

## OCEAN OOZEKIN / “SLIME”

👣 **Height:** Average 4ft 11in

👣 **Weight:** Average 70lbs

👣 **Classification:** Mammal / bird / reptile / fish / etc. [The creatures in the pictures you included on your questionnaire look humanoid, so are the ooze kin mammals too?] {Not so much mammals as they are a sentient species of physical slime substance. Their physical appearance varies but a majority choose to embody a humanoid look for easier movement, building, and living among their groups and in integrated towns/cities. They're closer to plants biologically}

👣 **Life expectancy:** A few hundred years if they live in warmer climates

👣 **Diet:** Plankton as infants; omnivorous as adults

👣 **World population:** Unknown, but common [Does that mean there's a lot of ooze kin living among humans?] {They're difficult to count in the wild due to their groups being under water or hidden in forest caves. In integrated locations, they make up about 7% between all the different species.}

👣 **Differences between sexes:** ♂ ♀ [Do males differ from females in any way, aside from different sex organs?] {Only by a chosen physical appearance, which they can change as they please. Being male or female is decided as they grow from children and settle on a comfortable selection, but their selection can change later in life, although many rarely bother}



Ocean ooze kin are one of the species in the *Dark World / Sweet Nightmares* comic. [Did I get the title right? I wasn't quite clear which one's the right title from your questionnaire. Also, it looks like it's a graphic novel or comic. Would that be right?] {Sweet Nightmares is the name of the book, the Dark World is one of the lower levels of existence. Slimes are a species in the High World, a higher plane of existence, but they can and sometimes do live in the Dark World. It's not a graphic novel, just a regular book}

[If you have a picture of your species, show it to me and tell me where to find the artist, and I'll seek their permission to make an icon for this lore bible to replace my logo.]

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## **Meta-Level**

[Description of this project. If you have a worldbuilding lore bible, move all meta-level information there.]

### **Moral Tone**

[A description of any moral tones present in the work.]

### **Utopian / Dystopian Qualities**

[Information on whether this world is a utopia, a dystopia, somewhere on the continuum, or not at all.]

### **Supernatural**

[Clarification of whether there is a supernatural in this world.]

### **Magic**

While ocean ooze kin don't perform magic per se, they can change their body shape, size, and gender at will. [You said this is because they're made of slime, but presumably slime would be subject to gravity just like any other substance, so what stops an ooze kin from settling into a puddle, and what makes them capable of movement?] {I haven't considered these things.}

# Physiology

[Introduction needed.]

## **Appearance**

Oozeekin can be any colour, but the most common colour is green. [Why is this? Also, I wonder if anything in particular affects their colour. For example, pretty much any non-mammal can turn red, orange, pink, or yellow as a result of eating a lot of carotenoids, which are present in plants and plankton, which you say the youngsters eat a lot of. Green may be chlorophyll; blue might be harder to create, especially dark blue, but it may still be possible; and black or white may be tricky but could potentially be done with some explanation. Want me to research/write more about how that may be possible? I've already done some research on colours but haven't really done anything on plants.]

FYI, here's my research on animal colours:

<https://www.deviantart.com/characterconsultancy/art/Designing-Colourful-Fantasy-Animals-tutorial-871476776>

And here's my research on animal 'special effects' such as iridescence, if you're curious!:

<https://www.deviantart.com/characterconsultancy/art/Fantasy-Animals-special-effects-tutorial-877933474> ]

{Ocean oozeekin are more commonly green because they consume different green algae and plants in the water as new hatchlings, while forest ooze have a wider variety of colors depending on the different bacterias they eat, the contact with sunlight, or different objects that are absorbed in their bodies like berries/substances with dye. Still working through the details for specific colors though.}

Oozeekin are capable of absorbing anything they come into contact with.

## *Base Gender*

When a youngster becomes old enough to take on a solid form, it must choose a gender to present as. While it can change its appearance to a different gender later, it is relatively difficult for it to do. [Since oozeekin naturally reproduce asexually it sounds like there'd need to be an explanation for why they have to choose a gender, or at least why they naturally gravitate towards doing this, since it's cosmetic and doesn't impact on their reproductive life. I'll keep this note here until I know enough about them to write why they pick a gender and not, say, a species.]

