

Evildoer Spotlight

#2

The Jelly Father



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WRITTEN & ILLUSTRATED
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Role Play
Unity Fellowship Fun

YUSEFF BELKIR

THE JELLY FATHER

Yuseff at one point in his life was a Changeling wizard, born to a dwarven family. Yuseff spent his formative years toiling away excavating massive amounts of stone and dirt. Making way for the many skilled dwarven masons to transform all these caves and tunnels into a massive labyrinth filled with intricate carvings and other magnificent architectural pieces. While all of Yuseff's clan found this toiling away their lives as some form of divine worship, Yuseff began feeling quite differently. He began studying magic in secret, eventually discovering that he was not actually a dwarf, but a changeling. Finding out that he was a creature of the fey spurred on his study of magic and eventually Yuseff completely abandoned his daily duties.

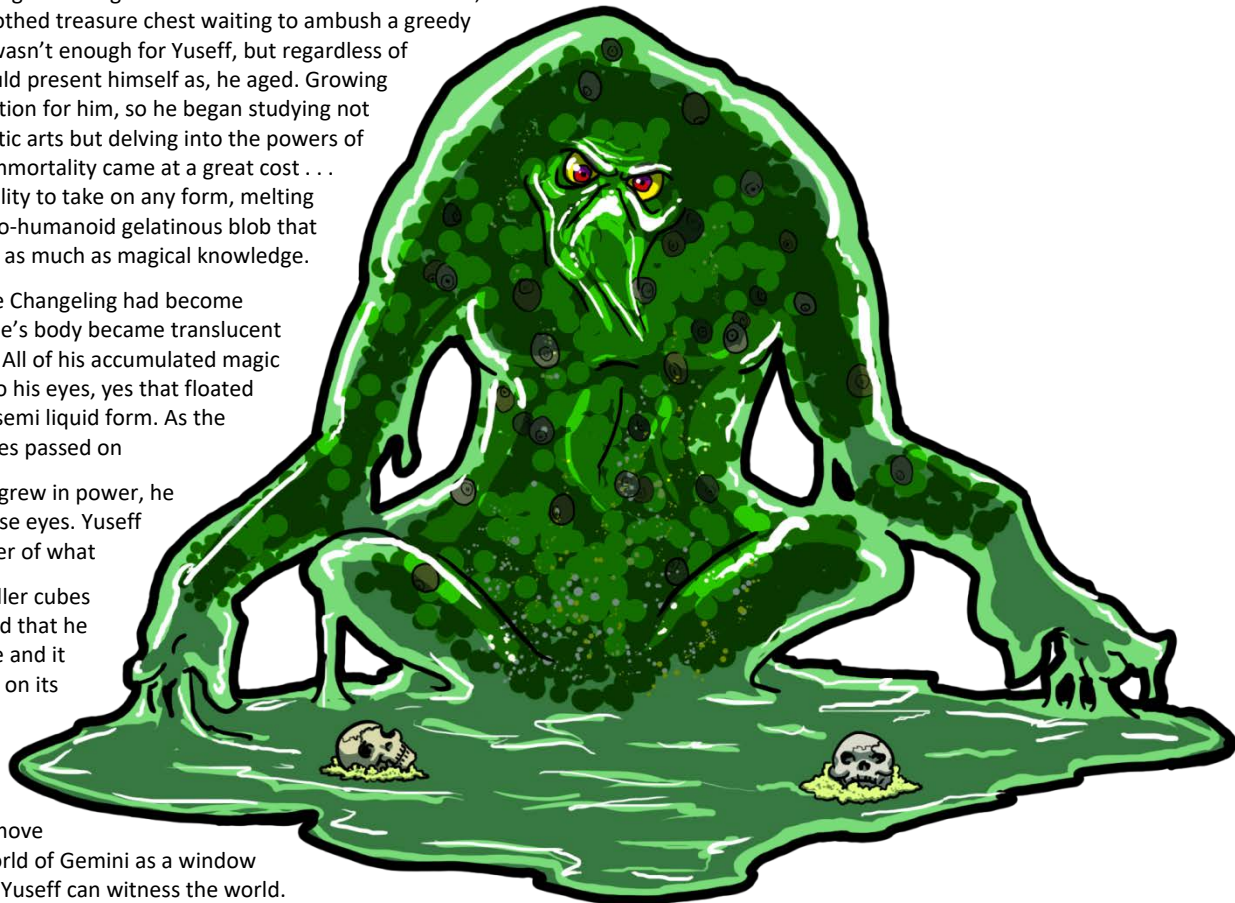
Attempting to find the limits of his shape changing abilities, Yuseff kept pushing each and every physical boundary he ran into with his magic. Finding out that he could shift from a dwarf, into an elf . . . into a toothed treasure chest waiting to ambush a greedy little adventurer wasn't enough for Yuseff, but regardless of how young he could present himself as, he aged. Growing old was not an option for him, so he began studying not only the necromantic arts but delving into the powers of the infinite sea. Immortality came at a great cost . . .

