



(This is a preview of...)

The OOZE And YOU!

By: Lee & Clarissa Simmons



KICKSTARTER

OCTOBER 7TH!

(aa-minis.com)



Credits

Writer: Lee Simmons

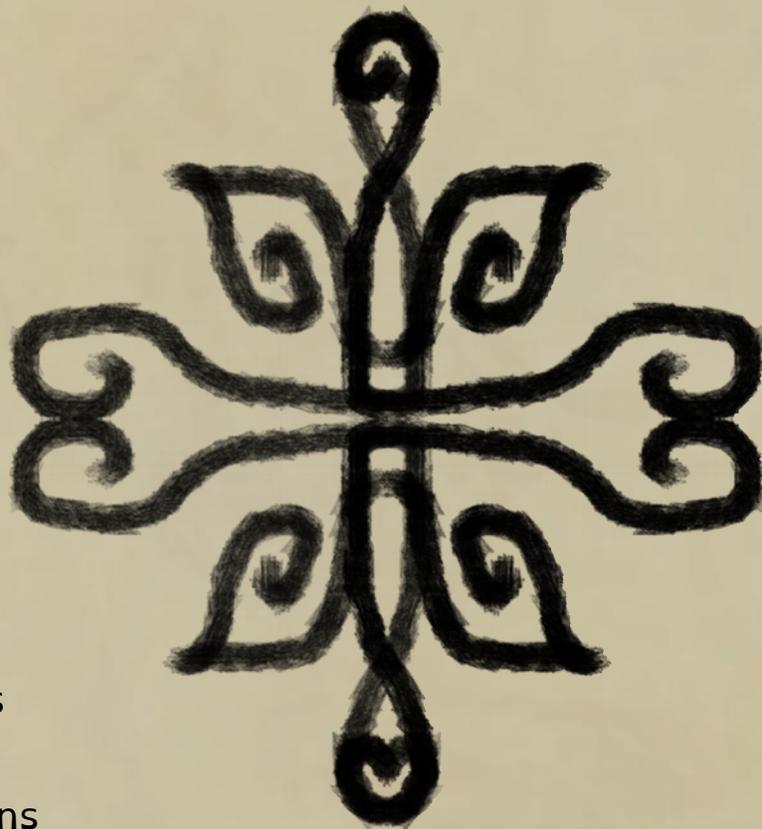
Editor: Clarissa Simmons

Art Director: Clarissa Simmons

Designer: Lee & Clarissa Simmons

Cover artist: Lee & Clarissa Simmons

Interior artist: Lee & Clarissa Simmons



Compatibility with Pathfinder Second Edition requires Pathfinder Second Edition from Paizo Inc. See paizo.com/pathfinder to learn more about Pathfinder. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc. Pathfinder Second Edition and the Pathfinder Second Edition Compatibility Logo are trademarks of Paizo Inc. The Pathfinder-Icons font is © 2019 Paizo Inc. These trademarks and copyrighted works are used under the Pathfinder Second Edition Compatibility License. See paizo.com/pathfinder/compatibility for more information on this license.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Designers: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Table of contents

[Introduction](#)

4

(Where I introduce what this journal is about)

[What is an Ooze](#)

6

(I talk about oozes, their origins, and references)

[Types of Ooze](#)

12

(I begin a break-down of the D&D and Pathfinder ooze)

[Ooze as a Pet](#)

21

(I describe the challenges and advantages of owning an ooze)

[LVing with an Ooze](#)

26

(I describe the process of your ooze growth and multiplication)

[Uses for Ooze](#)

29

(I list and catalog different uses for ooze and ooze products)

Ooze Dungeon Examples

?

(Different encounters using ooze as a primary obstacle/enemy)

Ooze Adventure Arcs

?

(I give examples of sessions/story arcs that use ooze as a plot hook)

Index

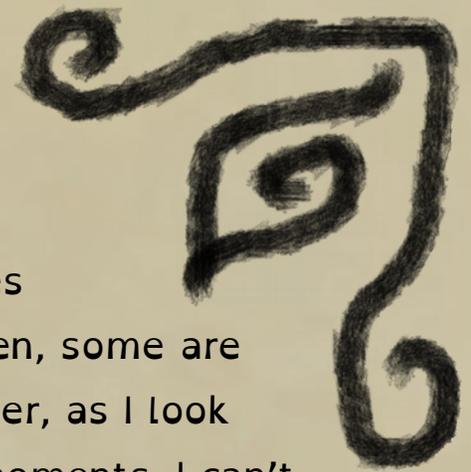
?

Final Word

?

Licenses Again

?



Introduction

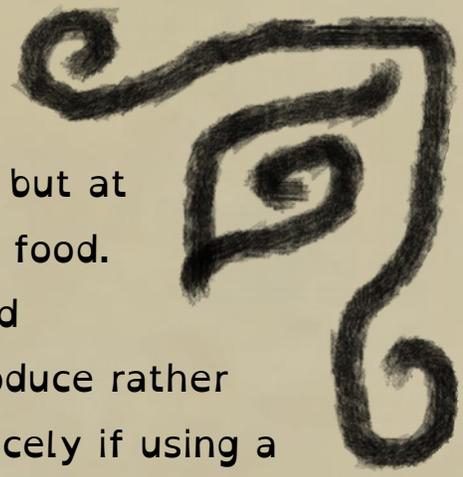
There are many fantastic and magical creatures inhabiting the multiverse around us. Some are hidden, some are obvious, and some are yet to be discovered. However, as I look upon these mysterious sights and experience the moments, I can't help but seek to understand them better. In an effort to share and corroborate such knowledge, I have taken to publishing journals.

In these journals, I've noted my thoughts on beasts across the multiverse. These thoughts are derived from my experiences with these animate beings at best, or from long-distance viewing at worst, to ensure my safety. One such beast that has caught my eye and inquisitive mind is the ooze.

