

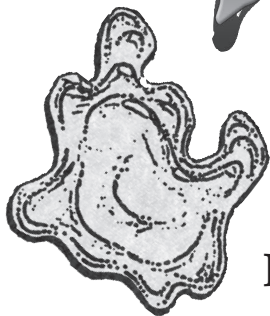
**GURPS**<sup>®</sup>

Fourth Edition

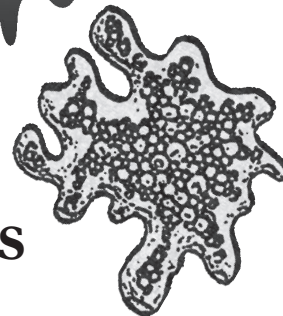
# DUNGEON FANTASY MONSTERS<sup>™</sup> 2

---

# Icky Goo<sup>™</sup>



Written by **SEAN PUNCH**  
Illustrated by **ALEX FERNANDEZ,**  
**DENIS LOUBET,** and **NIKOLA VRTIS**



**GURPS** System Design ■ **STEVE JACKSON**  
**GURPS** Line Editor ■ **SEAN PUNCH**  
Assistant **GURPS** Line Editor ■ **JASON "PK" LEVINE**  
**GURPS** Project Manager ■ **STEVEN MARSH**  
Production Artist and Indexer ■ **NIKOLA VRTIS**  
**GURPS** FAQ Maintainer ■  
**VICKY "MOLOKH" KOLENKO**

Chief Executive Officer ■ **PHILIP REED**  
Chief Operating Officer ■ **SAMUEL MITSCHKE**  
Managing Editor ■ **MIRANDA HORNER**  
Marketing Director ■ **BRIAN ENGARD**  
Director of Sales ■ **ROSS JEPSON**  
Page Design ■ **PHIL REED** and **JUSTIN DE WITT**  
Art Direction and Prepress Checker ■ **NIKKI VRTIS**

Reviewer: Steven Marsh

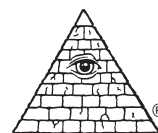
*GURPS*, *Pyramid*, Warehouse 23, the all-seeing pyramid, *Dungeon Fantasy Monsters*, *Icky Goo* and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license.  
*GURPS Dungeon Fantasy Monsters 2: Icky Goo* is copyright © 2015 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

**STEVE JACKSON GAMES**

Stock #37-0329

Version 1.1 – June 2015



# CONTENTS

<b>INTRODUCTION</b> . . . . .	<b>3</b>
Publication History . . . . .	3
About the Author . . . . .	3
Reading Goo Stats . . . . .	3
<b>1. THE GOO</b> . . . . .	<b>4</b>
Glossary of Goo . . . . .	4
Goey Bodies . . . . .	4
Goey Minds and Perceptions . . . . .	4
<b>FUNGI</b> . . . . .	<b>5</b>
Fee-Fi-Fo-Fungus . . . . .	6
Fun Goos . . . . .	6
<b>JELLIES</b> . . . . .	<b>7</b>
Goo Things Come to Those Who Wait . . . . .	8
Jelly Jams . . . . .	8
<b>MOLDS</b> . . . . .	<b>9</b>
Molding the Encounter . . . . .	10
Breaking the Mold . . . . .	10
<b>OOZES</b> . . . . .	<b>11</b>
It Pursooze! . . . . .	12
Scrapes and Broozes . . . . .	12
<b>PUDDINGS</b> . . . . .	<b>13</b>
Pudding Things in Perspective . . . . .	14
A Bit Chewy . . . . .	14
<b>SLIMES</b> . . . . .	<b>15</b>
He Slimed Me! . . . . .	16
Kill It With Fire! . . . . .	16
<b>SPORE CLOUDS</b> . . . . .	<b>17</b>
Offensive Stuff . . . . .	18
Cloudbusting . . . . .	18
<b>2. SLIMIN' IT</b> . . . . .	<b>19</b>
Know Your Goo . . . . .	19
Goey Encounters . . . . .	19
Goey Themes . . . . .	19
Goey Loot . . . . .	20
Just the Goo Parts . . . . .	20
<b>INDEX</b> . . . . .	<b>21</b>
GOO INDEX . . . . .	21

## ABOUT GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: [info@sjgames.com](mailto:info@sjgames.com). Resources include:

*New supplements and adventures.* **GURPS** continues to grow – see what’s new at [gurps.sjgames.com](http://gurps.sjgames.com).

