

Slime Princess RPG

This was a one-off adventure that I ran with my group and that we had a lot of fun with. The basic setup is that the players take the role of Slimes/Gelatinous Cubes. They are setting off from a well-established slime colony, and venturing out into the unknown depths of the dungeon caverns in order to found their own slime colony. One of the party members is a Slime Princess, and is the default leader of the party.

Supplies & Basic Mechanics



We used the D&D 4.0 grid map and some of the basic D&D 4.0 rules. E.g. each character can either Move/Attack or Move/Move in their turn. Slimes can move 5 spaces for their move. The Slimes themselves are represented by a marshmallow, which players are encouraged to bling out at the start of the game. The Slimes grow bigger and more powerful by feeding on organic matter & that is basically their main goal in life. I measured food in ticks; a compost heap might be 2 ticks, while a humanoid body would be 1 tick. Outside of combat, Slimes can spend ticks to improve themselves. Spending 3 ticks allows you to attach another body Marshmallow to your slime, while spending 2 ticks lets you add a Token (Skittle) to your Slime that improves your stats. When a Slime take damage, use scissors to snip off a portion of their marshmallow. How much to snip off depends on the source of damage. If a Token is snipped off or falls off, you lose its effects until it can be re-absorbed after the battle. You can use toothpicks to connect marshmallows to each other or just for decoration. We needed 2 packs of marshmallows and 2 packs of Skittles to run the adventure.

Combat Mechanics

Basic Attack: The basic Slime attack hits on 10 or better on a D20. It is sufficient to kill most humanoids, though large/tough humanoids can take 2+ hits.

Engulf Attack: Tries to engulf a creature that is smaller than the slime. Hits on a 15+, and the creature is basically incapacitated & shortly dead unless something happens to free it from the Slime's innards.

Enemy Attack: Enemies hit on a roll of 10+. Feel free to give them bonuses to this roll for being exceptionally tough or mean.

Magic Attack: Some Slimes and creatures can use magic attacks. To do this, hold your magic tokens (Yellow or Orange Skittles) ~3 feet above your character, and then drop/flip all of them at your target. Anything that the Skittles collide with or bounce into is hit by the attack and takes a point of damage. If the Skittle sticks in or comes to rest on the target, it is an extra powerful hit.

PC Character Parts and Tokens



Body Token (Marshmallow, costs 3 ticks) - This represents the body/HP of your Slime. As the Slime takes damage, the GM cuts off portions of the marshmallow.

Magic Token (Purple Skittle, costs 2 ticks) - Found on spell casting or magical enemies. If you have a Magic Token, you can throw a lightning bolt instead of using a normal attack. Each Magic Token after the first allows you to throw an extra lightning bolt token as part of the attack. You don't have to make use of the extra lightning tokens if you don't choose to. You can often find these tokens in the dungeon, on magical users or powerful magic beasts. If you kill their owner you can incorporate them into your slime. A non-magic user slime can learn to use these by spending 4 ticks in order to get their

first magic token. After that they can incorporate/buy magic tokens as normal.

Attack Token (Red Skittle, costs 2 ticks) - Each Attack Token you have gives a +1 to all your attack rolls. Represents swords and sharp bits of metal that you have absorbed into your pseudopods.

Defense Token (Green Skittle, costs 2 ticks) - Each Defense Token you have gives a -1 to all attack rolls against you. Represent armor and shields that you have collected and floated to the outside of your Slime.

Move Token (Orange Skittle, costs 2 ticks) - Each Move token allows you to move 2 more spaces.

Treasure Token (dime or nickel) - gold, gems, gilded things, works of art, etc. Useless to Slimes but valued by other creatures.

PC Slime Classes

The players picked classes randomly at the start of the game, and then did a little trading amongst themselves to find roles they liked better.

Warrior

- Acts first in combat
- +1XP for each creature it kills
- Starts with 2 Body Marshmallows instead of 1.
- Rather than hitting one target, its basic attack can strike at every immediately adjacent creature (but not diagonal creatures).
- Best at knocking things over and feats of strength, stamina, and dexterity.

Thief:

- Acts second in combat
- +1XP for each treasure token it has
- Sneak attack: +5 to hit on attack rolls when flanking an enemy or when the enemy is surprised
- Can steal a token from another Slime on a roll of 10 or better
- Best knowledge of traps, tunnels, pathfinding

Priest:

- Acts third in combat
- +10XP for every encounter solved through non-violence
- Can talk to and understand non-Slime creatures (the player must have a marshmallow in their mouth in order to speak to non-Slimes)
- Once per encounter, can heal a Slime. Replace one damaged marshmallow on the Slime with a fresh one.
- Has the best knowledge of non-Slime creatures and their ways

Princess:

- Acts fourth in combat

- +2XP for each encounter where she does not take any damage
- Can specify how all other players must address her. Failure to do so allows the Princess to demand a token from that player.
- Cannot be attacked by other Slimes unless she attacks them first.
- Comes from a royal and honored lineage, and is the De Jure leader of the party.

