

STAT BLOCKS

Ooze Malice	LEVEL 1+ MALICE FEATURES	IMIT PUTTY	LEVEL 1 HORDE AMBusher
	<p>At the start of any ooze's turn, you can spend malice to activate one of the following features.</p> <p>Liquify ♦ 3 Malice An ooze in the encounter deforms and loses its color, becoming invisible and hidden until it uses an ability, takes damage, or the effect ends at the start its next turn.</p> <p>Congeal ♦ 5 Malice Two oozes adjacent to each other combine into a bigger ooze. Choose one of the oozes to be absorbed by the other ooze. The absorbed ooze disappears. The remaining ooze's size, speed, and potent effects all increase by 1 (to a maximum of 2), and it gains temporary Stamina equal to the absorbed ooze's remaining Stamina.</p> <p>Gush ♦ 5+ Malice An ooze in the encounter thrashes and sputters in a 1 burst area. The ooze makes a free strike against each adjacent enemy and object within distance. The ground within or beneath the affected area is considered difficult terrain for enemies and deals 3 acid damage whenever an enemy enters an affected square or starts their turn there. The area increases by 1 for every 2 malice spent on this feature.</p>		<p>Ooze</p> <p>Stamina 15 Immunity acid 2 Speed 5 (climb) Size 1M / Stability 0 Free Strike 2</p> <p>Might -2 Agility +2 Reason -1 Intuition -1 Presence -2</p> <p>Sputter (Action) ♦ 2d10 + 2 ♦ Signature</p> <p>Keywords Melee, Strike, Weapon</p> <p>Distance Melee 1 Target One creature or object</p> <p>♦ ≤11 4 damage ★ 12–16 6 damage; shift 1 ★ 17+ 7 damage; shift 2</p> <p>Uncanny Impression (Maneuver) ♦ 2d10 + 2 ♦ 5 Malice</p> <p>Keywords Magic, Ranged</p> <p>Distance Ranged 10 Target One creature</p> <p>Effect Until the end of the encounter, the imit putty changes its size to match the target and replaces its signature action with one of the target's signature actions, using their bonuses for any power roll.</p>
CREEPING SLUDGE	LEVEL 2 HORDE BRUTE		<p>Gelatinous</p> <p>The imit putty can move through spaces as if it were size 1T. When it takes damage, it can use a free triggered action to split into two imit putties, splitting their current Stamina in half between them. The new creature has none of the benefits, effects, or conditions that the original has.</p>
	<p>Ooze</p> <p>Stamina 25 Immunity corruption 2, acid 2 Speed 5 (climb) Size 1L / Stability 2 Free Strike 3</p> <p>Might +2 Agility -2 Reason -3 Intuition 0 Presence -2</p> <p>Corrode (Action) ♦ 2d10 + 2 ♦ Signature</p> <p>Keywords Melee, Strike, Weapon</p> <p>Distance Melee 2 Target One creature or object</p> <p>♦ ≤11 3 corruption damage ★ 12–16 4 corruption damage; vertical pull 1 ★ 17+ 5 corruption damage; vertical pull 2</p> <p>Effect The target gains damage weakness 2 and a -1 penalty to potent effects (save ends). This effect stacks until the target saves.</p> <p>Oozent Grasp (Maneuver) ♦ 2 Malice</p> <p>Keywords Area, Melee</p> <p>Distance 2 burst Target Each enemy and object in the burst</p> <p>♦ ≤11 A<0 grabbed ★ 12–16 A<1 grabbed, vertical pull 1 ★ 17+ A<2 grabbed, vertical pull 2</p> <p>Effect The creeping sludge can have an unlimited number of targets grabbed.</p>		<p>Gelatinous</p> <p>The creeping sludge can move through spaces as if it were size 1T. When it takes damage, it can use a free triggered action to split into two creeping sludges, splitting their current Stamina in half between them. The new creature has none of the benefits, effects, or conditions that the original has.</p>