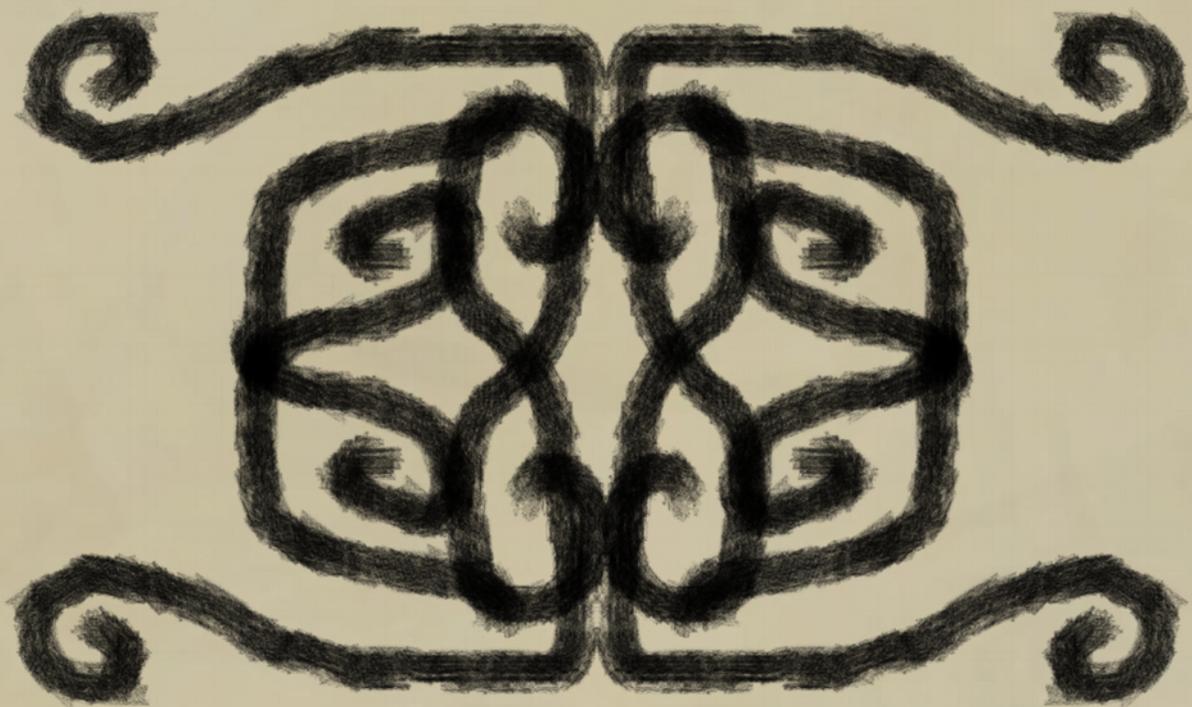
The ooze is very much a living thing; yet, as it blobs and slides about, it is difficult to tell if it is sentient or has any real thoughts. At times, the ooze truly acts like it has an agenda, while at others it seems content to merely subsist with the minimum effort required to live.



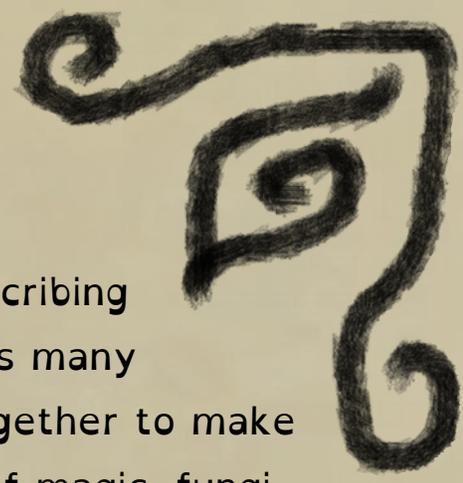
In explanation, it appears that ooze require nutrition and air to stay alive. Sleep is not required, but at times it can go dormant and live without breath and food. They are immune to mind-altering magics, drugs, and attacks. If you strike them with a blade, many reproduce rather than take physical damage. They do squish rather nicely if using a club; arrows and thrust just result in a few leeks that quickly get sealed up.



Encountering them can be either catastrophic or merely annoying. There are ooze that remain small and reproduce readily via dividing, or removing a chunk of themselves, and those that grow to amazing sizes and becoming the largest known living creatures on their planets. They can be elemental, ethereal, ghastly, squishy, hard, poisonous, helpful, apocalyptic, cute, and friendly. All these things makes the ooze an ideal subject to study as so little is know about them yet they are so diverse.

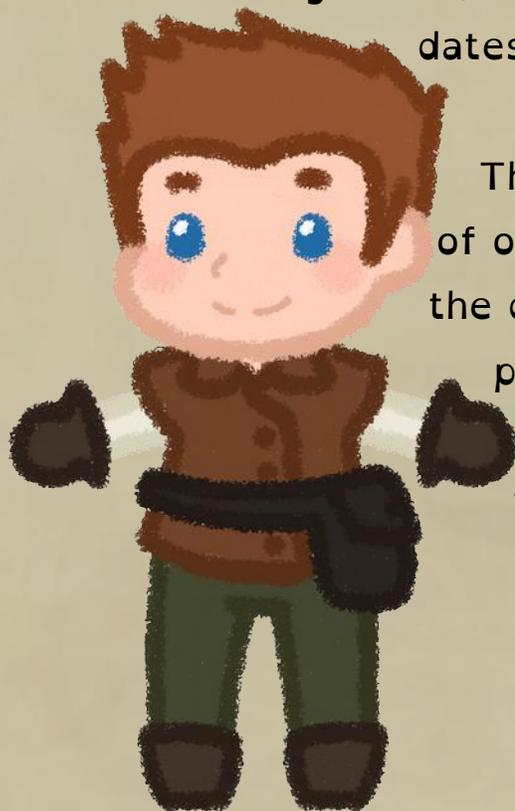


What is an Ooze



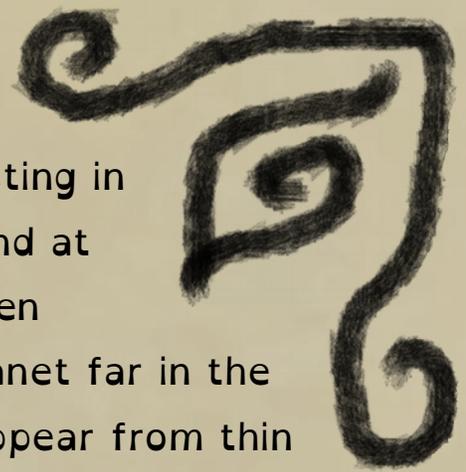
To describe the ooze..... is probably akin to describing the multiverse. As with the multiverse, the ooze has many beginnings and characteristics, all of which come together to make what we know as an ooze. They are a combination of magic, fungi, single cell organisms, elements, and divine creation.

Ooze certainly are a good example of that little bit of magic that brings everything to life working in a mysterious way to challenge everything we know. Certainly some mages have managed to create ooze in labs and they have spawned from alchemical dumping sites (which seems to speak to their relationship with cleaning the environment). Some have even managed to magically enhance normal organisms, but make no mistake, the ooze's true origin dates clear back to the beginning.



There have always been records and mentions of ooze in every history book--- even those on the divines. Ooze are natural creatures whose primordial ability to adapt have allowed them to flourish into the diverse category of beast they are today.

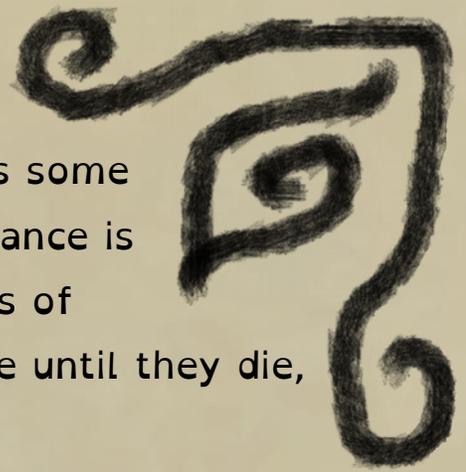
I have read of a dimensional plane of ooze existing in the multiverse. This plane floats and drifts about and at times spawning living ooze of every type. I have seen evidence of this plane interacting with a specific planet far in the cosmos. On this planet, more pure forms of ooze appear from thin air as a rift opens, and here the predominate life form is the ooze, or as the natives call them, slimes. Elsewhere, most of the ooze I've encountered seem to be mutated to suit the worlds they inhabit.