Mage:

- Acts fifth in combat
- +2XP for each magic token
- Starts with one mystical purple token, allowing them to cast lightning bolt instead of using a normal attack
- Has the best knowledge of magic, the arcane, and the unknown

For enemy initiative, just pick whether enemies go before or after the players based on the situation and who seems to have surprise.

Encounters



Rat Head Goblin Tribe:

- The smell of broth leads to this encounter.
- You smell their cauldron of soup from a distance. They are in a moderate size square room, cauldron in the middle, and there are ~10 of them. They can each be killed in one hit and each provide 1 food.

Their cauldron has 8 food. They will threaten you initially, but if you can kill their greatest warrior and prove yourself worthy they will assist you. They yip. They are in a generations long war against their rivals, the Lizard Plug tribe, who are across the hallway from them. They will be ecstatic if you would kill the Lizard Plugs, and will try to manipulate into doing this. They can be convinced to act as minions for this end.

Lizard Plug tribe

- The smell of goblin compost leads to this encounter.

In a "H" shaped passage. The first line of the "H" has ~8 warriors. The second line of the "H" has a goblin queen mother (2 HP, strong attack, and 2 food), goblin children (1 food and no attacks), and a goblin shaman (can use a lightning bolt attack, and has a purple token on him). They hate the Rat Head Goblin tribe and will fight them to the death.

Cultists of Agar

- The faint smell of blood leads to this encounter

Seven cultists in a circular cavern. There are stone henge like rocks around the cavern, and a stone bier in the middle. The head cultist is in the middle next to the bier, and on the bier is a village lady that has been tied up. The cultists are chanting and planning a sacrifice to Agar. They will be initially shocked when Slimes enter the cavern, and then will demand obedience. They wish to destroy the village of Ox-Home above the ground. Their priest can cast fireball (throw 4 orange tokens). If the fight seems too easy you can have additional cultists enter from adjoining caverns. The village lady tied up will be terrified by the Slimes, and will not be disposed to help them. She will flee back to her village of Ox-Home if released.

- There are several pieces of treasure hidden at the top of one of the stonehenges. They are of no immediate use to the Slimes, but can be exchanged with other creatures. The henges themselves are covered in runic marks; careful study by the Priest-Slime will reveal a connection between the sounds these creatures make and the marks on the henges. When translated, the marks are found to be various homilies to the Slime God Agar.

The Five Headed Dragon Lopemaut

- The smell of burning and sulfur leads to this encounter. Also the smell of scales and Giant, Giant Lizard.

- The dragon is sitting in a large cavern amidst a huge pile of treasures. It will let the Slimes go if they give it treasure of some sort and swear it fealty. Otherwise it will attack to kill. The Dragon has ~15 HPs and can make five attacks (one for each head). The attack can be a normal attack or it can breath fire (throw a single orange token, basically a lightning bolt). The dragon will fly into the air as soon as possible to try and get out of melee range. Clever Slimes can throw treasure at it (-5 penalty to hit) or stack themselves on top of each other to reach it. This is a deadly encounter; give the players plenty of warning about it.

- The dragon has 3 eggs hidden away in a cleverly concealed compartment in the ground. Lucky and thorough searching will find these. Eating all 3 of the eggs will expand the mind of a Slime, and give it the ability (and strong desire) to breath fire (basically a 4 token lightning bolt attack. But with fire.)

The Village of Ox-Home

- The smell of the Great Lightning leads outside, and from there a stream leads to the short stone wall

of Ox-Home.

- Guarded by 5+ archers and 5+ warriors. Also by a priest and another mage. They will likely see any Slimes approaching through the open fields, as during the day they have much better eye sight than the Slimes. Will pay tribute of vegetables and offal in order to avoid a fight.
- Has massive amounts of food inside the village walls.

(Unused outdoors encounter)

- encounter with orcs and some ogres, 2 & 4 HP respectively. Engulfing the enemy is much more useful here.

Slime Myths:

- The God of the Slimes is Agar, from whom all blessings ooze.
- If you are hit with lightning enough times, eventually you will become resistant to it (the Priest knows this is just a myth)
- The Otherworld (i.e. above the ground) is weird and strange. It is home to the Great Lightning (Sun), the mystic source of all lightning.

General Comments:

- Feel free to give additional food rewards for clever searching, scavenging, and negotiating. Part of the fun of this is the rapid leveling as your Slimes gain power over the course of the adventure.
- Don't forget the alienness of the Slimes. Compost and offal is great to them, gold and silver are useless. Doors and trees are weird, caverns and mushrooms are normal. They squelch around. They are very strong relative to most humanoids, and can tear off a limb on a basic hit.
- They Slimes have a great sense of smell and taste, but poor eye-sight and hearing.
- Slimes don't have great will power. If they want to do something really non-Slimish, and you don't want them to or want to make things interesting, have the player roll to see if they can resist their instincts. For example, moving past a goblin retainer without slurping them up, or trying to hold a prisoner in place without digesting them.
- The XP is currently vestigial; it is only a motivator for player behavior. Feel free to come up with some use for it if you want! Epic destinies maybe?