

THE HANDBOOK OF SLIME RHEOLOGY

A COUPLE OF VISCOSITY INSPIRED OOZES

Art from Slime Rancher, title art by Tim Fish



Slimeous Rheopecta (major):

This slime variant is quick to the fight but slowly loses energy as the fight goes on.



Slimeous Rheopecta (minor):

The Honey slime is a baby Rheopectic Slime. Its young, oh so naive, and thus attempts to cuddle with anyone it can.

ROCK SLIME

Medium ooze, unaligned

Armor Class 10 (natural armor)

Hit Points 36 (10d8)

Speed 35 ft. (equal to current hit points, at least 5 ft.)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances force

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 1/2 (100 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing. The slime loses this ability when its natural armor AC is 15 or more.

Spider Climb. The slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. The slime loses this ability when its natural armor AC is 15 or more.

Rheopectic Hardening. The first time each turn the slime takes force, bludgeoning, slashing, or piercing damage, the AC of its natural armor increases by 5. Once the slime's natural armor AC reaches 25, the slime is petrified.

Actions

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage or 6 (1d6+2) bludgeoning damage if the ooze's natural armor AC is 15 or more.

HONEY SLIME

Small ooze, unaligned

Armor Class 10 (natural armor)

Hit Points 21 (6d6)

Speed 20 ft. (equal to current hit points, at least 5 ft.)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	10 (+0)	2 (-4)	6 (-2)	8 (-1)

Damage Resistances force

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 1/8 (25 XP)

Rheopectic Hardening. The first time each turn the slime takes force, bludgeoning, slashing, or piercing damage, the AC of its natural armor increases by 5. Once the slime's natural armor AC reaches 20, the slime is petrified and regains all its hitpoints.

Actions

Glomp. The target must make a DC 11 Strength check or the Slime is considered to be grappled by the creature. This grapple only ends if the target or a creature adjacent to the target uses an action to pull the slime off, which takes a successful DC 11 Strength check. If the target is already grappling two slimes, the third slime restrains the creature. These grapples do not end if the slime is petrified.



Slimeous Thixotropia:

While the Rock Slime Gets weaker as it get tougher, the whip slime gets stronger. Kill them off quickly if possible.

Slimeous Viscoelastia:

These horrible slimes will attach to your head and flow down your throat.

WHIP SLIME

Medium ooze, unaligned

Armor Class 13

Hit Points 65 (10d8 + 20)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (3)	14 (2)	2 (-4)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 1/2 (100 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Thixotropic acceleration. If the slime has half of its hit points or fewer, attack rolls against the slime are at disadvantage.

Actions

Multiattack If the slime has half of its hit points or fewer, the slime can make two attacks with its pseudopod, which gains a reach of 10 feet.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. The slime loses 3 (1d6) hit points. Hit: 6 (1d6 + 3) bludgeoning damage to the target.

Reactions

Unstable Matter (1/Day) When the slime would take damage that would reduce it to 0 hitpoints, it first gains 10 hitpoints, and must make an additional pseudopod attack at each creature within range.

WORM SLIME

Small ooze, unaligned

Armor Class 14 (natural armor)

Hit Points 63 (14d6 + 14)

Speed 35 ft

STR	DEX	CON	INT	WIS	CHA
15 (2)	14 (2)	12 (1)	8 (-1)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 1 (200 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12), but can still move at half its speed. Until this grapple ends, the target is blinded, and the slime can't use its pseudopod on another target.

Ingestion (Recharge 6): One humanoid that the slime is grappling must succeed on a DC 13 strength saving throw or be possessed by the slime; the slime disappears down the target throat, and the target is incapacitated and loses control of its body. The slime now controls the body but doesn't deprive the target of awareness. The slime can't be targeted by any attack, spell, or other effect and it retains its Intelligence, Wisdom, Charisma, and immunity to being charmed and blinded. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The target can make a strength contest against the slime each turn, incapacitating the slime on a success. If the target takes 10 damage or more on a single turn, the target can make a DC 14 Constitution saving throw at the end of that turn to regurgitate the slime, which appears in a space within 10 feet of the target.

