

## Z'HURA 2

### M'NOGA *The Green Slime*

A large, deadly z'hura that grows in damp, shady locations. The m'noga (pl: *m'nogai*) grows mostly beneath the soil but sends delicious, yellow-green mushrooms to the surface to attract its food. If the tempting mushrooms are picked or otherwise disturbed, the mushroom releases a spurt of green, acidic pus. If the acid strikes flesh, the jolt of pain is severe and will stun most small creatures instantly. Unconscious creatures are then drenched with green pus and rapidly converted into a fermenting slurry that is absorbed by the roots. Larger m'noga convert a human-sized creature to a pool of green slurry in 2–3 hours.

The green pus can squirt up to 10 feet, with a 50% chance of striking the closest victim, inflicting a burn injury of 3d6+6 BURN impact. This alone may cause a grievous or mortal burn, but failing the shock roll and falling unconscious atop or near the m'noga is certain death unless quickly rescued.

M'noga are a serious hazard in caverns, except for salt mines and sea caves. In cool, dank, protected caverns, they often have mushrooms that are both large and difficult to see. Cavern m'noga are most often found in isolated dark corners, beginning as spores in tiny patches of organic matter that they then expand by their own life cycle. Stumbling into a patch of m'noga in the dark is always painful and often fatal.

### M'NOGA

#### Combat

M'noga are unintelligent and do not attack. In their early reproductive phase, they are filled with green pus that is a powerful acid. The acid has 3d6+6 burn impact.

Physically assaulting a M'noga is unwise. A smashing or slicing blow will result in multiple jets and/or sprays of green pus. Burn strikes to all within a ten foot radius are very likely.

#### Prevention

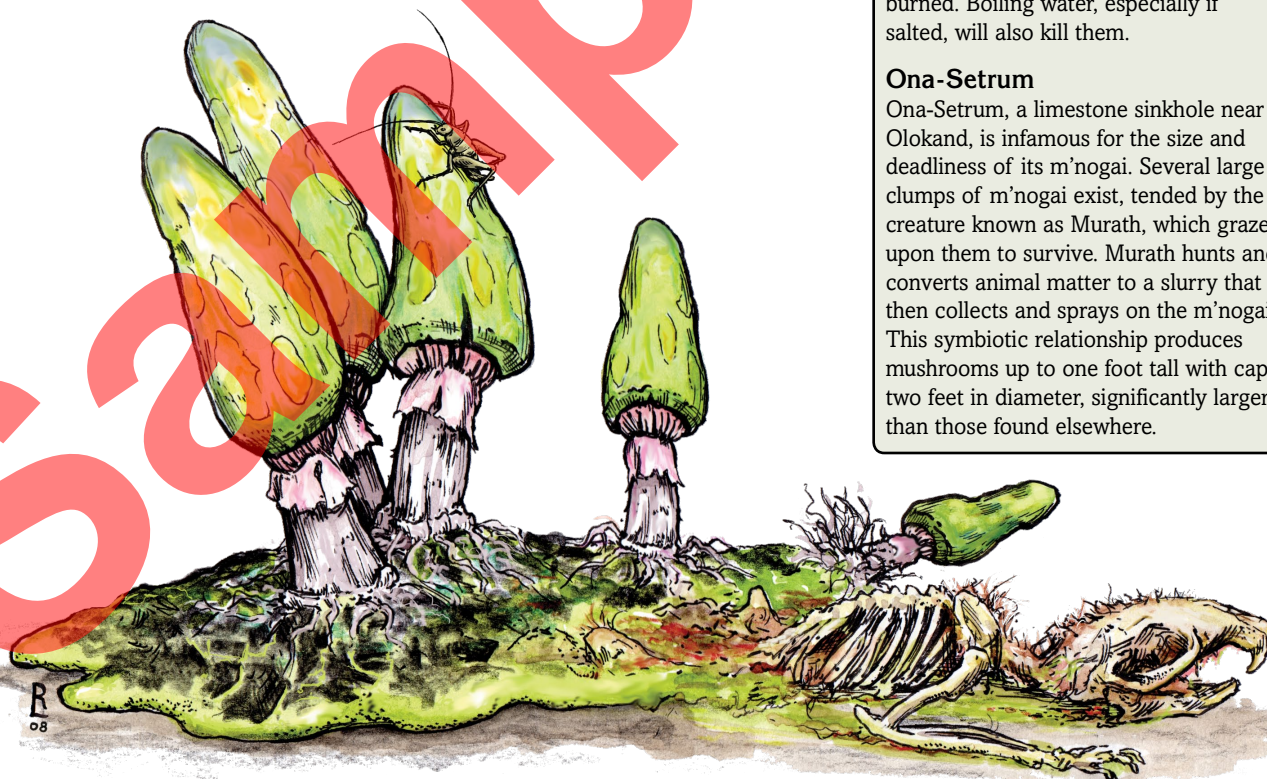
M'nogai have been known to establish themselves in cellars and dungeons. They require moisture and animal protein to reproduce and are quite effective at keeping vermin and rodents under control. Alas, they are also dangerous to humans.