While I would like to make generalized statements describing everything we see an ooze as, it is nearly impossible to do so. As the ooze is a group of creatures made up of things called slimes, jellies, puddings, sludge, and a multitude of solid/semisolid amorphous life forms. I can say that no ooze is inherently aligned with a particular morality. Most are content to go about their lives not bothering anything except for sustenance. (There are exceptions, and given their choices of sustenance it is in question on how aware they are of their surroundings.) Which reminds me, as far as what they eat goes, well that's an exciting topic, as it ranges from flesh to gravitational fields.

There are ooze that only eat flesh, yet attract metal. There are ooze that can only drink from already digested fluids. Some ooze even eat stone! They all seem to have a mixed relationship with air. While it is known they need it to survive, many can live exceptionally long periods without it. Furthermore, some are aquatic by nature, and can only be out in the air for brief periods by comparison.

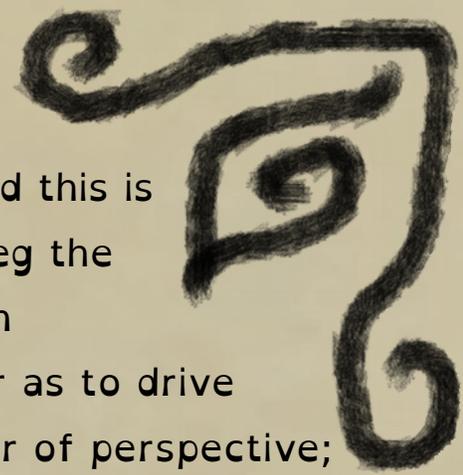
Sleep, at least, is one thing that all ooze appear to not require. This isn't totally accurate, as some ooze fall dormant (aka sleep) in times when sustenance is scarce, allowing them to live for astonishing lengths of time without food. Others seem to constantly move until they die, not pausing even a minute for their entire lives.



Onto body types, though ooze move like various types of fluid, that is not to say they are liquid. There are ooze that have extremely hard and sharp bodies, and others that seem no more than a puddle (or an ocean, in one particular case). The fluids they resemble can be like thick sticky syrup, or like un-melting gelatin, or like crystal shards suddenly turned quicksilver before reforming, or even like an orb using diamagnetism to levitate around.



Another trait of the ooze is its imperviousness to mind effects. Mages and scholars have speculated this is because the ooze lacks any form of intelligence. I beg to differ. There are oozes that I have studied which can unleash psionic attacks with such devastating power as to drive adventurers mad. Rather, I propose that it's a matter of perspective; just because we humanoids cannot fathom their thoughts does not mean they do not have them.

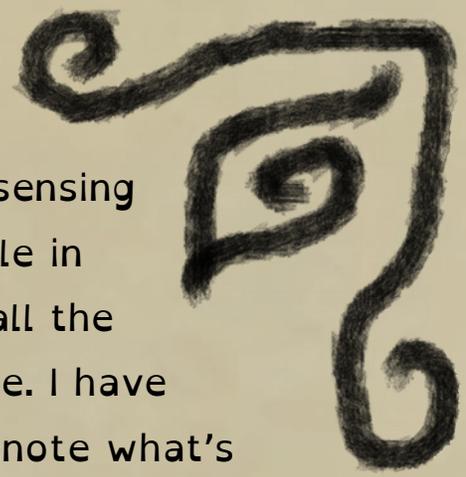


Besides, there are many creatures who are resistant/immune to mental advances that we readily recognize as intelligent beings. Does this mean that we should also consider [them][*example creature might go well here] mindless base creatures, as they build their cities and create works of art? No. I believe this simply means the way these ooze think is just so different that it cannot be affected by the way we use our mental magics.



Moreover, though ooze typically do not have "eyes," they seem more than capable of viewing their world through a combination of other methods. While ooze don't have traditional eyeballs, they often have what looks to be eyes floating around or on their bodies. Sometimes they even develop mouths and other specialized parts with their amorphous forms.

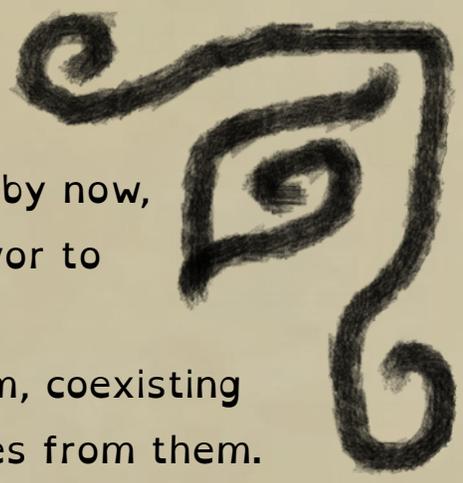
The others in my learned [?] community agree that ooze are made aware of their surroundings by sensing vibrations, allowing them to be perfectly comfortable in pure darkness. This does seem to be true, yet like all the other traits of the ooze, this is not a guaranteed rule. I have discovered multiple ooze using other methods to denote what's around them, such as magnetism, thermosensation, telepathy, and chemoreception, along with motion and vibration.



Ooze also have the ability to make and secrete many types of chemicals and poisons. This gives them immunity to a diversity of conditions from similar substances. The effects of these can range from paralysis to dissolving metal and flesh. Some also seem to be able to spread disease and to infect living tissue like a parasite. There is even an ooze that grows to unfathomable size that appears to make woodland plant life sentient via aforementioned parasitic infection.

It would not surprise me in the least to learn of an ooze taking over an entire planet or creating an army of servants from parts of itself. Yet, these wildly varying and unique properties give the ooze so much potential to be useful to humanoids and other living beings alike.

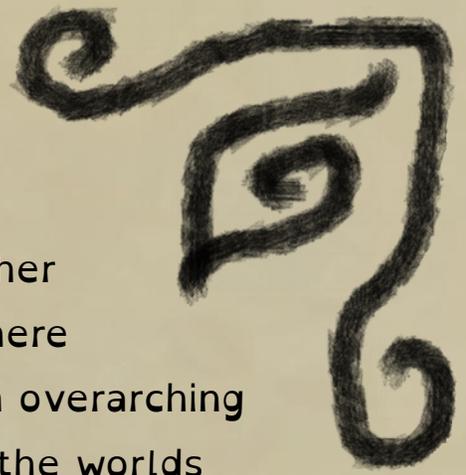
That's the gist of the ooze, as far as recognizable shared characteristics. As you can tell by now, they are complex and varied creatures. I will endeavor to more thoroughly document the types of ooze I've encountered, along with my methods of rearing them, coexisting with them, and acquiring useful items and substances from them.



Even though they can be – and often are – dangerous, we greatly benefit from their existence in ways too often overlooked. [It is also important to remember that the ooze is truly a kingdom of its own.] [this sentence feels out of place and I cannot figure out why to fix it??]