*Warehouse 23.* Our online store offers **GURPS** adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on Warehouse 23! Just head over to [warehouse23.com](http://warehouse23.com).

*Pyramid* ([pyramid.sjgames.com](http://pyramid.sjgames.com)). Our monthly PDF magazine includes new rules and articles for **GURPS**, systemless locations, adventures, and much more. Look for each themed issue from Warehouse 23!

*Internet.* Visit us on the World Wide Web at [sjgames.com](http://sjgames.com) for errata, updates, Q&A, and much more. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at [forums.sjgames.com](http://forums.sjgames.com). The **GURPS Dungeon Fantasy Monsters 2: Icky Goo** web page is [gurps.sjgames.com/dungeonfantasymonsters2/](http://gurps.sjgames.com/dungeonfantasymonsters2/).

*Bibliographies.* Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

*An elf from the wood came across  
A growth he was sure was a moss  
Turned out to be slime  
Just biding its time  
Hey, a liquefied elf is no loss!*

– Dwarven graffiti

# INTRODUCTION

*Most slime is only dangerous if touched or if it drips on a careless delver.*

– *GURPS Dungeon Fantasy 2: Dungeons*

From the dawn of dungeon fantasy, a pillar of the genre has been goo that falls (well, drips) somewhere between “passive hazard” and “active enemy.” It appears in countless colors and might sit and wait, ooze along slowly, or aggressively pursue anything that moves. Defeating it brings neither the fame and riches of slaying a dragon nor the sense of moral achievement of banishing a demon, yet can be a challenge equal to either. As fans of old-timey hack ‘n’ slash are acutely aware, this class of monster has such a broad range of immunities and noxious, insidious attacks that there’s little an adventurer can do but weather the storm . . . often *after* precious gear or a slower-moving friend has been dissolved!

Welcome to the moist, unpleasant world of fungi, jellies, molds, oozes, puddings, slimes, and spores.

## PUBLICATION HISTORY

This is the first edition of *GURPS Dungeon Fantasy Monsters 2: Icky Goo*. It starts from the definition of Slime-class monsters in *GURPS Dungeon Fantasy 2: Dungeons*

and *GURPS Dungeon Fantasy Monsters 1*, but all creature stats are new to this work.

*Killed by a green slime, while helpless.*

– *NetHack*

## ABOUT THE AUTHOR

Sean “Dr. Kromm” Punch set out to become a particle physicist in 1985, ended up the *GURPS* Line Editor in 1995, and has engineered rules for almost every *GURPS* product since. He developed, edited, or wrote dozens of *GURPS Third Edition* projects between 1995 and 2002. In 2004, he produced the *GURPS Basic Set, Fourth Edition* with David Pulver. Since then, he has created *GURPS Powers* (with Phil Masters), *GURPS Martial Arts* (with Peter Dell’Orto), *GURPS Zombies*, and the *GURPS Action, GURPS Dungeon Fantasy, and GURPS Power-Ups* series . . . among many other things. Sean has been a gamer since 1979. His big non-gaming interests are mixology and Argentine tango. He lives in Montréal, Québec with his wife, Bonnie, and their cat, Zephyra.

## READING GOO STATS

The goo in *GURPS Dungeon Fantasy Monsters 2: Icky Goo* uses the stats format from p. 21 of *GURPS Dungeon Fantasy 2: Dungeons*. Character-point values aren’t shown because these creatures are *highly* unsuitable as Allies or Alternate Forms and possess many abilities that are difficult to represent using advantages.

