

OOZE LORD OF JUIBLEX

Viscous and unclean, oozes prowl the dark places of the world, mindlessly devouring all matter they come across. Most find them disgusting, irritable forms of life. Some, however, see them all as the true, mortal servants of the demonic prince Juiblex, the Faceless Lord of Slime. Subsuming themselves in the slimy corruption of these mindless creatures, ooze lords seek only to become closer to their patron prince.

Loners by heart (and by appearance), ooze lords of Juiblex seek out the dark, damp places of the world where they partake in foul rites of true depravity. Sometimes ooze lords preside over small cells dedicated to Juiblex, however such cells never last long, usually due to the insanity of the ooze lord and the vicious infighting that ensues.

REQUIREMENTS

To qualify to become an ooze lord of Juiblex, a character must fulfill all of the following criteria.

Alignment: Chaotic evil.

Base Attack Bonus: +6.

Skills: Escape Artist 5 ranks, Knowledge (the planes) 4 ranks.

Feats: Great Fortitude, Thrall to Demon (Juiblex).

Special: The character must have been damaged at least once by an ooze, jelly, or pudding and he must have survived it.

Special: The character must participate in a foul ritual where an intelligent humanoid or monstrous humanoid is devoured by a slime, ooze, or pudding. The ritual must be presided over by a hezrou or alkilith demon.

Table: The Ooze Lord of Juiblex

Hit Die: d8

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|---|
| 1st | +1 | +2 | +0 | +0 | Rebuke Ooze, Touch of the Ooze |
| 2nd | +2 | +3 | +0 | +0 | Body of the Ooze, Resistance to Acid 5 |
| 3rd | +3 | +3 | +1 | +1 | Summon Ooze |
| 4th | +4 | +4 | +1 | +1 | Body of the Ooze |
| 5th | +5 | +4 | +1 | +1 | Touch of the Ooze |
| 6th | +6 | +5 | +2 | +2 | Body of the Ooze, Resistance to Acid 10 |
| 7th | +7 | +5 | +2 | +2 | Summon Pudding |
| 8th | +8 | +6 | +2 | +2 | Body of the Ooze |
| 9th | +9 | +6 | +3 | +3 | Summon Demon, Touch of the Ooze |
| 10th | +10 | +7 | +3 | +3 | Oozy Transcendence |

Class Skills (4 + Int modifier per level): Climb, Craft, Bluff, Escape Artist, Hide, Intimidate, Jump, Knowledge (dungeoneering), Knowledge (the planes), Move Silently, Spot, Survival, and Swim.

Class Features

All of the following are Class Features of the ooze lord of Juiblex prestige class.

Weapon and Armor Proficiency: Ooze lords are proficient with all simple and martial weapons, light armor, medium armor, and shields (but not tower shields).

Rebuke Ooze (Ex): At 1st-level, an ooze lord gains the ability to rebuke and command oozes as an evil cleric rebukes and commands undead. An ooze lord can rebuke and command oozes a number of times per day equal to 3 + his Charisma modifier. An ooze lord with 5 ranks in Knowledge (dungeoneering) gains a +2 bonus on his rebuke check.

Touch of the Ooze (Ex): As an ooze lord progresses along his dark, demonic path, he begins to take on some of the properties of his ooze companions. At 1st, 5th, and 9th levels, the ooze lord can choose one of the following special abilities below. Unless otherwise noted, a special ability can be chosen only once.

Constricting Pseudopod: *Prerequisite:* Must have the pseudopod and improved grab class features: The ooze lord's pseudopod gains the extraordinary ability to constrict those that it has grabbed. On a successful grapple check with his pseudopod, the ooze lord deals automatic damage equal to a long sword appropriately sized for the ooze lord plus 1.5 times the ooze lord's Strength modifier.

Corrosive Touch: The ooze lord's flesh begins to secrete a sickening slime dangerous to other creature's flesh. With a successful touch attack, the ooze lord deals 1d6 points of acid damage. The ooze lord can also deal this damage with a successful natural attack or unarmed strike.

Gripping Slime: A sticky, translucent slime exudes from the ooze lord's hands, granting him a climb speed equal to one-half his base land speed. He gains a +8 racial bonus to Climb checks and he can always choose to take 10 on a Climb check, even if rushed or threatened. If the ooze lord is wielding a weapon, he gets a +2 bonus to resist being disarmed. If the ooze lord attempts to disarm a foe and he is using a natural weapon (such as a pseudopod or an unarmed strike) he gets a +2 bonus on the disarm check.

Improved Grab: *Prerequisite:* Must have the pseudopod class feature. The ooze lord gains the improved grab ability when attacking with his pseudopod. If he hits a creature his size or smaller with his pseudopod he can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Lengthened Pseudopod: *Prerequisite:* Must have the pseudopod class feature. The ooze lord's pseudopod grows longer, granting his pseudopod a reach of 10 ft. At this time, the pseudopod becomes even more discernible, increasing the penalty to the ooze lord's Diplomacy, Disguise, and Gather Information checks from -2 to -4.

Pseudopod: A long, viscous pseudopod grows from the ooze lord's body. The ooze lord can attack with the pseudopod as a secondary natural attack. The pseudopod lacks the manual dexterity to effectively wield weapons or manipulate items, but it does deal damage as a short sword sized for the ooze lord and it has a reach of 5 ft. Unfortunately, the pseudopod is easy to notice, even when concealed, as it mindlessly writhes and twists against the ooze lord's flesh. The ooze lord gains a -2 penalty on all Diplomacy, Disguise, and Gather Information checks.