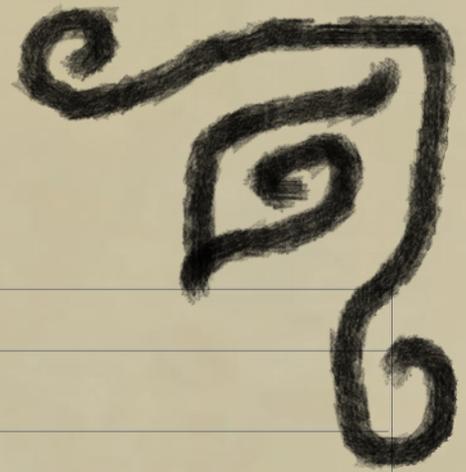
Types of Ooze



As mentioned, I feel it's critical for me to further detail the ooze I have researched in my journey. There seem to be a near endless diversity, complete with overarching types and subtypes. Ooze are an essential part of the worlds around us, and even though we may only encounter a handful actively trying to eat us, I guarantee you have walked past many, many more without ever realizing it.

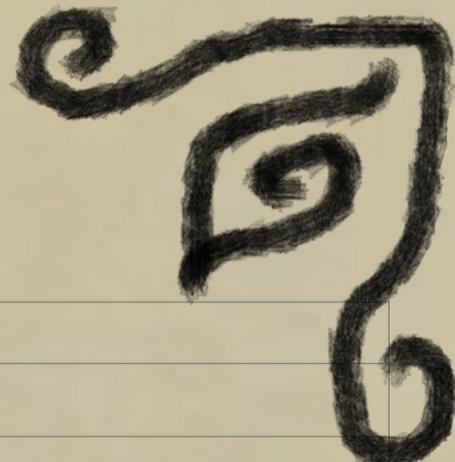
I'll try and organize this menagerie the best I can with detailed indexing for quick referencing. After that, I'll break down each ooze's characteristics in the form of charts to help understand their properties numerically, and finally I'll give a list of useful and dangerous items that originate from the ooze. These will be accompanied by illustrations for visual referencing and identification.



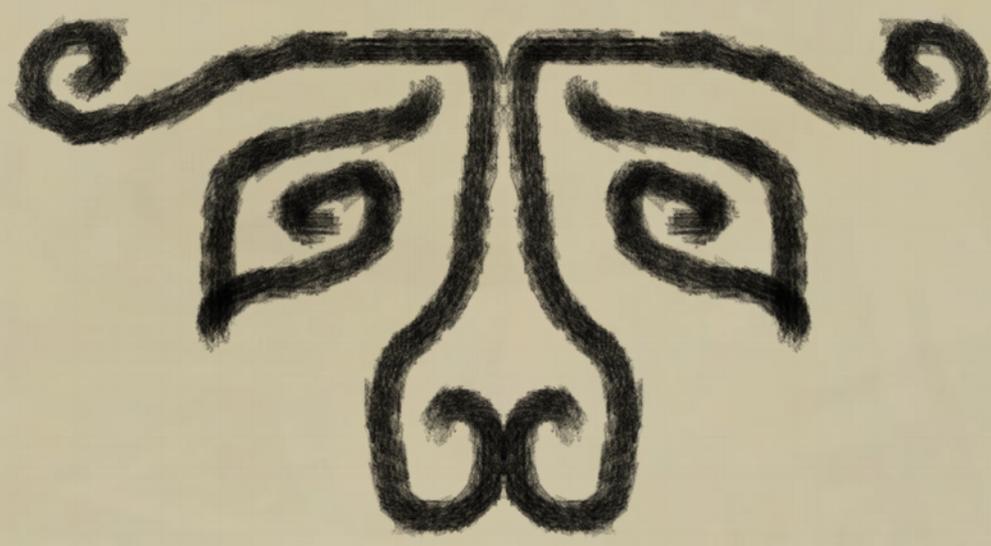


| | |
|-----------|---|
| Type | Ooze |
| Slime | |
| Pudding | Giant Amoeba , Magma Ooze , |
| Jelly | gelatinous cube , |
| Amorphous | |

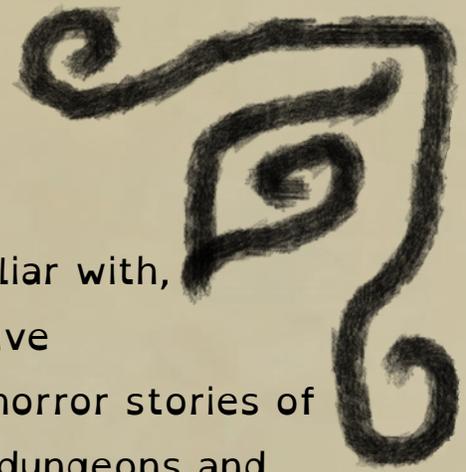
| | |
|---------------------------------|--|
| Threat Level (challenge rating) | Ooze |
| Of Little concern (-1) | |
| Worth eyeing (0) | Giant Amoeba , |
| Keep track of (1-2) | Gelatinous cube , |
| Is a threat (3-7) | gelatinous cube , Magma Ooze , |
| Dangerous (8-12) | |
| Avoid (13-18) | |
| Avoid at all cost (19-25) | |



| | |
|----------|--|
| Habitat | Ooze |
| Cave | Giant Amoeba , Gelatinous cube , |
| Water | Giant Amoeba , |
| Ocean | Giant Amoeba , |
| Mountain | Magma Ooze , |
| Plains | |
| Swamps | Giant Amoeba , |
| forest | |
| Deserts | Magma Ooze , |
| Tundras | |
| Cities | Giant Amoeba , Gelatinous cube , |



Gelatinous Cube



The gelatinous cube is one most of us are familiar with, wether from watching a party member get eaten alive because they walked straight into it or hearing the horror stories of these creatures getting turned loose in sewers and dungeons and growing to enormous sizes. There have primarily been two distinct types of ooze cubes I've encountered. One has quite the interesting ability to paralyze its victims, while the other either lacks this ability or the chemical responsible is simply not potent enough in them.



Cubes have a very hard time climbing up stairs. This makes them perfect for use in sewers to clean debris and sludge.



Gelatinous Cube Threat: Keep Track of

Size: Large Speed: 15ft HP: 80 (8d10+40)

Str: 14(+2) DEX: 3(-4) CON: 20(5)
INT: 1(-5) WIS: 6(-2) CHA: 1(-5)

Senses: Blindsight up to 60ft, Perception +8

AC: 6 ATT: +11 Reach 5ft

Melee: Slam 1d6 bludgeon

Transparent: Its hard to see when motionless (dc 15) You can walk right into it and get engulfed.

Engulf: The cube absorbs you while moving forward. (dc 12) If you can avoid it, you will be pushed 5ft. If you get trapped, you get eaten by acid (3d6 at first then 6d6 at the start of each turn) I have successfully escaped said event (dc 12).It is quite slimy and not recommended.