{Selecting between male or female is naturally done in order to choose a base form for them to grow up to as an adult. This base form does not need to be humanoid and many do select various species, but when living in groups that are integrated, it's done due to seeing the adults of their species having a similar form. Changing their form can be done at any time, especially those that choose to be lone/wild or performers, but changing after selecting a base requires effort to retrain their bodies to maintain one for a long period of time}

### *Comparison with Land Ooze*

The two are mostly similar in appearance and life-cycle, and their main differences lie in their respective cultures. [I'm unsure what the difference is between 'culture' and 'way of living here: "Ocean Ooze and Land Ooze are fairly similar in appearance, birth and raising, and culture, the only difference being the way of living." How come one lives on land and the other in the sea?]

{Personal tastes decide this. Some ocean ooze choose to leave their tribes in packs to live on land for a different type of food for their young, a new scenery, and discovering different types of species. As time goes on, they're eventually classified as land ooze, although they still require water sources.}

### *Identifying Feature / "Strongest morph hint"*

Every ooze has one of these. It is a feature that the individual has from the moment they hatch, and is the only part of their body that they cannot change. Common strongest morph hints include tails, horns, or wings.

An ooze's strongest morph hint is connected to its spirit. [If they have a spirit, is there an afterlife or a supernatural? Do ooze have a religion, and if so, what's it like?] {The spirit to them is not a physical thing that one has or doesn't have. To ooze, the spirit is the heart of the individual connected to their future, destiny, and strength.}

### *Slime*

Ocean ooze leave a trail of slime on anything they touch, including every step they take. [Slime's usually protective - what are they protecting themselves from? Is this their way of minimising absorption of random things by producing slime to push it away? Slime production also suggests that they have some kind of skin, otherwise they wouldn't be producing slime so much as leaving a small layer of themselves on everything they touch. Or is that what they do?] {It's something they do due to being more liquid than solid. It's possible to avoid absorption with liquid creatures, due to them being able to move away, but for objects, it's similar to jello.}

This constant use of slime makes them vulnerable to dehydration, so ooze must drink frequently to prevent this.

### *Transformation*

[It sounds like when an ooze kin transforms they have to 'hold' the shape they've transformed to. Does that get tiring? Does anything impact on how long they can do it for - temperature, length of time, how drastic the change in appearance is, etc.?)

{It can become exhausting, especially with multiple different transforms or larger ones. Much like exercise, it can become easier and be held longer with practice and effort}

[You said, "While Ooze kin have the power to alter into incredibly powerful and strong creatures, many can't or don't know how due to a long line of Ooze kin being forbidden from altering their appearance." Up until this point it sounded like they did indeed alter their appearance, hence your mention of changing gender-appearance, and being identified by their strongest morph hint (which is only useful if they change their appearance to make themselves otherwise unrecognisable). When did they stop changing appearance, and who forbade them to do it?]

{This plays into the start of their evolution and the history of ooze kin. In the beginning of their time, they were incredibly powerful and the only creatures with the ability to change their physical form. It was deemed dangerous and too powerful by the ones in charge and ooze kin were forbidden from altering their appearance as adults. It was claimed that it was to prevent identity fraud but in truth, allowing slimes to change their morph and practice their ability would make them stronger and able to mimic stronger, deadlier creatures and a rebellion could've happened, although they are a peaceful species.}

However, practice can mitigate this so that the ooze kin can hold the shape for longer.

## **Intelligence**

[Notes on how intelligent this species is.]

## **Reproduction**

Ocean ooze kin are egg-layers, and reproduce asexually [Is that by dividing one ooze kin into two, or by using spores, or something like that?] {Every ooze kin has an organ that allows them to create eggs if they decide to lay them. The eggs are formed by inner slime that hardens into a shell. It's very similar to cell division and it can be interfered with by other species but is not required for the process and doesn't have an impact on how the young slime is born or grows up.}

Their eggs hatch 20 days after being laid. [I didn't quite understand this part: "newborns have no body shape, or any nursery". Do you mean that they're soft and squidgy or something like that, so have no set body shape, and don't require a nursery?]

{They don't require a nursery. Much like seastars, the young crawl across the ocean floor}

eating up small microbes, algae, or any other tiny items they come across. Because they have no predators, the young learn the basics of life with movement and eating, and they don't require protection and caretaking from adults}

[Also, what's 'the born trait' that you mention here: "They are all born as very small ooze piles, only identifiable as ooze kin and not sludge by the born trait"?]