*ST, DX, IQ, HT, HP, Will, Per, FP, Speed, and Move:* These basic attributes and secondary characteristics mean exactly what they do for heroes and every other creature in *GURPS*. Goo with ST 0 cannot pick up objects, grapple, or be usefully grappled. Most goo has IQ 0; its actions are reflexive and it’s immune to Influence rolls, mind control, Fright Checks, and so on because *it has no mind*.

*SM:* This affects all rolls to hit the goo. Multiply the energy cost to cast Regular spells on it by (1 + SM). The stats *already* reflect other effects, such as increased Reach.

*Dodge and Parry:* Dodge is prefigured from Basic Speed and *already* includes bonuses for Combat Reflexes and Enhanced Dodge – don’t add these again. No goo can parry; Parry is always “N/A.”

*DR:* This is *total* DR from natural and supernatural sources. Goo cannot wear armor, but the GM may add

more DR if, say, a mad druid pours an invulnerability potion into a slime.

*Attacks:* These are listed by attack name. For strikes and grapples, the number in parentheses is effective skill. For afflictions, curses, venoms, and the like, it’s the resistance roll, which might be a simple attribute roll or a Quick Contest against the victim’s score. Damage scores are *final*, and already consider bonuses for skills and advantages.

*Traits:* Advantages or disadvantages important in dungeon fantasy. For brevity’s sake, DR and attacks aren’t listed a second time, and “color” traits don’t appear at all. If it matters that some goo is unusually attractive and suffers from Weirdness Magnet, the GM can adjust it to taste (yuck!).

*Skills:* Any skills possessed by all goo of this type. Most goo is IQ 1 at best – simply *having* skills would make it a truly exceptional specimen!

*Class:* Goo is nearly always *Slime* and thus immune to most Animal and Plant spells. Fungi count as *Plant* and are affected by Plant spells.

*Notes:* Anything else of importance – including explanations of stats with an asterisk (\*) on them and exceptions to listed stats or these guidelines.

# CHAPTER ONE

# THE GOO

To clear up something right away: Sages describe goo using such terms as “fungus,” “mold,” and “spore,” but any similarity to biological usage is coincidental. In dungeon fantasy, supernatural forces militate against consistent classification, scholars lack such scientific concepts as “cell” and “eukaryote,” and the instruments needed to improve on any of this are beyond even guildmaster artificers. Instead, delvers rely on an empirical scheme that has served them well for generations; see *Glossary of Goo* (below).

## GLOSSARY OF GOO

**fungus:** Pulpy, stationary growth found where goo occurs (traditionally, a mobile *fungoid* – like a crushroom – isn’t considered goo).

**glop:** Another word for goo (from the barbarian *glöpp*).

**gunk:** Yet another word for goo (from the dwarvish *g’hunk*).

**jelly:** Slow-flowing transparent goo that’s too bulky to penetrate narrow gaps (dire jellyfish, like the electric jelly, aren’t considered goo either).

**mold:** Stationary, flat goo you accidentally touch or step in.

**ooze:** Disturbingly fast goo that squishes flat to seep under doors after you.

**pudding:** Goo solid and mobile enough to engage in toe-to-toe combat.

**scum:** Any kind of goo, most often *slime*, sitting atop water.

**slime:** Semi-mobile surface-hugging goo that can’t rush you but can drip on you.

**spore cloud:** Airborne goo.

## Goey Bodies

Goo lacks most of the weaknesses of complex organisms that have internal organs, eyeballs, debts, and regrets. It is universally *immune* to bleeding, blinding, disease, pain, poison, sleep, and suffocation, and has neither vital areas to attack nor discrete body parts to cripple. Its amorphous internal structure means that if it has ST 1+, it divides BL by four when it tries to lift, carry, or pull rather than push (goo with ST 0 can’t do *any* of these things). A pair of mutually exclusive meta-traits sum up these details:

*Runny Goo:* Doesn’t Breathe; Doesn’t Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Diffuse; Infiltration, Can ooze under barriers and through tiny holes); Injury Tolerance (No Eyes, No Head, No Neck); Invertebrate. *Notes:* Impaling or piercing damage inflicts at most 1 HP per attack; other damage is capped at 2 HP per

attack. Only area-effect, cone, or explosion attacks cause normal injury. If the goo can move, it can flow through the tiniest crack or hole regardless of SM.

*Spongy Goo:* Doesn’t Breathe; Doesn’t Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Homogenous, No Blood, No Eyes, No Head, No Neck); Invertebrate. *Notes:* Impaling and huge piercing damage have a wounding modifier of  $\times 1/2$ ; large piercing,  $\times 1/3$ ; piercing,  $\times 1/5$ ; and small piercing,  $\times 1/10$ . Other attacks work normally. If the goo can move, subtract two from SM to determine what openings it can traverse.

No Legs is also a given, but the variety – usually Slithers, occasionally Sessile, and rarely Aerial – is independent of these meta-traits. Similar thinking holds for the choice between No Manipulators and No Fine Manipulators, which depends on whether the goo can manifest pseudopodia. Many other physical abilities are fitting and common, but not universal: Amphibious (no goo can drown, but some is distressingly *good* at squidging through water), Clinging, Damage Reduction (see *Monsters 1*, p. 35), Slippery (lichen-like molds and rugose puddings are rough, however), and Temperature Tolerance.

## Goey Minds and Perceptions

Most goo has IQ 0. The IQ 1+ kinds are no easier to control, influence, or scare; they have Immunity to Mind Control, Indomitable, and Unfazeable. Such “smart” goo might possess skills and always has the Wild Animal meta-trait. This doesn’t make it an animal for the purpose of spells – goo is rarely affected by *any* sort of control.

Goo detects threats by shadow, scent, touch (eww!), and vibrations. It possesses all the senses of humanoids despite lacking the associated organs. Most goo can respond to enemies (that is, prey) all around it through some combination of Danger Sense, Detect (modified with Precise), and Vibration Sense; it has no “back” and fights unpenalized against anything it can detect with a Sense roll, regardless of relative position or light level. If it *does* depend on vision, it inevitably boasts 360° Vision and Dark Vision.

*Goo lacks the weaknesses of organisms that have internal organs, eyeballs, debts, and regrets.*



# PUDDINGS

A pudding is a flattened hemisphere of rubbery *stuff*. It isn't slimy (usually), but dry, wrinkly, and rough to the touch. It moves by expanding and contracting, humping up in the middle with each "step." To attack, it does something similar, forcefully contorting itself to deal punishing blows with surprising reach.

More goons than goo, puddings don't sneak around or wait for food to drop by. Most don't use funky poisons or corrosives, either. They *have* the digestive acids characteristic of predatory goo, but these work too slowly to be a useful attack. Instead, a pudding runs down prey, batters it into submission, crawls on top, and digests it *slowly*.

More bad news: Puddings are smart, about as canny as dire tigers or wolves, and have *tastes*. Though they'll feed on corpses, most prefer to eat unconscious victims alive. They seem to enjoy it when their dinner twitches as it's dissolved.

<b>ST:</b> 40	<b>HP:</b> 40	<b>Speed:</b> 6.25
<b>DX:</b> 12	<b>Will:</b> 11	<b>Move:</b> 6
<b>IQ:</b> 4	<b>Per:</b> 14	
<b>HT:</b> 13	<b>FP:</b> 13	<b>SM:</b> 0
<b>Dodge:</b> 9	<b>Parry:</b> N/A	<b>DR:</b> 5

**Bash (14):** 4d+4 crushing. Reach C, 1.

**Devour:** Can use the movement portion of any maneuver to crawl atop anyone who's lying down without active defenses. This is a free action, costs no movement points, and automatically pins the target. A victim who regains his defenses (e.g., wakes up) may try to break free immediately and again every 10 seconds thereafter. This pin inflicts 1 point of corrosion damage to flesh every 10 seconds unless the subject's outfit is sealed. Anyone killed this way is *digested* and beyond resurrection; gear is unharmed.