Ref: D&D 5e Monster Manual Gelatinous Cube.

Gelatinous Cube Threat: Is a Threat

Size: Large HP: 90 Speed: 15ft

Perception: 5 motion sense 60ft

Athletics: +11

STR:4 DEX:-5 CON:5 INT:-5 WIS:0 CHA:-5

AC:10 FORT:12 REF:0 WILL:5

Immune: acid, critical, mental, precision, unconscious, visual

Resistance: Electricity 5

Melee: +11 Damage: 1d6 + paralysis

Engulf: Once again you will be...
swallowed? (dc 19, 2d6 acid, rupture 7) If
hit by this ooze you will have to fight off
paralysis.

Paralysis: (dc20 fort. At end of each turn)
You will be incapacitated if you are
affected.

Transparent: Its hard to see when
motionless (dc 15) You can walk right into
it and get engulfed.

Ref. Pathfinder 2e Bestiary Gelatinous
Cube. The poison found inside these

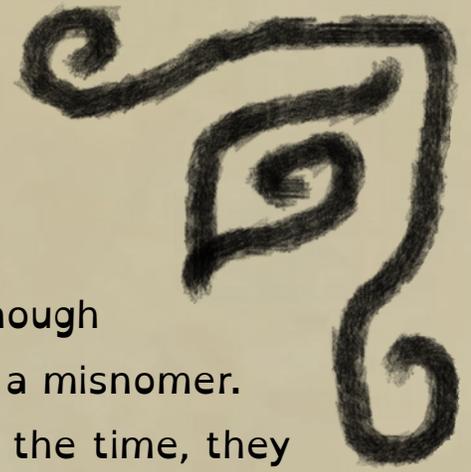
cubes can be extracted and stored for
later use. It remains good for about a
week (1d6 days) depending on the
health and age of the cube.

Cubes with the
ability to Paralyze
their victims seem to
be more willing to blend into
the environment and wait for
organic food to come to them.



Cubes seem to have some sense
of humor, as I've noticed them
playing with the undigested
objects inside of them. Usually,
making faces and spinning things
around.

{Extracting 1 vial from an ooze deals 1d10 damage to the ooze. Or, from a
dead large ooze, you can get 1d6 vials from the spilt sludge.}



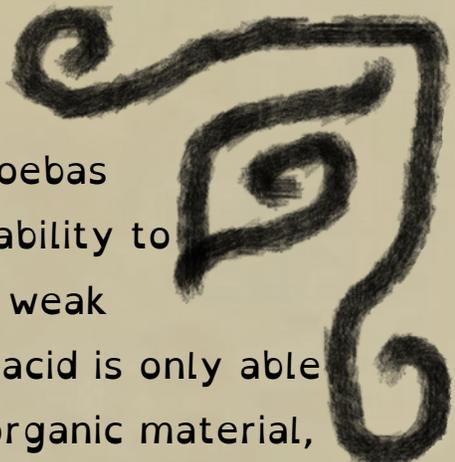
Giant Amoeba

Giant amoebas are quite a common creature, though most tend not to notice them, as “giant” is a bit of a misnomer. Giant amoebas are, in fact, small creatures. Most of the time, they are rather harmless single organisms, but when they group together, they can swarm, or even merge to create a larger complex creature that is willing to eat larger prey. In either case, they are generally only dangerous in large numbers, or to small creatures.

| |
|---|
| Giant Amoeba Threat: Worth Eyeing |
| Size: Small HP: 45 Speed:10 Climb: 10 Swim:10 |
| Perception: 4 (motion sense 60ft) Athletics: 6 Stealth: 3 |
| STR:3 DEX:-2 CON:5 INT:-5 WIS:0 CHA:-5 |
| AC:8 FORT:7 REF:3 WILL:5 |
| Immune: acid, critical, mental, precision, unconscious, visual |
| Weakness: Slashing 5 |
| Melee: 8 Damage: 1d6 acid + Grab |
| Constrict: 1d4 bludgeoning +1d4 acid (DC17) |
| Envelop: A creature its size or smaller can get grabbed by the amoeba. (dc 17 1d6 acid rupture 3) |
| Weak Acid: only damages organic material |
| Ref. Pathfinder 2e Bestiary 2 page 192 |



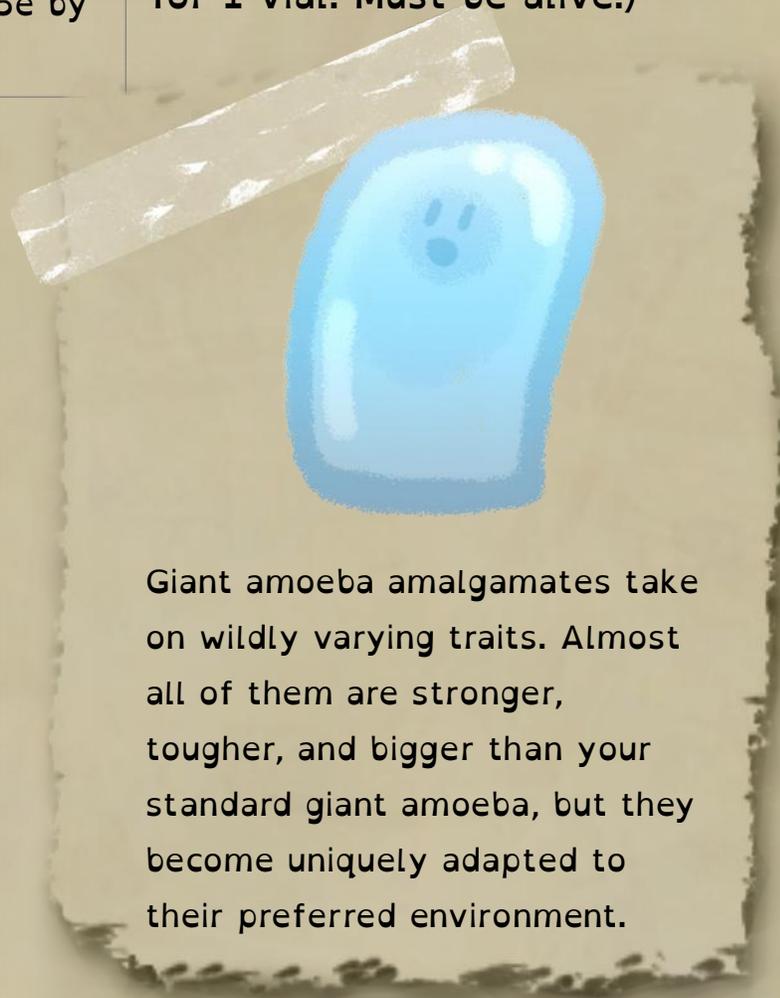
Giant Amoebas make for nice pets, as they are easy to care for and require very little attention. They are perfectly content hunting rodents and insects whenever they can.



