

## KINETIC OOZE

### Kinetic Ooze

Level 5 Soldier

Medium Natural Beast

**Initiative:** +8

**Perception** +3

**HP** 60; **Bloodied** 30 Blindsight 10, Tremorsense 10

**AC** 21; **Fortitude** 16; **Reflex** 18; **Will** 16

**Speed** 4, Jump 4

**Resist** see below; **Vulnerable** cold (see below)

### Traits

#### Ooze

While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing..

#### Kinetic Sponge

When the kinetic ooze takes untyped, force, or thunder damage, it becomes Bouncy until the end of it's next turn. While it is Bouncy, it's movement rates increase by +2, and takes -2 to all forced movement. If the kinetic ooze takes cold damage while Bouncy, it is no longer Bouncy.

### Standard Actions

#### ⊕ Suddenly Solid Slap ✦ At-Will

*Attack:* Melee Basic 1 (one creature) +12 vs. AC

*Hit:* 1d10+8 damage. If the ooze is bouncy, or the creature is marked, the creature also becomes grabbed

*Effect:* The creature is marked until the end of their next turn.

### Triggered Actions

#### Elastic Yank ✦ At-Will

*Trigger:* A marked creature target shifts, leaps, or flies.

*Attack (Immediate Interrupt):*

Close Burst 5 (one marked creature)+11 vs. Fortitude

*Hit:* The target is pulled 3, or 5 if the ooze is bouncy. If the target ends up adjacent, the ooze uses suddenly solid slap on it as a free action.

### Stick Around

*Trigger:* An enemy hits the kinetic ooze with a melee attack

*Effect (Immediate Reaction):* The attacker is marked until the end of their next turn.

**Skills** Acrobatics +11, Athletics +11

**Str** 18(+6); **Dex** 18(+6); **Wis** 12(+3)

**Con** 12(+3); **Int** 12(+3); **Cha** 12(+3)

**Alignment** unaligned

**Languages** -

Kinetic ooze is a life-form bizarre even by the standards of the oozes, slimes, and jellies which it is related to. This pliable amoeba-like creature seems to feed on motion- absorbing it somehow, and using it to power it's metabolism. In normal circumstances, it acts much like any other monstrous ooze- warping and twisting it's shape at will, sliding through the caverns and dungeons where it makes it's home, in search of prey.

However, unlike other oozes, when it is properly agitated, the kinetic ooze is capable of curling itself into a tight ball and bounding across the landscape, ricocheting off walls and striking it's targets with impressive force. With enough energy, the ooze can wrap itself around it's victims, threatening to crush them in a powerful embrace.

The ooze seems to draw energy from physical impacts, either with objects in the environment, or creatures It comes into conflict with. Yet, it's form is extremely versatile- one moment, it can be as hard as leather, with a springy texture that makes it bounce back when being struck. A moment later, and it can sink into a soft-stinky mass, adhering to weapons and armor alike as it's victims attempt to fend it off.

When the kinetic ooze attaches itself to one or more of it's foes, it is extremely difficult to dislodge, and attempting to pull oneself away can backfire as the elastic ooze anchors itself to the ground and hauls back. If the situation becomes chaotic enough, more than one foe can be dangling in the clutches of the kinetic ooze, struggling against it's attached tendrils as the central mass bounds back and fourth between them.

## Lore

Dungeoneering DC 12: All the info in the intro

Dungeoneering DC 17: Hints about the local environment, based on the ooze's behaviour and coloration.

For use with the 4th Edition



Requires the use of the D&D Player's Handbook,<sup>®</sup> Monster Manual,<sup>®</sup> and Dungeon Master's Guide<sup>®</sup> Player's Handbook<sup>®</sup> 2, Monster Manual<sup>®</sup> 2, Adventurer's Vault<sup>™</sup> core rulebooks, available from Wizards of the Coast, LLC

Created by  
Michael Jones  
for  
Catastrophe Games  
[CATASTROPHEGAMES.COM](http://CATASTROPHEGAMES.COM)

VENDI, VIDI, REPENTE

## TACTICS

Kinetic ooze's hunt on instinct, but they often act in a symbiotic relationship with some of the other weirder predators of the deep dungeon ecologies where it is most commonly found. Such ambushes by various sorts of .oozes, slimed, mimics and more can be chaotic affairs, but the kinetic ooze is perfectly suited for this, gamely bounding around the place and splattering itself against any suitable prey which presents itself. While the ooze is not protective of it's fellow symbionts, it's hunting style tends to compliment their own.

A kinetic ooze tends to home in on a target which is moving in the proper, forceful fashion- the wielder of a melee weapon. Once it finds such a target, it bounds over and collides with them, attaching several sticky pseudopod that hinder the targets actions. Once so attached, it springs back and fourth beside the target, working up momentum, and slamming itself into it's foe again and again. Naturally, it can sometimes become stuck on multiple foes, but this is usually too much for a regularly sized kinetic ooze to manage.

A kinetic ooze can lock down a melee attacker reasonably well, and keep them from moving away, also. By staying bouncy, they reduce their risk of being pushed away with forced movement or other wise out maneuvered, and even attacking them in melee renews their mark, as weapons and limbs become ever more hopelessly stuck. Their own melee attack comes with a conditional grab effect, and this will further pin enemies in place. The best target for a kinetic ooze is a melee striker, but tying up a melee defender can also leave the way open for the ooze's 'allies' to strike less resilient foes.

A kinetic ooze could have many allies in such a fight- other weird dungeon hunters are ideal, but a kinetic ooze could also be trained and controlled by more intelligent underdark foes. In either case, a controller is useful to make the most of the kinetic ooze's lockdown of key foes, and brutes or artillery give much needed damage to the mix.

## Encounters

Oozes of all kinds tend to dwell in deep underground environments, where weird and exotic organisms compete but also often cooperate, for food. Adventurers or explorers stumbling across the hunting grounds of such creatures may not recognize the risk at first, but their doom will readily become apparent. The kinetic ooze is particular suited to cooperative hunting, since despite appearances to the contrary, it does not actually absorb it's prey like other oozes.

Instead, when a kinetic ooze has battered a foe into submission and fully enveloped it, it engages in a feeding practice arguably even more terrible than the slow digestion used by it's close amoeboid relatives. With the prey completely trapped within it's rubbery folds, but still very much alive, the kinetic ooze begins to extract kinetic energy from it's meal, by battering it from all directions and forcing it to struggle desperately against the assault.

Air and water is supplied to the creature through the gas-permeable surface of the ooze, as it can cling onto a victim like this for days as it thrashes in an uncontrollable claustrophobic frenzy, which sets the ooze rolling and bouncing around the area. There are even accounts of smaller kinetic oozes, enveloping only the upper half of a humanoids body, causing it to run madly through the caverns of the underdark, colliding with walls and low-hanging stalactites.

Eventually, the creature dies, and the kinetic ooze withdraws, leaving the remains for the scavengers of the underdark. The ooze uses it's newly won kinetic energy to travel to a high point in the caverns, where it will hurl itself into a deep chasm or pit. The impact causes the creature to split into multiple, smaller oozes, which ricochet off into different areas of the cavern, spreading the species.

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