**Traits:** 360° Vision; Damage Reduction 2; Dark Vision; Discriminatory Taste; Hard to Kill 3; Hard to Subdue 3; Immunity to Mind Control; Indomitable; Magic Resistance 5; No Fine Manipulators; No Legs (Slithers); Resistant to Psionics (+5); Sadism (12); Spongy Goo; Unfazeable; Wild Animal.

**Skills:** Brawling-14; Stealth-12; Tracking-14.

**Class:** Slime.

**Notes:** Unaffected by Animal or Plant spells that don't specifically target slimes. Smart enough to understand anything an IQ 4 animal would in theory; alien, ravenous, and totally unwilling to negotiate in practice.

## A Dish for Every Occasion

The baseline pudding is slate-gray to black. It's found everywhere – particularly in dungeons – and acquires its coloration from the thick crust of rock particles and crushed adventurer

bones that become embedded in its rubbery surface and darkened by dirt over the years. Other varieties abound, however! These have identical stats except as modified below.

## Astral (Gray) Pudding

The weirdest flavor of pudding isn't normally tangible. It zooms through the Astral Plane, preying on that realm's weaker natives. When attracted by psi use (see *The Next Level*, p. 40 and *Psi*, p. 5), it may materialize to attack delvers. This monster's existence hints at an explanation for the Dark Vision and Resistant to Psionics of all puddings.

- Insubstantiality (Affects Others; Cosmic, Affects pinned, unconscious prey; Takes Recharge, 15 seconds). The pudding can "drop in" unannounced from the Astral Plane to make a surprise attack. After that, it's stuck in the material world for 15 seconds before it can depart. In that time, it will try to knock out and pin a victim. If it succeeds, it will return to the Astral Plane the moment it is able, absconding with its prey! People it digests there become hostile NPC ghosts. Better kill it fast . . .

- Reduce DR from 5 to 2.



## Frost (White) Pudding

This white-colored pudding is sheathed in thick, hoar-covered ice rather than grit. It is indigenous to arctic regions and magical ice caverns, and well-adapted to the terrain and temperatures there.

- Flat DR 5 becomes DR 40 (Ablative) on top of DR 2 (DR 15 vs. cold/ice). Attackers must chip away ablative DR 40 before they can injure the pudding. The other DR 2/15 is permanent.

*Puddings are smart and have tastes.*

# INDEX

Absorptive jellies, 7-8.  
 Advantages, *goo*, 4.  
 Adventures, *encounters*, 19; *themes*, 19-20.  
 Astral pudding, 13.  
 Attributes, *goo*, 3, 4.  
 Bodies, *goo*, 4.  
 Brown pudding, 14.  
 Dazzlers, 4.  
 Elder Gods, *oozes and*, 11; *slime-spewing*, 16.  
 Encounters, *see Adventures*.  
 Environment, *appropriate*, 19-20.  
 Frost pudding, 13-14.  
 Fungi, 5-6; *defined*, 4; *detection by*, 6.  
 Glop, *defined*, 4.  
 Glossary, 4.  
 Goo, *alternate names*, 4; *as loot*, 20; *bodies*, 4; *defined*, 4; *detection by*, 4; *encounters*, 19; *environments*, 19-20; *IQ of*, 3, 4; *knowledge skills*, 19; *loot*, 20; *meta-traits*, 4; *minds*, 4; *overview*, 4; *reading stats*, 3; *recognizing*, 19; *skills of*, 3; *ST of*, 3; *themes*, 19-20; *see also specific goo*.  
 Gray pudding, 13.  
 Green pudding, 14.  
 Gunk, *defined*, 4.  
**GURPS**, 3; *Dungeon Fantasy*, 19; *Dungeon Fantasy 1: Adventurers*, 9, 15; *Dungeon Fantasy 2: Dungeons*, 3, 5, 6, 8, 9, 14, 19, 20; *Dungeon Fantasy 3: The Next Level*, 7, 13; *Dungeon Fantasy 5: Allies*, 8; *Dungeon Fantasy 11: Power-Ups*, 8; *Dungeon Fantasy 14: Psi*, 8, 13; *Dungeon Fantasy 16: Wilderness Adventures*, 19, 20; *Dungeon Fantasy Monsters 1*, 3-5, 8, 20; *Magic*, 5, 9.  
 Identify Slime spell, 19.  
 Jellies, 7-8; *defined*, 4; *detection by*, 8.  
 Loot, *hoarded by goo*, 20; *selling goo*, 20.  
 Lurkers, 4.  
 Magma pudding, 14.  
 Meta-traits, *new*, 4.