Slimeous Coagulata (major) :

The slime has the ability to decentralize its consciousness to suit the situation at hand.

Slimeous Coagulata (minor) :

These small little tykes were thought to be of a different genus (*Slimeous plastibinghamia*) until recently.

BUBBLE SLIME

Small ooze, unaligned

Armor Class 10 (natural armor)

Hit Points 20 (8d6 - 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	8 (-1)	2 (-4)	6 (-2)	8 (-1)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 1/8 (25 XP)

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage, and an additional 3 (1d6) damage for every 10 hit points it has. (e.g. 7 damage initially)

Reactions

Merge: If damage reduces the slime to 0 hit points, it must make a Dex saving throw with a DC equal to 5 plus the damage taken. On a success, the slime increases the max health of a target slime within 10 feet of it by half its own max health and heals it for the same amount.

POOL SLIME

Large swarm of small oozes, unaligned

Armor Class 13 (7)

Hit Points 82 (8d10 + 40)

Speed 35 ft. (15 ft.)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	20 (+0)	2 (-4)	6 (-2)	8 (-1)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 2 (400 XP)

Swarm Form. When in swarm form it can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a small slime. When in swarm form it automatically fails saving throws on area of effects that target its entire space, and gains resistance to bludgeoning, piercing, and slashing damage.

Pool Form. When in the form of a single Large slime, it has vulnerability to piercing weapons, its speed is 15 feet, its Strength and Dexterity are swapped.

Actions

Multiattack In swarm form, it can make 2 attacks with its Pseudopod attack and one Reform. In pool form it can make one Pseudopod attack with Reach 5 ft., one target.

Reform (Swarm Form only): The slime reconsolidates from a swarm into a single Large slime. Any creature that was in the swarm's space must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ooze. On a failed save, the creature takes 10 (3d6) acid damage and is engulfed.

The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the slime's turns. When the slime moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the slime.

Pseudopod. *Melee Weapon Attack:* +5 to hit. Reach 0 ft., one creature in the slime's space. Hit: 9 (2d6 + 3) bludgeoning damage plus 3 (1d6) acid damage, or 6 (1d6 + 3) bludgeoning damage if it is in swarm form and has half of its hit points or fewer.

Reactions

Coagulate. When the slime is targeted with an attack it swap to its Swarm form.

Slimeous Meowiaia:

This slime really loves to tackle you to the ground. It can't resist balls of yarn either, weirdly.

POUNCE SLIME

Medium ooze, unaligned

Armor Class 12 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (1)	2 (-4)	6 (-2)	8 (-1)

Condition Immunities blinded, exhaustion, prone
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 1 (200 XP)

Leap. The slime can make a standing long jump up to 30 feet, and a standing high jump up to 20 feet. It can use its Pseudopod attack in midair. If it does so after moving at least 20 feet, a large or smaller target must make a successful Dexterity saving throw (DC 13). On a failure, the target is knocked prone and grappled by the slime. On a success, they are pushed backwards 10 feet.

Agile. The slime can take the dash or the disengage action using a bonus action.

Actions

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) bludgeoning damage.

Reactions

Run! If a creature reduces the slime to 0 hit points, it makes a pitiful mewling cry. Nearby slimes are suitably spooked and have the option of using their reaction to become frightened of that creature for a minute. If they become frightened, they can move 30 feet without provoking opportunity attacks.



Slimeous newtonia (minor):

This slime doesn't want to hurt you. It just wants a hug? All its friends are dead.

BOOM SLIME

Medium ooze, unaligned

Armor Class 12 (natural armor)

Hit Points 45 (10d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	10 (0)	2 (-4)	6 (-2)	8 (-1)

Saving Throws Con +2

Damage Immunities fire

Condition Immunities blinded, charmed, deafened, exhaustion, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages --