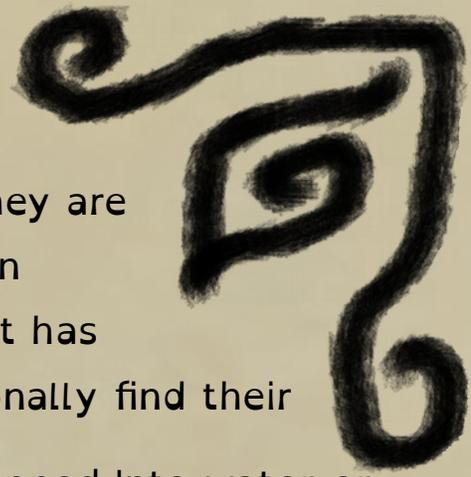
| |
|--|
| Giant Amoeba Threat: Worth eyeing |
| Size: small Speed: 10ft all HP: 36 (8d6+12) |
| Str: 14(+2) DEX: 5(-3) CON: 20(5) INT: 1(-5) WIS: 9(0) CHA: 1(-5) |
| Senses: Blindsight up to 60ft, Perception +4, Stealth:+3, Athletics:+6 |
| AC: 8 Att: +8 Reach: 5ft |
| Constrict: 1d4 bludgeoning + 1d4 acid (dc17) |
| Engulf: A giant amoeba will try to surround you (creatures its size or smaller). (dc10 1d6 acid at the start of each turn) |
| Ref: Adapted from Pathfinder to D&D 5e by Lee Simmons |

These amoebas have the ability to produce a weak acid. This acid is only able to harm organic material, but since it is secreted from their membrane all it takes is a little squeeze to get a vial of it. This acid is stable in the vial until it gets exposed to the air or organic material. (1d6 damage to the amoeba for 1 vial. Must be alive.)

Amoebas have a thick membrane, which makes them tougher than other oozes, but more susceptible to being cut by swords. This membrane does not prevent them from being flexible, and they enjoy squeezing into tight spaces to relax. Their comfort in jars makes carrying an amoeba around easy and practical as a pet owner.



Giant amoeba amalgamates take on wildly varying traits. Almost all of them are stronger, tougher, and bigger than your standard giant amoeba, but they become uniquely adapted to their preferred environment.



Magma Ooze

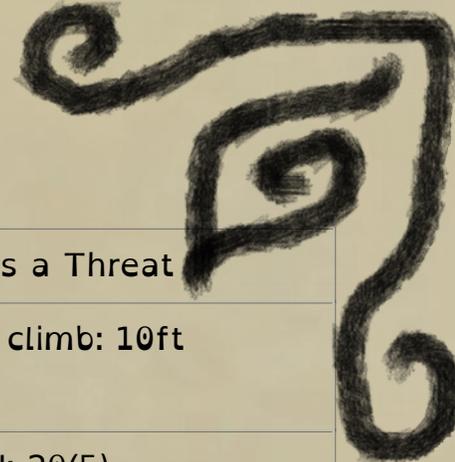
Magma ooze are an elemental type of ooze. They are quite literally sentient magma, but not in the way an elemental is. Magma ooze is very much an ooze that has adapted to the planes of fire and earth, yet occasionally find their way to our realm.

| |
|--|
| MAGMA OOZE Threat: Is a threat |
| Size: Large HP: 76 Speed:10 Climb: 10 |
| Perception: -5 (motion sense 60ft) Athletics: 9 |
| STR:9 DEX:-5 CON:5 INT:-5 WIS:-5 CHA:-5 |
| AC:5 FORT:9 REF:-2 WILL:-2 |
| Immune: ooze, fire |
| Weakness: cold 5, water 5 |
| Melee: 9 Damage: 2d6 + burn |
| Burn: 2d6 fire 1d4 rounds (DC17) at the start of each round |
| Magma body: Body of living lava causes 2d6 fire damage to weapons striking it, unless you can recover fast enough. (dc 17 ref saves) |
| Water vulnerability: If a large volume of water surrounds or strikes the magma ooze it becomes petrified. (dc 20 fort saves) It will revert back to normal once the water is gone. |
| Ref: Adapted Magma Ooze Pathfinder Bestiary 2 to Pathfinder 2e by Lee Simmons |

When dropped into water or hosed down enough, the magma ooze will go dormant in a hard rock shell until the water is gone. (1d4 days to return to normal)



Magma ooze are rather docile. What makes them a hazard is that they are flowing magma. My theory is that these creatures feed on the rocks to separate hydrogen. Rather than eating organic matter, they use that to create their energy.



MAGMA OOZE Threat: Is a Threat

Size: Large Speed: 10ft climb: 10ft
HP: 80 (8d10+40)

Str: 28(+9) DEX: 1(-5) CON: 20(5)
INT: 1(-5) WIS: 1(-5) CHA: 1(-5)

Senses: Blindsight up to 60ft, Perception -5

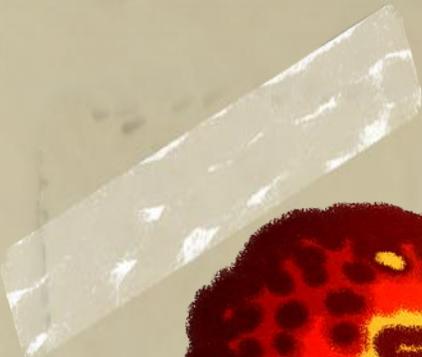
AC: 5 Att: +8 Reach: 5ft

Magma body: Anything that touches takes 2d6 fire damage and weapons if not recovered fast enough (dc: 17 ref.) takes a permanent -1 on damage and attack rolls that cumulates to a -5 and is useless.

Slam: Magma Ooze strikes out with its amorphous molten rocks. (attack +8 damage 2d6 bludgeon +burn)

Burn: dc 17 ref. Saves if failed 2d6 fire damage at the start of each round for 1d4 rounds.

Ref: Adapted Magma Ooze Pathfinder Bestiary 2 to D&D 5e by Lee Simmons



The cool thing is, as they move around, their ooze cools down and re-solidifies sometimes forming crystals out of the spent rocks they consume. (5% chance of finding a gem valued at 1d20 x 10gp in the cooled trail or the body of a magma ooze)



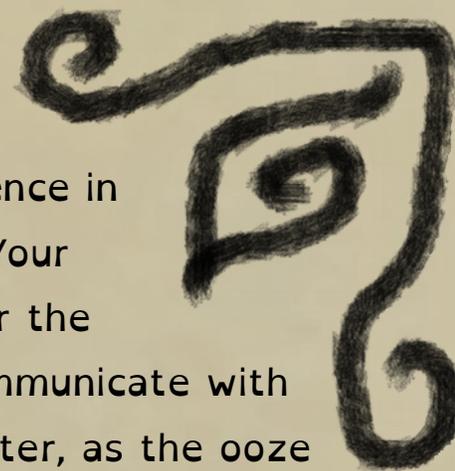
OOZE AS PETS

After learning about these amazing and arguably cute critters, you may be thinking about raising one on your own. Fortunately, I've had very similar thoughts, and have tamed and raised many an ooze. They are simultaneously easy and forgiving and challenging pets to contend with.

