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Amorphous: Pudding can move through a space up to 1 inch in size without squeezing. Corrosive shape: A creature that touches or hits pudding with a melee attack, while 1.5 meters from it withstands 4 (1d8) acid damage. Any non-imaginary weapon made of metal or wood that hits pudding cancers. After damage, the weapon receives a permanent and cumulative -1 penalty for damages rolls. If its punishment drops to -5, the weapon will be destroyed. Non-imaginary projectiles made of metal or wood hitting puddings are destroyed after damage. Pudding can eat through a 2-inch thick, non-imaginary tree or metal in 1 batch. Spider Climb: Pudding can climb difficult surfaces, including upside down on ceilings, without having to do the ability to check. Pseudopod: Melee weapon attack: +5 hits, reaches 6 feet, one target. Hit: 6 (1d6 + 3) hack damage plus 18 (4d8) acid damage. In addition, the non-imaginary armor worn by the subject is partially dissolved and taken for ac offered by a permanent and cumulative -1 penalty. The armor will be destroyed if the penalty reduces its AC power to 10. Distribution: When a medium to larger pudding suffers lightning or incision damage, it is divided into two new puddings if it has at least 10 hit points. The hitting points for each new pudding are half of the original pudding rounded down. The new puddings are one size smaller than the original pudding. Fitness Freedoms Blinded, Enchanted, Deaf, Exhaustion, fearful, prone to immunity acid, cold, lightning, slashing roller 0 Pseudopod 1d20 + 5 1d6 + 3 +4d8 Senses Blindsight 60 Ft. (Blind Beyond This Radius) Speed Great ooze, neutral armour class 7Hit Sections 85 (10d10 + 30)Speed 20 feet., rise 20 feet. STR DEX CON INT WIS CHA 16 (+3) 5 (-3) 16 (+3) 1 (-5) 6 (-2) 1 (-5) Damage Immuntic acid, cold, lightning, slashingConverting freedoms blinded, charmed, deafened, exhausted, fearful, susceptibleSensights blindsight 60 ft. (blind outside this ring), passive Perception 8Languages — Challenge 4 (1,100 XP) Amorphous: Pudding can move through a space as narrow as 1 inch wide without squeezing. Corrosive shape: A creature that touches or hits pudding with a melee attack, while 1.5 meters from it withstands 4 (1d8) acid damage. Any non-imaginary weapon made of metal or wood that hits pudding cancers. After damage, the weapon requires a permanent and cumulative -1 penalty to damage the rollers. If its punishment drops to -5, the weapon will be destroyed. Non-imaginary projectiles made of metal or wood hit the pudding are destroyed after damage. Pudding can eat through a 2-inch thick, non-imaginary tree or metal in 1 batch. Spider Climb: Pudding can climb difficult surfaces, including upside down without having to do the ability to check. Pseudopod: Melee weapon attack: +5 hits, reaches 6 feet, one target. Hit: 6 (1d6 + 3) hack damage plus 18 (4d8) acid damage. acid damage. in addition, the non-imaginary armor used by the object is partially dissolved and takes a permanent and cumulative -1 penalty into the AC power it provides. The armor will be destroyed if the penalty reduces its AC power to 10. Edit Share American Mythology and Popular Culture Foul (Shin Megami Tensei, Shin Megami Tensei II, Shin Megami Tensei: if..., Shin Megami Tensei: if... Hazama Chapter, Shin Megami Tensei III: Nocturne, Shin Megami Tensei IMAGINE, Majin Tensei II: Spiral Nemesis, Giten Megami Tensei: Tokyo Mokushiroku, Shin Megami Tensei: Liberation Dx2)Fiend/Nether (Digital Devil Saga: Avatar Tuner, Digital Devil Saga: Avatar Tuner 2) Black Ooze is a recurring demon in the series. History[edit | edit source] In the Dungeons & Dragons fantasy role-playing series, drizzle is a creature of sorts. This category includes such monsters as slimes, jellies, deadly pudding and similar mindless, amorphous lumps. Dungeon Masters can use them as enemies or allies of player characters. Many seep underground, and most shed acid from their skin, which dissolves meat and other materials quickly. Oozes are basically blind, but more than form it with a ability called blindsight, which allows them to distinguish nearby objects and creatures without having to see them visually. Occurrences[edit | edit source] Profile[edit | edit source] Shin Megami Tensei[edit | edit source] Origin: Unknown. Black mucous membrane gel. This demon didn't come true and lost control of itself, janote blood. —Shin Megami Tensei A-Mode DDS Dictionary Shin Megami Tensei III: Nocturne[edit | edit