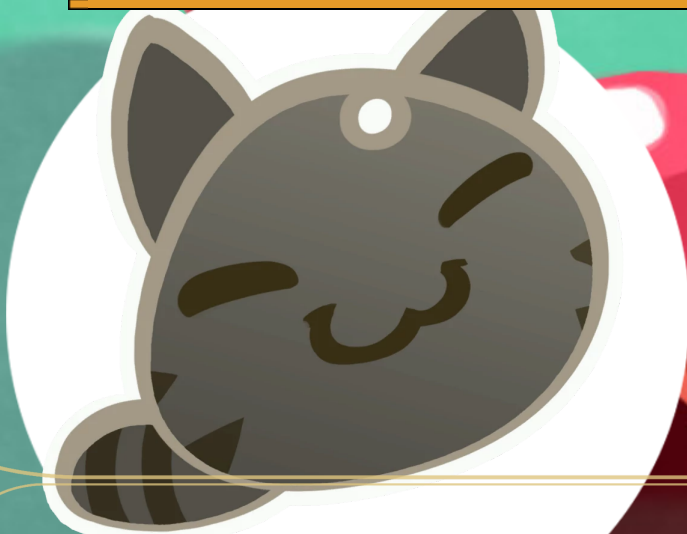
Challenge 1/4 (50 XP)

Warm Embrace. Any creature that starts their turn within 5 feet of the boom slime takes 3 (1d6) fire damage.

Uh oh. The slime looks faintly worried about what would happen if it took more damage. The slime concentrates on not exploding as if concentrating on a spell. If it loses concentration before being reduced to 0 hit points, each creature within 5 feet of it must succeed on a dexterity saving throw or take 14 (4d6) bludgeoning damage and be pushed 10 foot back, landing prone. The slime automatically fails this saving throw and is launched in a random direction.

RULE REMINDER:

All creatures can use their action to take the shove action. (grapple and interact with object require limbs, usually)



Slimeous Oculous:

This slime has got a mean glare. In slime societies people mistake them as sentries, when they're actually just looking for friends.

Slimeous Psuedopod:

One slime or several? Can't tell with this one. Sure likes to surround you tho.



EYE SLIME

Medium ooze, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	2 (-4)	16 (+3)	1 (-5)

Saving Throws Wis +6

Skills Perception +5, Investigation +4

Condition Immunities charmed, deafened, exhaustion, prone

Senses darkvision 120 ft. passive Perception 15

Languages Telepathy 30 ft.

Challenge 1/4 (50 XP)

Spider Climb. The slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Keen Sight. The slime has advantage on Wisdom (Perception) checks that rely on sight, and can take the search action as a bonus action.

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage to the target.

Don't Blink. The slime can focus its gaze on one enemy, granting it truesight of one creature it can see, which lasts until the slime loses line of sight or takes damage. Any slime that the eye slime can telepathically communicate with has advantage on attack rolls against creatures that the eye slime has truesight of.



CHAIN SLIME

Small ooze, unaligned

Armor Class 12

Hit Points 50 (11d6 + 11)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	8 (-1)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 1/2 (100 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Coordinated Slime The slime goes on the same initiative count as others Chain slimes that it are within 5 feet of. Slimes within 5 feet of each other split damage one of them takes with the other slimes. The slime has advantage on an attack roll against a creature if at least two Chain slimes are within 5 feet of the creature and the slimes are not incapacitated.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 9 (2d6+2) bludgeoning damage, and the target is grappled (escape DC 12), and pulled 5 feet.

Reactions

Huddle. If this slime has at least two chain slimes within 5 feet of it, it can huddle together to reduce the damage of an effect that requires it to make a dexterity saving throw. If the slime is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Slimeous molda:

This slime has the strange ability to flatten - becoming a microfluidic conduit for other slimes!

Slimeous boyanta AND Slimeous crystalin

As if a flying slime wasn't bad enough, it hotdrops slimes to your face. Cheerfully. Its preferred ammunition is crystal slimes, which otherwise have difficulty getting close enough for group hugs

PUDDING SLIME

Medium ooze, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (13d8 + 26)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	18 (+4)	6 (-2)	1 (-5)

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 60 ft. (blind beyond this radius), tremorsense 5 ft. passive Perception 8

Languages Deep Speak

Challenge 1 (200 XP)

Fluid Channels. An ally slime can use their movement on their turn to move to any space any Egg slime is occupying if they started in a space that any egg slime is occupying.