Ooze just think differently than we do. They have some similar wants, such as for air and food. However, the fact they don't truly distinguish friend from foe the way we do makes interacting with them a bit tricky. Over my time of interacting with and nurturing a magnitude of ooze, there has been – for lack of a better word – bonding in some of our relationships. There are a few ooze that I've managed to build a rapport with. Afterwards, we developed a rudimentary way of communicating simple things with each other. It would seem that positive re-enforcement in the form of snacks and calming vibrations is a good method of training. For example, using low and deep vibrations, such as with a very large drum, I've managed to slow the reaction inside of a magma ooze down enough for me to safely approach it and roast some marshmallows.

Ooze do keep track of where their nutrition comes from, and in their own way, begin to recognize their keeper as a friend. Now, be mindful, as the word "friend" is relative here. Their acid will still eat you. They do stop actively hunting you around the house, at least. I was very grateful once I could at last get a sound night's sleep without worrying that my pet giant amoeba would swallow my foot.

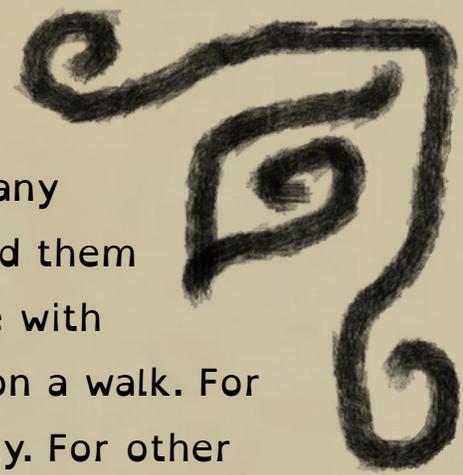
As to how they recognize a person, my running theory is that they can pick up on the subtle difference in the vibrations of your heartbeat and step pattern. Your pitch and tone of voice are other good identifiers for the ooze, and to this end, your voice can be used to communicate with the ooze, but bear in mind that the words don't matter, as the ooze cannot understand it that way. I've noticed deep and short sequenced patterned sounds are useful in trying to commune with ooze. This, followed with the ooze's favorite snack, is how I've managed to tame and do basic training on most oozes.



When I talk about basic training, you have to keep in mind the simplicity of these creatures behavior. While ooze clearly can think in their own way, getting them to do even basic tasks can take a lot of interaction, and if your using snacks as a reward, you must be careful they don't grow too large and multiply. Getting ooze to understand 3 tricks seems to be a good goal to shoot for. The first 3 tricks you teach to an ooze are the most reliable; any beyond that takes lots of repetition to get them to understand whats being requested of them.

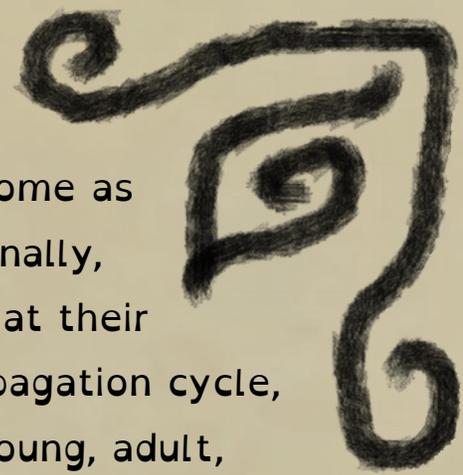
Another interesting point is that since many ooze reproduce by splitting, most of the time the offspring remembers part of what was taught to the parent. While amazing, the downside is that the parent forgets part of what it was taught. I am certain this is because the process of dividing not only reduces it physically, but whatever part processes its actions is also reduced. By teaching it longer before allowing them to split, more of what has been taught is retained by both the old ooze and the new ooze.

The next important thing to consider is that many oozes have acids that outright destroy things around them and inside of them. This makes it difficult to engage with them as you would other pets and, say, take them on a walk. For smaller ooze, like amoebas, a jar suffices quite nicely. For other ooze, like the magma ooze, more magical means must be employed. By utilizing various magics and materials, effective harnesses can be made to keep the ooze in check. I'll provide more detailed descriptions of said harnesses later on. Making sure your pet ooze doesn't go off and try and eat things it shouldn't is one of the biggest challenges of raising an ooze.



Different ooze take different amounts of effort to teach tricks and to keep in line. As a general rule, the more naturally dangerous the ooze is, the harder they will be to work with. When I say naturally dangerous, this is because every ooze type has a range its qualities fall in. For example, only in extremely specific circumstances can a giant amoeba become as deadly as a blight. I won't outright dismiss the possibility of it ever happening, but suffice to say that it would be a very unlikely scenario. The range that I've seen most frequently in ooze can be broken down into 3 categories.

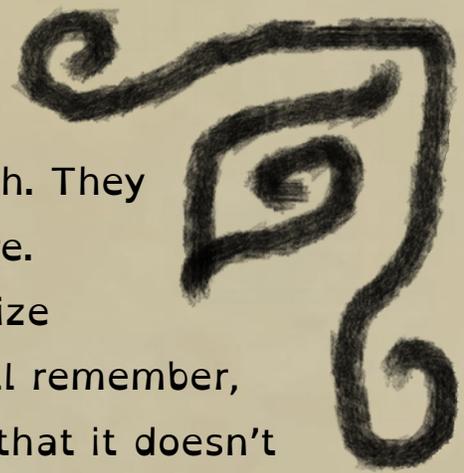
First, ooze are the weakest after they split or multiply. Then they eat and live for a while and become as strong as they will be for most of their life cycle. Finally, when they are ready to split again is when they are at their strongest. As you can tell, it does rely on their propagation cycle, and while they don't really age like we do – born, young, adult, elderly, die – they still have a cycle, and this cycle can be manipulated a bit.

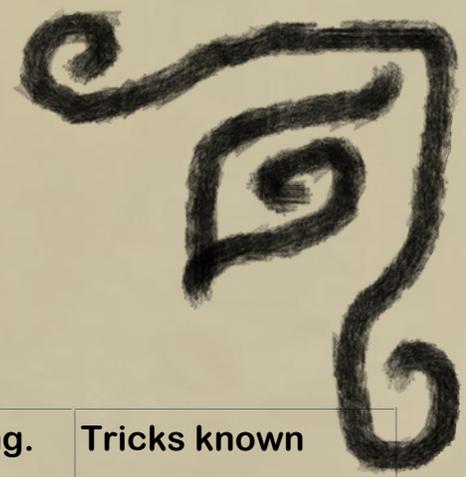


As an ooze keeper, you can encourage them to split quickly and more than normal by, well, splitting them. Maybe with an axe. On the other hand, you can encourage them not to split by timing food and nutrition. Ooze like to split when food is plentiful and they are growing rapidly, so by limiting their food and allowing them to grow in a more controlled manner, my theory is that they don't think there's enough food to support 2 or more of them, so they just keep growing slowly rather than splitting.

The downsides to these 2 methods is that in the first one you now have a multitude of little ooze all over your house trying to eat everything including your favorite chair. In the second example you now have a giant ooze that you've lovingly nurtured for quite some time but now takes a separate building to house and its even more difficult to take on walks than it was before.