source] A set of malicious intentions and emotions that did not become a true demon. It just eats prey and grows. —Shin Megami Tensei III: Nocturne profile Black Ooze can be found in the Ikebukuro Tunnel and the Asakuna Tunnel. Sometimes it drops medicine after a battle. Shin Megami Tensei IMAGINE[edit | edit source] Mysterious creature whose origin is unknown. Its body is a mass of pitch black, viscose liquid. It swallows all the creatures that are nearby and growing ever larger. Black Ooze is said to be a form of demon who failed to achieve his true form and can no longer maintain his form. —Shin Megami Tensei IMAGINE compilation Black Ooze can be contracted during the day in Ueno and in the silver-level deposit of Suginami Tunnels. It acts as one of three bosses in the hacked chip deposits of DB Watanabe and DB Saitous. The basement levels of Old Ichigaya Camp can face a great nightmare variant. Persona 5[edit | edit source] A set of malicious intent and emotion that did not become a true demon. It just eats prey and grows. Black Ooze is the fifth person of the Moon Arcana and can be found as a persona in Okumura Palace and the Adyeshach region of Mementos, titled The Tingling Mud. It's the last one. person who learns to learn skills and the first person to learn Brain Jack skills. Black Ooze is the second of three personas learning Flash Bomb. When Black Ooze is separated through the implementation of the electric chair in the velvet room, it gives a stagnant air skills card. When Black Ooze meets as a shadow, he typically tries to keep two of his kind on the battlefield at a time with his Summon skills, in addition to using the cry of famine to undermine the party's physical attacks to continue to exploit their resistance to physical and gun damage. However, with low HP, they can also use their self-destruct skills to harm anyone on the battlefield, which can lead to a chain reaction of self-harm that can severely damage the party. Shin Megami Tensei: Liberation Dx2[edit | edit source] Amorphic creature born of the evil and disgusting purpose of a demon that failed to turn into a true form. It is simply an ever-growing lump of black viscous liquid that insanely eats everything in its path. —Shin Megami Tensei: Liberation Dx2 compendium Stats[edit | edit source] Shin Megami Tensei[edit | edit source] Race Alignment Level HP MP Foul Chaos 32 450 20 CP NOA ATK ACC DEF EVA M.ATK M.EFC 13 ? 59 13 43 10 13 11 St 14 In 9 Mon 12 Vi 16 Ag 9 Lu 5 Resistances Weak to Elec Drop Bead List of Skills Skill Cost Effect Guard - Reduces user damage. (Enemy only) Deathtouch Extra absorbs some HP from the enemy. (Magic type) Poison breathing Extra attacks several enemies and poisons them. (Force element) Shin Megami Tensei II[edit | edit source] Race Alignment Level HP MP Foul Dark-Chaos 28 330 25 CP NOA ATK ACC DEF EVA M.ATK M.EFC 92 1 80 54 74 52 5 4 St 12 In 3 Mon 5 Vi 9 Ag 8 Lu 6 List of skill costs Deathtouch 4 MP Absorboi enemy HP The poison bites 3% HP Light Rush damage to one enemy. Causes poison. Absorb 5% HP Causes light damage to the enemy, the user takes half of the damage caused. Shin Megami Tensei if... [edit | edit source] Race Alignment Level HP MP Foul Dark-Chaos 26 252 53 CP NOA ATK ACC DEF EVA M.ATK M.EFC 32 0-2 76 51 70 49 5 4 St 12 In 3 Mon 5 Vi 9 Ag 8 Lu 6 List of skills Skill cost effect Deathtouch 4 MP Sucks enemy HP. Dark Breath 12 MP raises the defenses and magic of allies. 8% HP Light Rush damage to one enemy. Causes bindi. Absorb 5% HP Light damage to the enemy, the user will recover half of the damage caused. Poison Breath 7 MP causes a poisonous aperty for 1-2 enemies. (Magic type) Call Ally - Summon allies (Enemy Only) Shin Megami Tensei III: Nocturne[edit | edit source] Race Level HP MP Strength -- Magic -- Vitality -- Vitality -- Luck -- Foul 28,264.111 Reflect absorbs Void Resists Weak -- Death Physical Electricity. Expel List of Skills Cost Skill Deathtouch 5 MP Drains a small amount of HP from one enemy. Almighty guy. Panic Voice 8 MP 30% panic for all enemies. Mind type. Mute Gaze 5 MP 40% mute for one enemy. Curse type. Collecting nothing Another Black Ooze. Breed level HP MP Strength 11 Magic 9 Vitality 16 Agility 6 Luck 6 Foul 28 264 111 Reflects the emptiness of resisting weak -- physical electricity of death, banishes acquired full Kagutsuchi recruitment or fusion catalog skills from skill cost level Mute gaze 5 MP 40% mute to one enemy. Curse type. Innate Charm Bite 18% HP Medium Physical Damage and 55% Charm for One Enemy. Medium accuracy and critical speed. Innate Last Resort 0 Sacrifices user deal with heavy almighty damage to all allies and enemies. It can't be left. 29 Deathtouch 5 MP Clears a small amount of HP from one enemy. Almighty guy. 30 Mana Drain 2 MP Clears a small amount of MP from one enemy. Almighty guy. 31 Panic Voice 8 MP 30% panic for all enemies. Mind type. 32 Anti-expulsion passive gives resistance to expel attacks. Does not cover innate weakness. 