Yuseff lost his ability to take on any form, melting away into a pseudo-humanoid gelatinous blob that hungered for flesh as much as magical knowledge.

The Changeling had become unrecognizable. He's body became translucent and heavily acidic. All of his accumulated magic focused itself into his eyes, yes that floated within his new semi liquid form. As the centuries passed on

and Yuseff's magic grew in power, he gained more of these eyes. Yuseff became the father of what

would be called killer cubes when he discovered that he could shed an eye and it would travel forth on its own. Yuseff never lost the ability to see through any of his eyes and his killer cubes move throughout the world of Gemini as a window from which Yuseff can witness the world.



Character Traits: Uncontrollable hunger for flesh, cold and calculating, a deep sense of self-loathing and an even deeper hatred for those who can live "normal" lives.

Quote: Born into a lie and trapped in an eternal nightmare. I have become the nightmare for all others.

YUSEFF BELKER IN A FIGHT

NECROMANCER

Yuseff has lived a wretched eternity, consuming nearly all life in his once glorious dwarven home. Yuseff is a writhing mass with the dark power to re-animate those whom he had made a meal of. . . . nasty right? Well these Semi-gelatinous undead are Yuseff's disposable puppets meant to seek out new meals for their master, and drag these meals kicking and screaming back to their master.

When using Yuseff in an adventure arc, think about infecting the surrounding land with these semi-gelatinous undead. Creatures that blight the land, capturing and kidnaping little morsels for their master. . . . and by morsels, we mean innocent villagers and the like.

THE JELLY FATHER COLOSSAL JELLY					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	-	17 (+3)	16 (+3)	8 (-1)
AC: 20			Type: Jelly		
Hit Points : 850			Awesome Power: 5		
Beat Up: 0			Tier of Villainy: 4 (Adversary)		
Speed: 25 ft.			Age: Immortal		
Senses; Darkvision, Truesight, Blind sight 120 ft., Passive Perception			Saves; Immune to abilities that target or call for Constitution saves.		
Skills: Arcana +11, Religion +8, Deception +4					
Languages.					
<u>Gelatinous</u> The Jelly Father is never Beatup, immune to sneak attack's & Critical hits. <u>Father of Jellies</u> As long as the Jelly father has 1 HP or more, all jellies in the same encounter gain Hard To Kill. <u>Never a Minion</u> The Jelly Father can never become a minion. <u>Damage Immunity</u> Psychic, Acid, Poison <u>Condition Immunity</u> Blind, Charm, Deafened, Frightened, Grappled, Paralyze, Poisoned, Stunned, Silenced <u>Magic Resistance</u> The Jelly Father is immune to all spells of third level or lower. <u>Damage Resistance</u> Bludgeoning, Piercing, Slashing, Thunder, Radiant <u>Digestive Jelly</u> Any creature foolish enough to attack the Jelly Father with a melee attack receives 32 (5D12) Acid damage. <u>Are you seriously trying to wrestle a jelly?</u> Any creature that attempted to grapple The Jelly Father automatically fails and is susceptible to being Consumed.					

There is a new evildoer trait (Gelatinous) and an example of how to use that trait at the end of the book. The example evildoer, a Gelatinous undead ogre is just one example of what can be summoned by the Jelly Father. Feel free to make a selection of nasty little jellies for Yuseff to use before or summon during a fight.

FATHER OF JELLIES

The only thing scarier than a gigantic mass of eyes and acid is that monstrosity spawning miniature versions of itself! Keep in mind that those miniature versions are twice the size of any man . . . Yuseff can spawn the creatures known as Killer cubes and while

they are sentient, self-aware and hungry they are little more to Yuseff than extensions of his own senses.

The killer cubes hunt, ambush and eat, using their psychic abilities to read and manipulate their prey. Great places to use killer cubes against those tasty heroes is a sewer system, abandoned dungeon or dark eerie forest.

Like the father they're spawned from, killer cubes have a bit of necromantic magic. They use this magic to animate much weaker undead, simply known as gelatinous skeletons. These skeletons are little more than bone remnants floating around in animated digestive jelly and like the creatures the jelly father can create these capture tasty snacks for their masters.

