

WARM, HEARTY, ZOOP

A replacement – or partner, if you prefer – for those froglike outsiders that weren't in the SRD.

CHICKEN ZOOP

	Fine Ooze (Chaotic, Extraplanar, Swarm)
Hit Dice:	3d10-3 (13 hp)
Initiative:	+0
Speed:	10 ft. (2 squares), fly 5 ft.
Armor Class:	10, touch 10, flat-footed 10
Base Attack/Grapple:	+2/--
Attack:	Swarm (1d6)
Full Attack:	Swarm (1d6)
Space/Reach:	--/--
Special Attacks:	Cure disease, distraction, greet the sunrise
Special Qualities:	Blindsight 60 ft., fear vulnerability, immune to weapon damage, ooze traits, swarm traits
Saves:	Fort +0, Ref +1, Will +1
Abilities:	Str 1, Dex 10, Con 8, Int —, Wis 10, Cha 2
Skills:	Spot +10
Feats:	—
Environment:	Chaotic Outer Planes
Organization:	Solitary or coop (2-100)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	—
Level Adjustment:	—

Combat

Cure Disease (Su): Any living creature that begins its turn with a swarm in its space must succeed on a DC 10 Fortitude save or be subject to a *cure disease* effect as the spell. The save DC is Constitution-based.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 10 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Greet the Sunrise (Su): A chicken zoop reacts to any sudden increase in lighting (such as the result of a light spell) by making a very loud noise. Each time this occurs, any living creature that begins its turn with a swarm in its space must succeed on a DC 10 Fortitude save or be deafened for one round. The save DC is Constitution-based.

Fear Vulnerability (Su): Fear effects bypass the chicken zoop's various immunities. Specifically, neither the immunity to mind-affecting effects due to being a mindless ooze nor the immunity to damage from being a fine swarm protect chicken zoop from fear effects.

Skills: Chicken zoop have a +10 racial bonus on Spot checks.

PEA ZOOP

	Fine Ooze (Chaotic, Extraplanar, Swarm)
Hit Dice:	2d10-2 (9 hp)
Initiative:	+0
Speed:	100 ft. (20 squares), fly 10 ft., swim 10 ft.
Armor Class:	10, touch 10, flat-footed 10
Base Attack/Grapple:	+1/--
Attack:	Swarm (1d6)
Full Attack:	Swarm (1d6)
Space/Reach:	--/--
Special Attacks:	Distraction, <i>solid fog</i>
Special Qualities:	Blindsight 60 ft., immune to weapon damage, indistinguishable, ooze traits, swarm traits

Saves:	Fort -1, Ref +0, Will +0
Abilities:	Str 1, Dex 10, Con 8, Int —, Wis 10, Cha 2
Skills:	Hide +0*
Feats:	—
Environment:	Chaotic Outer Planes
Organization:	Solitary or bank (4-444)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	—
Level Adjustment:	—

Combat

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 10 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Indistinguishable (Ex): Pea zoop are very similar to one another. Any attempt to tell the difference between one pea zoop and another is at a -10 penalty.

Solid Fog (Ex): The presence of pea zoop in a given area inhibits visibility and movement. Treat any square containing a pea zoop as under the effects of a *solid fog* spell. The senses and movement of pea zoop is unaffected by this.

Skills: Pea zoop have a +10 racial bonus on Hide checks in cloudy, foggy, or smoky areas.

CREAM OF MUSHROOM ZOOP

	Fine Ooze (Chaotic, Extraplanar, Swarm)
Hit Dice:	1d10-1 (5 hp)
Initiative:	+0
Speed:	10 ft. (2 squares)
Armor Class:	10, touch 10, flat-footed 10
Base	+0/--
Attack/Grapple:	
Attack:	Swarm (1d6 plus poison)
Full Attack:	Swarm (1d6 plus poison)
Space/Reach:	--/--
Special Attacks:	Distraction, explosive, poison
Special Qualities:	Blindsight 60 ft., immune to fire and sonic damage, immune to weapon damage, ooze traits, swarm traits
Saves:	Fort -1, Ref +0, Will +0
Abilities:	Str 1, Dex 10, Con 8, Int —, Wis 10, Cha 2
Skills:	—
Feats:	—
Environment:	Chaotic Outer Planes
Organization:	Solitary or package (3-21)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	—
Level Adjustment:	—

Combat

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 9 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Explosive (Sp): Once per round, a mushroom zoop can set off an 20-foot spread of explosive flame that detonates with a low roar and deals 1d6 (DC 9 Reflex save for half damage) points of fire damage to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

The explosion sets fire to combustibles and damages objects in the area. It can melt metals with low melting points,

such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the explosion may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as spell effects do.

Poison (Ex): Injury, Fortitude DC 9, initial and secondary damage 1d4 Con. The save DC is Constitution-based.

DUCK ZOOP

	Fine Ooze (Chaotic, Extraplanar, Swarm)
Hit Dice:	1/4d10-4 (1 hp)
Initiative:	+0
Speed:	5 ft. (1 square), fly 5 feet, swim 5 feet
Armor Class:	10, touch 10, flat-footed 10
Base Attack/Grapple:	+0/--
Attack:	Swarm (1d2)
Full Attack:	Swarm (1d2)
Space/Reach:	--/--
Special Attacks:	—
Special Qualities:	Blindsight 60 ft., immune to weapon damage, ooze traits, swarm traits, uncanny dodge
Saves:	Fort -4, Ref +0, Will +0
Abilities:	Str 1, Dex 10, Con 2, Int —, Wis 10, Cha 2
Skills:	—
Feats:	—
Environment:	Chaotic Outer Planes
Organization:	Solitary or package (3-21)
Challenge Rating:	1/10
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	—
Level Adjustment:	—

Combat

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 6 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Uncanny Dodge (Ex): A duck zoop retains its Dexterity bonus to AC (if any) even if it is caught flat-footed or struck by an invisible attacker. However, it still loses his Dexterity bonus to AC if immobilized.