Minds, *goo*, 4.  
 Mirrored pudding, 14.  
 Molds, 9-10; *defined*, 4.  
 Monsters, *plant class*, 5-7 *slime class*, 7-18; *slime-spewing*, 16; *spore-spewing*, 18; *see also Goo, specific goo*.  
 Naturalist skill, 19.  
 Oozes, 11-12; *defined*, 4; *detection by*, 12; *ponds*, 11-12.  
 Plant-classed monsters, 5-7.  
 Psychic walkers, 4.  
 Puddings, 13-14; *defined*, 4; *detection by*, 14.  
 Pyramid, #3/50: *Dungeon Fantasy II*, 19; #3/76: *Dungeon Fantasy IV*, 20; *see also GURPS*.  
 Red pudding, 14.  
 Runny Goo meta-trait, 4.

Sand pudding, 14.  
 Scum, *defined*, 4.  
 Silver pudding, 14.  
 Skills, *goo*, 3; *for locating*, 19; *for recognition*, 19.  
 Slime-classed monsters, 7-18.  
 Slimes, 15-16; *defined*, 4; *detecting*, 16; *detection by*, 16.  
 Smokers, 4.  
 Spell, *new*, 19.  
 Spongy Goo meta-traits, 4.  
 Spore clouds, 17-18; *defined*, 4; *huge*, 18.  
 Swamp pudding, 14.  
 Treasure, *see Loot*.  
 Tremblers, 4.  
 Wailers, 4.  
 White pudding, 13-14.

*Mold slays the careless who brush dungeon walls,  
 Fungus feels heavy footfalls on the floor,  
 Slime rains down from above in darkened halls,  
 And all dank air is home to stinging spore.  
 Jelly awaits in places there is doubt,  
 Pudding batters doors before coming through,  
 Ooze moves swiftest and cannot be kept out,  
 All of these things you must know about goo.  
 Do not trust a pond if it is not clear,  
 Never ford a puddle unless you must,  
 Where mushrooms sprout and rot is in the air,  
 No quiv'ring bright-colored thing should you trust.  
 Forget not that one touch of gunk most foul,  
 Slays as surely as beasts that gnash and howl.*

– *Delvers' sonnet (trad.)*

## GOO INDEX

For quick reference, here's a combined listing of all the goo, fungoids, etc. in this work and past **GURPS Dungeon Fantasy** volumes.

**Monster:** The monster's name, with base type placed before any qualifier; e.g., the erupting slime and undead slime appear as "slime, erupting" and "slime, undead" to at least try to contain the slime.

**Reference:** The *Dungeon Fantasy* publication where the monster appears, along with the page number; e.g., "*Dungeons*, p. 23" for the erupting slime.