Actions

Pseudopod. (flat form only) *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the slime's space. Hit: 9 (2d6 + 2) bludgeoning damage and the target is grappled (escape DC 14) and shoved prone. If the target is already grappled by the slime, they are restrained as long as they occupy the same space as the slime.

Melt. The slime melts into a puddle. In its flat form the slime's speed is 5 feet, it's size changes to huge (occupying 9 5x5 feet squares) and it takes up its entire space. Other creatures can enter the space, but a creature that does triggers an opportunity attack at advantage.

An attack made against the slime in flat form is made on a 5 ft by 5 ft segment, which can deal maximum of 10 damage before that part of the slime is destroyed. Any creatures grappled or restrained in that space are released, and that space isn't considered to be the space of the slime until the start of the slime's next turn.

SLIME FLY

Large ooze, unaligned

Armor Class 13 (natural armor)

Hit Points 45 (10d10)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (0)	14 (+2)	11 (+0)	2 (-4)	6 (-2)	8 (-1)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 1/2 (50 XP)

Compatible Rheology. The slime can carry 4 medium or smaller slimes, which occupy the same space as the slimefly and have total cover.

Actions

Eject. Ranged Weapon attack, +4 to hit. Range 20/40 ft. If available, a slime that the Slime Fly is carrying lands within 5 feet of the target of the attack. Hit: 6 (1d8 + 2) bludgeoning damage and that slime can use its reaction to make an pseudopod attack if it has one.

CRYSTAL SLIME

Small ooze, unaligned

Armor Class 10 (natural armor), 15 (Hard shell)

Hit Points 55 (10d6 + 20)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+2)	9 (-1)	15 (+2)	2 (-4)	6 (-2)	8 (-1)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 2 (450 XP)

Hard shell. The slime gains 10 temporary hit points at the start of each turn. While it has these hit points, the slime has resistance to magic damage and +5 to AC.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., all targets in range. Hit: 9 (2d6 + 2) piercing damage.

Slimeous Curian :

This slime emits an eerie aura that saps the will of those around it. Slimes seem strangely unaffected.

Slimeous Tartartar :

This evil slime is the bane of the others, which avoid it like the plague. I wonder why?

RAD SLIME

Medium ooze, unaligned

Armor Class 12

Hit Points 65 (10d8 + 20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (1)	2 (-4)	6 (-2)	8 (-1)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 1 (200 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Debilitating Aura. A creature that is not a slime that starts their turn within 20 feet of the slime must save on a DC 13 Constitution saving throw or gain a level of exhaustion. All levels of exhaustion gained through this trait are lost once the creature moves out of range of this trait.

Actions

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (2d6) fire damage and 6 (2d6) radiant damage.

TAR SLIME

Large Ooze, chaotic evil

Armor Class 12

Hit Points 133 (14d10 + 56)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	8 (-1)	16 (+3)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages --

Challenge 3 (750 XP)

Slime Bane. All other slimes are frightened of tar slimes even if they have immunity to the condition.

Death Tar. Creatures inside the slime can't be seen from the outside, have total cover, are blinded, and are grappled (escape DC 15). A creature within 5 feet of the slime can take an action to pull a creature or object out of the slime. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) necrotic damage. A creature that starts its turn inside the slime starts making death saving throws at the end of each of its turns. They don't gain one hit point on a roll of a 20, and when they would become stable the effect ends.

Terrible Agglomeration. An slime that is subject to the Death Tar effect instantly dies, and the Tar slime gains that slimes traits, senses, actions, and reactions. The Tar slime gains half the hit points of the target as temporary hit points. Its AC cannot be raised above 15 with any traits gained by this trait.

Actions

Multiattack. The slime makes 3 pseudopod attacks at different targets, and may take a Slough action.

Pseudopod. Ranged Weapon Attack: +5 to hit, range 20/100 ft., one target or one 5 ft. by 5 ft. section of terrain. Hit: 7 (1d8 + 3) bludgeoning damage and the target must make a DC 15 Dexterity saving throw or be grappled and pulled 5 feet towards the slime, into the slime if it started within 5 feet. On a miss or if the target was terrain, the slime is pulled 10 feet closer to the target.

