes one round to apply, and does damage as spiked gauntlets. Yet another use for the fluid is to immobilize prisoners for a few hours. Captive Xador's fluid must devour at least one Medium-size creature every two weeks, or it dries up and dies.

This fluid is named for an evil noble named Lord Xador, who punished criminals by exposing them to this fluid. The hardened forms of these miscreants were displayed as statues to make an example of them.

**COMBAT**

Xador's fluid attacks anything that comes within 10 feet. It lurches forward, attempting to flow over its victim. It flows over and covers its victims to feed, becoming solid in the process. Several days after finishing a victim off, it flakes off, assumes its liquid form, and splits into two new fluids, each with half the original's hit points (rounded down).

**Engulf (Ex):** As a standard action, the fluid can simply mow down a Small or smaller creature. It cannot make a slam attack during a round in which it engulfs. The fluid merely has to move over its opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the fluid, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the fluid moves forward. Engulfed creatures are considered to be grappled and trapped within its body. Engulfed creatures are suffocated and drained.

**Suffocation (Ex):** When the fluid has engulfed a foe, it blends its body with that of its foe, covering it in a thin layer of material that quickly hardens. An engulfed creature takes suffocation damage (page 88 in the *DMG*) each round it remains engulfed and takes one-half damage if the fluid is attacked. A trapped creature can break free by making a Strength check (DC 19).

**Drain (Ex):** Xador's fluid derives sustenance from its victim's fluids, and drains 1 Constitution point per minute from an engulfed opponent.

**Sense Living (Ex):** Xador's fluid can sense the heat given off by living creatures within 10 feet of it.

**Brittleness (Ex):** Hardened Xador's fluid is more easily destroyed than it is in liquid form. A successful hit with a bludgeoning weapon, or by casting a *barkskin* spell, shatters and destroys the fluid.

Xador's fluid first appeared in Dragon Magazine #127 (Dragon's Bestiary, 1987, Thomas M. Kane).