LAZY & SLOW

The Jelly Father prefers to spawn minions to do his bidding, even in a fight, unless brought to anger Yuseff may very well sit back allowing his minions to destroy the opposition.

Unless of course a hero happens to catch his gaze, and believe me you don't want to catch his gaze. All those eyes of his are creepy enough but they can all fire wicked beams of vicious magic so . . . Y'know, try and avoid catching his gaze ok.

RP-MA VARIANTS

Item Damage – Every time a Jelly/Gelatinous evildoer is subjected to a melee weapon attack, the weapon becomes damaged. When a Jelly/Gelatinous evildoer attacks with a melee weapon attack, also deal damage to the targets armor with a successful attack.

When a weapon is damaged reduce the damage die size by one step. If the damage die type is reduced to zero the weapon is destroyed. When armor is damaged, reduce the AC it grants by 1, if the AC the armor grants drops to 10 the armor is destroyed.



THE JELLY FATHER COLOSSAL JELLY

Actions

Multiattack:

The Jelly Father may make 4 slam attacks.

Slam

Melee weapon attack: +12 To hit, reach 10ft., one target
Hit: 34 (4D12+8) Bludgeoning & Acid damage

Spawn (recharge 5-6)

The Jelly Father spawns 2D6 Killer Cubes that may act the following turn.

Summon

The Jelly Father summons 2D6 Gelatinous undead that may act the following turn.

D12 roll

Beam Type

Eye Beams (recharge 5-6)

The Jelly Father attacks with 1D6 eye beams
Roll 1 D12 for each beam attack to determine which beam type is being fired.

As a reaction, a target of an eye beam may choose to move 10ft. to avoid the beams affects. If a target chooses not to (or can't) move they are automatically hit with the beam attack.

(Example: on round 3 the Jelly father unleashes a barrage of beam attacks (the GM rolls a 4 on the D6, followed by 3, 10, 6 & 8 on the 4D12 rolls). He fires 3 arcane beam attacks followed up by a vicious Blazing beam attack!)

1-2

Draining Beam

Ranged magic attack. One target that the Jelly Father can see. The target grows one age category older & the Jelly Father heals for 10 damage.

3-4

Blazing Beam

Ranged magic attack. One target that the Jelly Father can see. The target takes 1D4 points of temporary Constitution damage. The damage type is Fire & Resistance/Immunity may apply.

5-12

Arcane Beam

Ranged magic attack One target that the Jelly Father can see. The target takes 23(3D12+3) Force damage.

Consume

A creature consumed by the Jelly Father takes 5(2D4) Acid damage at the beginning of the Jelly Father's turn.

An ally or allies must as an action reach into the Jelly Father to free a consumed creature. The ally will take 5(2D4) Acid damage when they do so.

RP-MA variant: When a consumed creature becomes DOWN & OUT, its fully digested and the Jelly Father may consume another creature.

CHANGING WEAPON DIE SIZES

Original Die Type	+1 Increase	+2 Increase	+3 Increase	+4 Increase	+5 Increase
1	D4	D6	D8	D10	D12
D4	D6	D8	D10	D12	2D8
D6	D8	D10	D12	2D8	2D10
D8	D10	D12	2D8	2D10	2D12
D10	D12	2D8	2D10	2D12	3D8
D12 / 2D6	2D8	2D10	2D12	3D8	3D10



KILLER CUBES

The mystical, magical and mysterious killer cube is an amorphous blob of death! Killer Cubes are as mysterious as any other jelly, what most only know about them is that they were first discovered in dungeons all around the world of Gemini. They got their names because they would fill the square passageways but ever since Killer cubes have been finding their ways out of their dungeon homes it was discovered that a cube is not their natural form . . . well if you could consider anything about a carnivorous jelly natural.

Rumors have it That Killer cubes may have once been wizards that toiled away, searching the deepest darkest corners of magic. Searching with a ravenous hunger for knowledge and power and this new form is their punishment. The Truth is that the rumors aren't all that far off.

Character traits: methodical ambush hunters, always hungry, patient

KILLER CUBE LARGE JELLY

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	-	14 (+2)	12 (+1)	6(-2)
AC: 16			Type: Jelly		
Hit Points : 100			Awesome Power: 3		
Beat Up: 0			Tier of Villainy: 3 (Rival)		
Speed: 10 ft.			Age: Ageless		
Senses; Darkvision, Tremorsense 10 ft., Passive Perception 12			Saves; Immune to abilities that target or call for Constitution saves.		