Slough. Take 20 irreducible damage and remove any negative conditions affecting the slime.

INTO THE CRYSTAL CAVERNS (LVLS 1 - 4)

HOW TO USE

- [Encounter #] = 2d4 + total PC levels in party
- Each time you roll, you go deeper into the Crystal Caverns. You add a +1 to your roll for each encounter so far.
- No long rests. Even numbered roll means that after the encounter, it is a suitable location for a short rest.
- After 3 rolls, you are deep enough to encounter Tarr. If your total roll is 15, 26-31, use the composition with Tarr.

REWARDS

- Collect mosaic slimes, worth 250 gp (award in leu of gold) and can be consumed for the effects of a healing potion.
- Killing the Tar slime awards a bounty of 1000 gp (you're unlikely to do this unless you're lvl 4), and one random slime as a pet. Rock slimes generally make for the best pets but you're free to choose any.
- You gain a level after a run through the Caverns at levels 1 or 2. At levels 3 or 4 you level up after defeating Tar slime.

ENCOUNTER TABLE

#	Environment and notes	Composition	Exp
7	Plain tunnelway sloping downwards	3x Bubble/Honey	150
8	Room filled with stalactites	2x Boom	150
9	Tunnel dips down and then back up - stagnant pool	4x Bubble/Honey	200
10	Open room with stubby stalagmite in center	1x Worm/Pounce/Pudding/Rad	200
11	High ceiling, but narrow passageway	3x Bubble 1x Fly/Eye	250
12	drop down from a ledge into a relatively flat alcove	2x Bubble, 1x Rock/ Whip	300
13	Dead end in tunnel	2x Rock/Whip	300
14	Wide room with many stubby stalagmites and a raised path	3x Eye	300
15	Sharp spiral ramp with open central area	1x Eye, 4x Honey, 1x Fly	400
16	One solitary slime in the middle of the room (Pounce slime hiding)	1x Pounce, 1x Rock	450
17	Passageway narrows, squeeze through a hole in the ground	1x Crystal/Pool	450
18	Large room with stone bridge (10 ft. wide), brackets on the sides	2x Bubble, 1x Pounce	500
19	A couple of small-ish chutes in the walls and ceiling (slimes come out)	3x Whip/Rock	600
20	Long passageway with thin veil-like columns	2x Worm/Pounce	600
21	passageway is narrow, but with slanted walls and high ceiling	1x Crystal, 1x Fly	750
22	huge ravine with circular plateau in the middle	5x Honey, 5x Bubble	750
23	Wide tunnel with several pillars near the sides	4x Whip/Chain	800
24	Floating island in Chasm with a bridge going above you	4x Bubble, 4x Honey, 2x Fly	900
25	Few stalagmites with a thick fog	2x Pounce, 2x Eye	1000
26	Open area with a few graceful natural arches	2x Worm/Pounce, 4x Bubble	1000
27	Magnificent chasm with waterfall, path is a ledge	5x Bubble, 1x Pool	1150
28	Spherical cavity with holes in the ceiling	6x Whip/Chain	1200
29	Find a slime nesting area with a pool	2x Crystal/Pool	1350
30	A huge hall with makeshift stone tables	3x Worm, 3x Boom	1500
31	Massive chasm with a land bridge to a floating island	1x Pudding, 3x Pounce	1600

TARR ENCOUNTER TABLE

#	Environment and notes	Composition	Exp
15	Sharp spiral ramp with open central area	1x Tar	700
26	Open area with a few graceful natural arches	1x Tar, 1x CR 1/8th slime	1088
27	Magnificent chasm with waterfall, path is a ledge	1x Tar, 1x CR 1/4th slime	1125
28	Spherical cavity with holes in the ceiling	1x Tar, 1x CR 1/2th slime	1200
29	Find a slime nesting area with a pool	1x Tar, 1x CR 1 slime	1350
30	A huge hall with makeshift stone tables	1x Tar, 1x CR 2 slime	1550
31	Massive chasm with a land bridge to a floating island	1x Tar, 1x CR 1/8th slime, 1x CR 1/4th Slime	1725



A COUPLE OF VISCOSITY INSPIRED OOZES

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