The benefit in encouraging them to split often is that you now have a lot of little ooze to play with. They can be used for resource farming, or sold as they are. Alternately, allowing one ooze to grow to a large size means spending considerable time that the ooze will remember, thereby coming to see you as a neutral beneficiary that it doesn't need to eat. Where multiplied ooze are smaller and in some ways more profitable, un-split ooze will be more willing to do as you ask and hang around for the long haul.





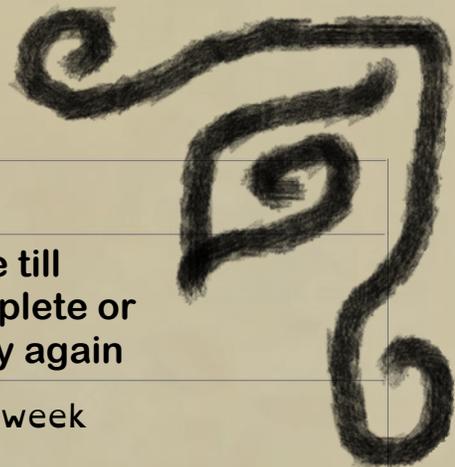
LVLing with ooze

Make charts for splitting mechanics, feeding, experience, and skill training.

| Experience | Size | Attributes, DC, and saves | Att. Dmg. AC. | Tricks known |
|----------------|---------------|---------------------------|---------------|-------------------------|
| 0-1000 | -1 Size | Base creature saves-2 | DC-2 -2 | 3 |
| 1001-2500 | Base creature | Base creature | Base creature | 4 |
| 2501 and above | +1 Size | Base creature saves+2 | Dc+2 +2 | 5 (+1 per 1500xp after) |

| Health Chart | Experience LVL | 0-1000 | 1001-2500 | 25001 and above |
|-------------------------------|----------------|--------|---------------|-----------------|
| Threat LVL (CR) | x | x | x | x |
| Keep track of (2 and below) | x | -10 | Base creature | +10 |
| Is a threat (3-7) | x | -15 | Base creature | +15 |
| Dangerous and avoid (8-18) | x | -20 | Base creature | +20 |
| Avoid at all cost (18 and up) | x | -30 | Base creature | +30 |

Every time an ooze splits, it cuts their experience pool in half. All other stats and attributes are based on that. Training an ooze has its own challenge rating and time frames based on the base creatures threat LVL.



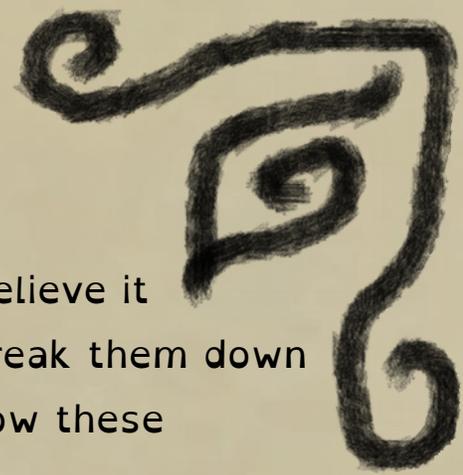
Training Chart per Trick Known

| Threat LVL (CR) | Base DC | Time till complete or to try again |
|-------------------------------|---------|------------------------------------|
| Keep Track of (2 or bellow) | 15 | One week |
| Is a Threat (3-7) | 20 | Two weeks |
| Dangerous / Avoid (8-18) | 25 | Three weeks |
| Avoid at all cost (18 and up) | 30 | Four weeks |

List Of Tricks

| Trick name and description | Effect on DC |
|---|--------------|
| Stay (you know stay) | 0 |
| Follow (ooh its a real pet now) | 0 |
| Attack (I'm not certain if it will attack what you want) | +2 |
| Hide (sometimes I can't find them again, so they listen well to this one) | +2 |
| Leave it (important if you want them not to eat everything) | +4 |
| Fetch (picks up a random object from nearby, but may or may not immediately eat it) | +2 |
| Guard (you can just kind of turn them loose and they will happily snack on anything that enters the room) | +2 |
| Secrete (with this the ooze will squeeze out 1 vial of whatever fills its insides without hurting itself; can be done 2 times per day without hurting the ooze) | +4 |
| Seek (the ooze looks for anything it can sense) | 0 |

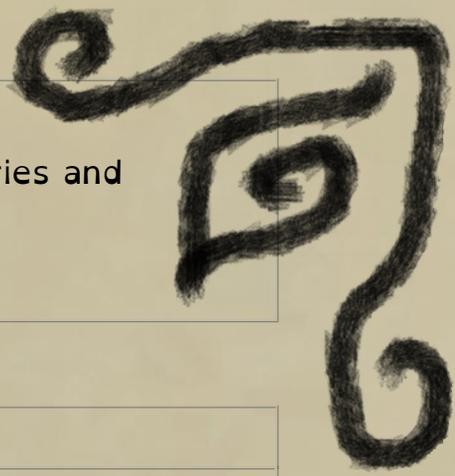
Uses For Ooze



While I've thus far alluded to uses for ooze, I believe it is in my best interest to catalog these uses. I will break them down on a per-ooze basis for a better understanding of how these creatures function in a humanoid world.

| | |
|-------------------|--|
| OOZE: | The Giant Amoeba |
| Utilities: | Rodent control (just keep an eye on their multiplying numbers) Street cleaning (The weak acid they have is great for dissolving debris from the roads and picking up dirt to be washed off) Attacker deterrent (They are comfortable in bottles and can be thrown at assailants) Aquarium cleaner (The amoebas are aquatic and will gobble up the junk in your fish tank) |
| Items: | Weak acid (you can extract the acid from the amoeba and use it by itself) Coins/small metal objects (as the amoeba moves around, it will collect things it can't eat and secrete them later) |

| | |
|-------------------|---|
| OOZE: | Gelatinous Cube |
| Utilities: | City sanitation (The cube is large enough and hungry enough to be a great waste disposal unit) Sewer sanitation (The cube is one of the few ooze that cant climb or stick to things. This makes them ideal for roaming the sewers and cleaning blockages without worry of them escaping) |
| Items: | Acid (this acid can only effect organic matter and can be harvested from the cube) |



| | |
|--|---|
| | Anesthetics (some cubes have a paralyzing quality to their acid that can be used both to aid in surgeries and to stop hostiles) |
|--|---|

| | |
|-------------------|--|
| OOZE: | Magma Ooze |
| Utilities: | Foundry (magma ooze put off a lot of heat, and if you can ensure they don't melt their enclosure, they come in handy when you need to melt or heat a lot of stuff) Steam power (by using its heat to make steam the steam can be pressurized to turn mechanical objects) |
| Items: | Pumice and lava rock (after the magma ooze is done with the rocks it eats a trail of lava rock is left behind) Crystals (the slow cooling of its secretions sometimes forms crystals that can be harvested) Metals (if the rocks it eats have high metal concentrations, it will become partially refined as the ooze digest the ore and secretes the excess.) |

More squishy goodness is in the works!