Growth is retarded by light; strong sunlight can kill a young m'noga. Salt also inhibits growth and colonization. Sprinkling salt on a m'noga (from a safe distance) may kill it, and will certainly retard its growth.

M'nogai cannot be killed by mundane weapons; they must be dried and burned. Boiling water, especially if salted, will also kill them.

#### Ona-Setrum

Ona-Setrum, a limestone sinkhole near Olokand, is infamous for the size and deadliness of its m'nogai. Several large clumps of m'nogai exist, tended by the creature known as Murath, which grazes upon them to survive. Murath hunts and converts animal matter to a slurry that it then collects and sprays on the m'nogai. This symbiotic relationship produces mushrooms up to one foot tall with caps two feet in diameter, significantly larger than those found elsewhere.



## LANGLAH

### *The Gray Ooze*

Langlah have a large above-ground vegetative mass compared to other z'hura. This mass changes color from light green to dark gray depending on environ and the season. They are mostly found in deep shade or dank caverns and are notoriously difficult to see. Bright sunlight or heat kills them.

When the environ dries out or they exhaust the available supply of food, langlah enter periods of dormancy during which they grow a dry, crusty, protective skin. The crusty skin is covered with spore sacs and resembles a quilted gambeson. Breaching the crust will release some spores and activate the langlah.

Active langlah develop surface lesions where spore sacs have been depleted. These emit a sweet odor attractive to insects, rodents, bats, and small birds. When such creatures alight on the langlah, a grayish-green fluid oozes from the lesions. The fluid immediately evaporates into a sweet smelling gas that turns into an acid in the lungs when inhaled. Victims die quickly and begin to decompose rapidly from the inside out. Within hours, the animal matter is turned into a slurry that is absorbed by the langlah. A mature langlah can grow to cover an area of several hundred square feet.

Langlah reproduce by means of the spores. These spores are not dangerous to humans. A new spore can grow into a 15-foot-diameter langlah in a year if the conditions are optimal.

Large creatures can become victims by stumbling into a camouflaged langlah, thereby releasing large amounts of fluid and gas. It is also possible to be overcome just by standing close enough to inhale some of the sweet langlah gas. Stabbing one with a weapon is never a good idea.

### LANGLAH

#### Combat

Langlah are unintelligent and do not attack. They are most dangerous in their dormant state, when their dry crust can easily be mistaken for stone rubble.

#### First Aid and Infection

The gray ooze from lesions is a mild acid that inflicts a 1d6+3 BURN. This can hurt but is rarely dangerous. Cleaning and bandaging a langlah burn will be sufficient for most minor burn injuries. However, because burns may destroy large areas of outer skin, infection is always a serious threat.

It is langlah gas that is deadly. Inhaling it causes lung damage and several breaths are nearly always fatal. Healing prayer or magic are the only remedy.