Skills: -

Languages. Can't speak, but can communicate telepathically

Gelatinous

The Killer Cube is never **Beatup**, immune to **sneak attack's & Critical hits**. Can squeeze through any opening larger than a halflings fist.

Puppets

A Killer Cube is often surrounded by Gelatinous Skeletons. Whether it brought them along or summoned them on the spot. However the Skeletons are nothing without their master, and if all Killer Cubes in an encounter are defeated . . . any remaining Gelatinous Skeletons collapse into a pile of inert goop.

Damage Immunity

Psychic, Acid, Poison

Condition Immunity

Blind, Charm, Deafened, Frightened, Grappled, Paralyze, Poisoned, Stunned, Silenced

Damage Resistance

Bludgeoning, Piercing, Slashing, Thunder, Radiant

Digestive Jelly

Any creature foolish enough to attack the Killer Cube with a melee attack receives **5(2D4) Acid** damage.

Are you seriously trying to wrestle a jelly?

Any creature that attempted to grapple a killer cube automatically fails and is susceptible to being **Consumed**.

KILLER CUBE LARGE JELLY

Actions

Tentacle Slap

Melee weapon attack: +6 To hit, reach 10ft., one target
Hit: 9 (2D6+2) Acid damage

Eye beam (recharge 5-6)

Ranged magic attack +5 To hit, Ranged (120ft.), one target
Hit: 16(4D6+2) Force damage.

Spawn (recharge 5-6)

The Killer cube spawns 2 Gelatinous Skeletons for every hero in the encounter. The Gelatinous Skeletons get to act immediately. After they are summoned they act on the same turn as the Gelatinous Cube that summoned them.

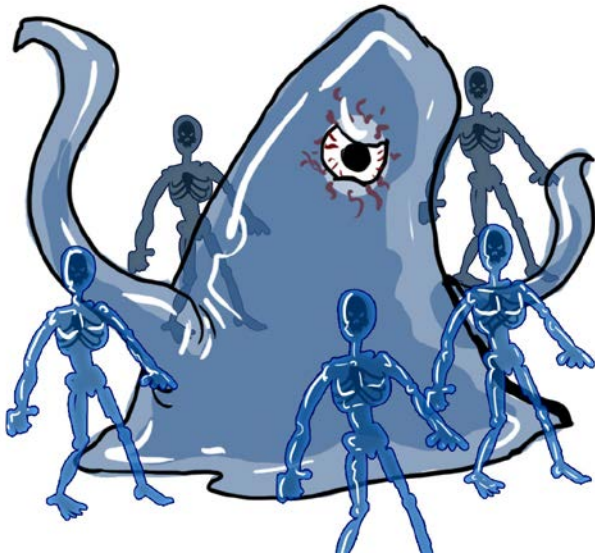
Consume

If the Killer cube hits with a tentacle slap it will attempt to suck in and target. If the target has Awesome Power 3 or lower, the target must roll DC:15 Strength save. **Failure:** The target is consumed and takes an additional **5(2D4) Acid** damage and is Paralyzed inside the Killer Cube. **Success:** The target is not consumed. A creature consumed by the Killer Cube takes **5(2D4) Acid** damage at the beginning of the Killer cubes turn.

An ally or allies must as an action reach into the Killer Cube to free a consumed creature. The ally will take **5(2D4) Acid** damage when doing so.

A Killer Cube can only Consume 1 creature at a time.

RP-MA variant: When a consumed creature becomes **DOWN & OUT**, its fully digested and the Killer Cube may consume another creature.



GELATINOUS ADVENTURE HOOKS

1. Locals believe the nearby forest is haunted. The trees in the forest are ancient and dying. The locals here whispered voices of loved ones begging for help coming from the forest. Any who enter are doomed to never be seen again . . . but a group of missing children were last seen playing near the forest . . .
2. An ancient underground dwarven vault that was hidden away by the landscape, centuries ago and a recent weather event (record rainstorm, earthquake, etc.) revealed the vaults entrance. Rumors of riches, powerful artifacts and did I mention riches await any brave hero that dare enter the long forgotten vault.
3. People have been going missing (in a large city such as Burtonville or Mizzelburg) and the citizens are become frightened. A witness saw a victim being drug, kicking and screaming into the sewers and the local law tried to address the situation. Thing is, the local law . . . they were never seen again either.
4. A drunken dwarf tells a bar tale of how he managed to escape the labyrinth where he was born. A place no man woman or child should ever endure. His tale includes gruesome details of how these gelatinous creatures would melt down he friends and family until there was nothing left but bits of bone. His tale never boasts of money or treasure, just him begging for help from some form of hero. Every night he tells the tale and gives the directions to the old labyrinths and nearly every night there's some greedy fool that disappears looking to loot the ancient treasures that must await...