**Class:** The type of monster; see *Reading Monster Stats* (p. 3).

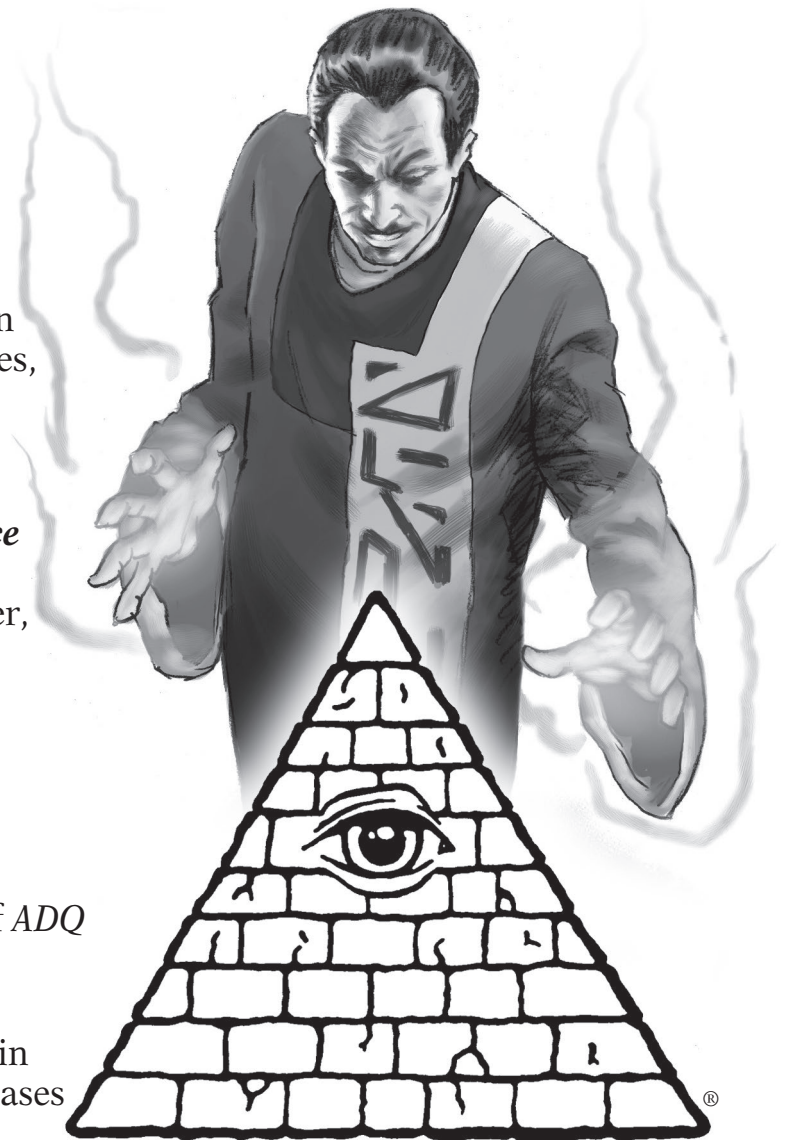
Monster	Reference	Class
Crushroom	<i>Dungeons</i> , p. 22	Plant
Fungus	p. 5	Plant
Fungus, Skull	<i>Psi</i> , p. 40	Slime
Jelly	p. 7	Slime
Mold	p. 9	Slime
Ooze	p. 11	Slime
Pudding	p. 13	Slime
Slime	p. 15	Slime
Slime, Erupting	<i>Dungeons</i> , p. 23	Slime
Slime, Undead	<i>Monsters 1</i> , p. 32	Slime/Undead
Spore Cloud	p. 17	Slime

# STUCK FOR AN ADVENTURE? NO PROBLEM.

---

**Warehouse 23 sells high-quality game adventures and supplements in print and PDF formats.**

- Free downloadable adventures for *GURPS*, *In Nomine*, and *Traveller*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Pelgrane Press, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



**STEVE JACKSON GAMES**  
**warehouse23.com**