33 Majin Tensei II: Spiral Nemesis[edit | edit source] Breed level HP MP Mv Range Mv type Atk Range MAG Foul 23 86 0 4 Ground 1 115 St Ma In Ag Lu Atk P.Def M.Computer M.Def Hit Eva Crt 10 11 9 7 0 26 9 15 17 88 5 0 List of skills Impact of skill power area cost target Dazzle 0 1 M. Extra multi 80% chance of causing Stone Devil Summoner 2 : Raidou Kuzunoha vs. King Abaddon[edit | edit source] Order Level HP St Ma Vi Lu Discussion Investigation Frost 32 473 16 10 15 10 Panic Urge Cool Down Reflects absorbing block resistant to weak fragility -- Mind, Death Ice Phys Fire, Elec, Force List of Skills Skill Cost Effect Bufu 8 MAG Light Ice dmg for the enemy. Stun:Short Innate Venomstrike 18 MAG Light Phys dmg for enemy +Poison(Med) 33 Null Ice 45 MAG Void ice dmg for a while. All allies 34 Desperate Power Passive Raises Fiend Contact Rate Max Loyalty Git Megami Tensei: Tokyo Mokushiroku[edit | edit source] Race Alignment Level HP MP CP Foul Dark-Neutral 18 286 106 27 Intuition Will Power Magic Intelligence Divine Protection 7 19 15 14 10 Strength Durability Agility Dexterity Charm 19 29 18 10 3 List of skills Acid poisonHengitys Maragila Agiyado Regenerate Persona 5[edit | edit source] Arcana Level HP SP Type Strength 22 Magic 19 Endurance 27 Agility 17 Luck 20 Moon 29,366,174 Irritable Phys Gun Fire Ice Elec Wind Psy Doll Bless Curse Almi Strong Strong - Strong Weak - Weak - Weak Null 20 EXP Yen Material Drop Skill Card 115 391 Red Phosphorus Devil Touch List of Skills Skill Effect Stagnant Air Increase susceptibility to all ailments generally for 3 turns. The cry of famine causes hunger (mediocre) for all enemies. Call the tingling mud (Black Ooze) to battle. Self-destruction sacrifices itself to harm all enemies. I am Black Ooze... I-I-I... I'm going to be a mask! Then maybe I'll get the shape...! Level Strength 19 Magic 18 Endurance 20 Agility 16 Luck 21 Moon 29 Inherit Reflects Absorbs Absorbs Block Resists Weak Curse -- Curse Phys, Gun, Ice Elec, Psy, Bless List of Skills Skill Cost Effect Level Matarunda 24 SP Debuff hyökkäysvoima kaikille vihollisten vihollisten Turns. Innate Evil Touch 5 SP Great chance to cause fear for 1 enemy. Innate Stagnant Air 5 SP Increases susceptibility to all ailments generally by 3 laps. Innate Ambient Aid Auto Greatly increases the chance of causing ailments in rain or a special weather warning. 31 Headbutt 9% HP Medium Physical Damage to 1 Enemy. A mediocre opportunity to forget. 32 Brain Jack 12 SP Mediocre chance of causing brainwashing of all enemies 23 Flash Bomb 19% HP Medium Physical damage to a narrow range. A mediocre opportunity to forget. Innate Matarunda 24 SP Debuff attack power wide for a certain period of time. Innate Eiga 8 SP Medium Curse damages the narrow area. 35 Allment Boost Auto Improves the chance of causing all the movements. 38 Digital Devil Saga: Avatar Tuner[edit | edit source] Race Level HP MP Drops Fiend 30 268 220 Brave Ration Reflects the emptiness of resisting a weak death fire, ice - physical electricty, earth, banishing the list of skill effects of skills Megido Medium almighty damage to all enemies. Body Rush Light Physical Damage, 1 Enemy. Mind Scream Medium Physical Damage and 15% Stunning for All Enemies. Taunts reduce defenses and impair physical strength on 2 levels of all enemies. Digital Devil Saga: Avatar Tuner 2[edit | edit source] Race Level HP MP Drops Nether 27 200 216 Odd Morse] Reflects the emptiness of resisting weak death -- physical, gun power, earth, repellent list of skill effects of skills leeches HP and MP from one enemy. at the muted target. The mute type. Sonic Wave 38% causes panic for all enemies. Makakaja Buffs a magical force with a level 1 party. Confirmation to 1 Black Ooze. Gallery[Edit | Edit Source] Black Ooze as It Appears in Shin Megami Tensei III: Nocturne Black Ooze as It Appears in Shin Megami Tensei IMAGINE Black Black in Persona 5 Royal Black Ooze in Shin Megami Tensei: Liberation Dx2 Black Ooze in Persona O.A. Community content is available under CC-BY-SA, unless otherwise stated. Said.