EVILDOER TRAITS

This new evildoer trait is to be added to the evildoer toolkit found in the Saturday Morning Tabletop RPG Core rules book. Using this new trait will add an entire roster of baddies for your would be heroes to face down. From the mundane jelly lurking around that next corner in a dark dungeon, to jelly tsunami ready to digest entire towns! Ok, forget I mentioned a jelly tsunami, that would be a bad, bad, bad, bad idea. Let's just have a pack of Gelatinous wolves hunting down our heroes.

GELATINOUS SKELETON MEDIUM JELLY

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	-	-	-	-
AC: 11			Type: Jelly		
Hit Points : 20			Awesome Power: 1		
Beat Up: 0			Tier of Villainy: 1 (Lackey)		
Speed: 20 ft.			Age: Ageless		
Senses; Passive Perception 10			Saves; -		
Skills: -					
Languages. -					
<u>Gelatinous</u>					
The Gelatinous Skeleton is never Beatup , immune to sneak attacks and critical hits					
<u>Puppets</u>					
Gelatinous skeletons may be encountered without a killer cube however they are the Killer cubes puppets. When a Killer cube is part of the encounter, all Gelatinous Skeletons become a pile of goop when all the Killer cubes in an encounter are defeated.					
<u>Master is coming</u>					
When 5 or more Gelatinous Skeletons are encountered, A Killer Cube is almost certainly nearby. As long as there are 5 or more Gelatinous Skeleton's, pay 1 EXP to each player and summon a Killer Cube!					
<u>SPLAT!</u>					
If the Gelatinous Skeleton takes any Impact damage it goes splat and is destroyed.					
<u>Damage Immunity</u>					
Psychic, Acid, Poison					
<u>Condition Immunity</u>					
Blind, Charm, Deafened, Frightened, Paralyze, Poisoned, Stunned, Silenced					
<u>Damage resistance</u>					
Bludgeoning, Piercing, Slashing, Thunder, Radiant					
Actions					
Scrape & Claw					
Melee weapon attack: +3 To hit, reach 5ft., one target					
Hit: 2 (1D6-1) Acid damage.					

NEW EVILDOER TOOLKIT TRAIT

GELATINOUS

This evildoer's body is made of digestive jelly & may never become Beat Up, is immune to sneak attacks & critical hits. It adds acid to the type of damage it deals and becomes immune to piercing and slashing damage. Additionally they become vulnerable to impact damage.

EXAMPLE GELATINOUS EVILDOER USING THE EVILDOER TOOLKIT;

GELATINOUS UNDEAD OGRE

The Jelly Father is a consummate necromancer, however he enjoys creating these monstrosities to do his bidding. Formed from the Jelly fathers own digestive jelly and the bone remnants of mostly digested ogres . . . these totally deadly and totally creepy minions are ready to drag you to their creator. . . . y'know, for his lunch.

Traits: Gelatinous, Minion, Hard to Kill & Serious Threat

Tier of Villainy	Level	Smash Attack	AC	HP	Speed	Save Bonus
Rival (3)	8	Multiattack: the Gelatinous undead ogre attacks twice per action +7 to hit, one target 18 bludgeoning and acid damage	20	1	25 ft.	+2
The Gelatinous Undead Ogre's body is made of digestive jelly & may never become Beat Up, is immune to sneak attacks & critical hits. It adds acid to the type of damage it deals and becomes immune to piercing and slashing damage. Additionally they become vulnerable to impact damage. Minion: if this ogre takes any damage, it is defeated however it's immune to the defeat minions action. Serious Threat: This ogre will always gain their opportunity attack if you move from its threatening range (regardless of the disengage action).						

GELATINOUS WOLF

A wolf is a natural predator, feared and respected by many people. A gelatinous wolf, yeah they're just feared . . . and for good reason!

Traits: Gelatinous

Tier of Villainy	Level	Bite Attack	AC	HP	Beat UP	Speed	Save Bonus
Lackey (1)	1	+2 to hit, one target 5 piercing & acid damage	11	5	-	40 ft.	+0
The Wolf's body is made of digestive jelly & may never become Beat Up, is immune to sneak attacks & critical hits. It adds acid to the type of damage it deals and becomes immune to piercing and slashing damage. Additionally they become vulnerable to impact damage.							

A gelatinous wolf is fast, hungry and relentless. Often hunting in packs much in the same way as normal wolves. Unlike their normal counterparts, gelatinous have no fear and see every living thing as prey.