Body of the Ooze (Ex): The followers of Juiblex walk along a path of corruption that forever changes their bodies; melting their flesh, rearranging their organs, and forever twisting them into oozy thralls. At levels 2, 4, 6, and 8, the ooze lord can choose one of the special qualities below. Unless otherwise noted, a special ability can be chosen only once.

Camouflaging Slime: The ooze lord's body secretes a translucent slime that helps the ooze lord blend in with his surroundings. If the ooze lord's flesh remains in constant contact with a substance for one full round or longer, the slime changes color, granting him a bonus on Hide checks equal to his ooze lord level. The slime remains potent for a number of rounds equal to the ooze lord's Constitution modifier at which point the ooze lord loses the bonus and he must wait 1d4 rounds before using this ability again.

Enhanced Senses: The very body of the ooze lord becomes a sensory organ, granting him blindsense out to 10 ft.

Horrific Visage: *Prerequisite:* Ooze lord level 4: The flesh on the ooze lord's face melts, with ichor constantly dripping from his slackened lips. The ooze lord gains a gaze attack with a range of 20 ft. Anyone meeting the ooze lord's gaze must succeed on a Will save (DC 10 + ½ the ooze lord's level + the ooze lord's Charisma modifier) or be shaken for 1d4 rounds. Whether or not the save is successful a creature cannot be affected by the same ooze lord's horrific visage for 24 hours. This is a mind-affecting fear effect.

Ooze lords with this ability normally cover their faces with cowls or masks and only unveil themselves when beset by enemies.

Improved Vile Spew: *Prerequisite:* Must have the vile spew class feature: The ooze lord gains the ability to use his vile spew ability one additional time per day and the range of the cone increases to 20 ft. Plus, for every die of damage dealt, 1 point of the damage is vile damage. For example, if an ooze lord's vile spew deals 7d4 points of damage, 7 points of the damage dealt would be vile damage.

Slippery Slime: A slippery slime constantly coats the ooze lord's body, granting him a bonus on Escape Artist checks and on any checks made to escape from a grapple equal to his ooze lord level. Additionally, the ooze lord also receives a +4 bonus to resist any effect that causes him to be entangled.

Stench Slime: A foul smelling slime constantly covers the ooze lord's body. Anyone within 5 ft. of the ooze lord must make a Fort save (DC 10 + ½ the ooze lord's level + the ooze lord's Constitution modifier) or become sickened for 1d6 rounds.

Whether or not the save is successful a creature cannot be affected by the same ooze lord's stench slime for 24 hours. Creatures immune to poison are immune to this ability and creatures resistant to poison receive their bonus to their saving throw as normal.

Toughened Body: The ooze lord's body becomes increasingly more resilient against damage. He gains Improved Toughness* as a bonus feat.

Vile Spew: Once per day, an ooze lord can expel a 15 ft. cone of acid from his mouth. Anyone within the cone takes 1d4 points of acid damage per ooze lord level (max 10d4). A successful Reflex save (DC 10 + ½ the ooze lord's level + the ooze lord's Constitution modifier) halves the damage.

Resistance to Acid (Ex): Beginning at 2nd level, the ooze lord of Juiblex becomes resistant to the damaging effects of acid, granting him acid resistance 5. At 6th level, the ooze lord's resistance to acid increases to 10.

Summon Ooze (Sp): At 3rd level, an ooze lord gains the ability to summon an ooze as a *summon monster* spell with a caster level equal to the ooze lord's level. This is the equivalent of a 3rd-level spell. The type of oozes that the ooze lord can summon depends upon the number of ooze lord levels that he has. See the table below:

| Ooze Lord's Level | Type of Ooze Summoned |
|-------------------|--|
| 1-3 | Flotsam Ooze ^{FF} |
| 4-5 | Gelatinous Cube |
| 6-7 | Bloodbloater ^{FF} , Gray Ooze |
| 8-9 | Ochre Ooze |
| 10 | Reekmurk ^{FF} |

Summon Pudding (Sp): At 7th level, an ooze lord can summon a black or white^{FB} pudding as if he were casting a *summon monster* spell. The caster level equals the ooze lord's level. This is the equivalent of a 4th-level spell.

Summon Demon (Sp): At 9th level the ooze lord gains the ability to summon a hezrou as if he were casting a *summon monster* spell. The caster level equals the ooze lord's level. This is the equivalent of a 6th-level spell.

Oozy Transcendence (Ex): At 10th level, the ooze lord ascends to a new form of ooziness. His type changes to ooze and he gains all the benefits (and drawbacks) of the change, including immunity to poison, sleep effects, paralysis, polymorph, stunning, and critical hits. Spells that affect humanoids no longer have any effect on the ooze lord. The ooze lord also gains immunity to acid.

* The Improved Toughness feat can be located in *Complete Warrior*, *Libris Mortis*, and the *Monster Manual III*. If you don't have any of these books, then the Ooze Lord gains 1 bonus hit point for every hit die or level that he has if he chooses this ability. This applies to any levels or hit dice the ooze lord gains in the future and to any that he already has.

FB = *Frostburn*, FF = *Fiend Folio*.