{The born trait is the single trait the ooze kin is born with. Horns, wings, or a tail. This is their morph trait. It is entirely random, such as a mutation, although on rare occasions, their trait can mimic their parent's. As a young ooze kin, it's very hard to tell them apart from normal sea slime without these}

Baby ooze kin [Also, is it acceptable to just call them ooze kin, or is it always important to specify that they're the oceanic kind? I'll proceed as just plain 'ooze kin' for this edit but if it's an issue then I'll go through and add 'ocean'.] eat plankton for the first few years of life. [You said, "until a few years of age where they then rejoin their families." Does this mean they float free in the ocean/are nomadic during their first few years, perhaps like turtles?]

{That's correct. Although with their small size, they don't go very far from the hatch size unless food is scarce. The adults of ooze kin also don't keep record of which young belongs to who.}

[How long does it take for an ooze kin to change from one sex to another?]

{Changing shape can take a few seconds to a minute or so, but if they choose to keep the new sex, it requires patience and practice in holding a new form. It can take a few months to a few years depending on the individual's persistence}

### **Common Medical Conditions**

Ocean ooze kin are difficult to injure due to their physical structure.

#### *Freezing*

While freezing an ocean ooze kin will not kill it, it will send them into a sleep-like state until they are fully thawed. [Does it hurt them?] {Slimes have no nerves, so they can't feel it. Although if frozen, they are dead, even if they later thaw out. All the cells and microbes in their body die in frozen temperatures and cannot come back to live again}

#### *Dehydration*

Dehydration is not lethal for ooze kin; what happens is they concentrate the solid parts of their bodies [I say that because you say they harden, so there must be something solid within them] {Not quite solid, but they slow down and have difficulty moving} until



they have hardened completely, become unable to produce slime, and shrink. Eventually this becomes so uncomfortable and physically difficult to manage that the ooze kin stops moving until they can be helped to rehydrate, or circumstance allows it - such as rain.

### *Boiling*

[How do ooze kin cope with being boiled, considering their high water-content?] {Not something I considered before, but with their state of body, being boiled would cause rapid dehydration, slowing them down, but the steam and hot temperature would force a loss of their physical form. They would become a substance similar to silly putty and while not dead, having a high enough temperature could cause their body cells to burn and boil and to a certain point, may eventually become lethal.}

## Geographical Distribution

Ocean ooze kin live in the ocean [Can they tolerate fresh water?] {The type of water doesn't matter, salt or fresh doesn't impact themselves but will alter the types of subjects their young eat} and prefer warmer waters to cold. [Do they have a limit for how cold/far away from the equator they can tolerate?] {It's possible to pass through freezing temperature water for a short time if they don't allow the entire body to freeze but obviously would prefer not to go that far if it's avoidable} They are easiest to find in shallow waters and coral reefs. They avoid the deep ocean. [How come?] {It becomes colder and difficult for their young to find proper nutrients. It's also difficult to see and find materials, thus causing it to become difficult to build, sew, or weave. Not only that, but it's a longer distance to land and if any ooze kin that traveled to land wish to come back, the journey is not so difficult}

You can find a map here. [Regional maps or different types of maps may be helpful. Try my partner, MikesMaps on Discord if you'd like a map made. You can check his gallery [here](#).]

### Countries, Cities, Towns, and Settlements

#### *Darkworld*

[What actually is this place?] In the high world, ooze kin are capable of changing their appearance. They cannot do this in the darkworld. {The dark world is the lowest plane of existence. They can change their form here but this isn't a place they originate from. The three planes of existence mimic the layers of hell, getting worse as they go down. It's difficult to grow plants or live a healthy life because the lowest plane doesn't have access to the sky and only sees a dark shadow of the plane above them. Under normal circumstances, the three planes aren't able to interact and are different universes in their own right. The creatures here evolved faster, and thus have more defects like a loss of intelligence. They mainly evolved to survive, causing them to become more dangerous and have more teeth and claws. This is the only world true magic is born in.}

#### *High World*

[What is this place?]

{The highest plane of existence. It evolved slower, giving the creatures here a higher intelligence. Their sky doesn't only see the sun and stars, but also other objects such as space gas and dark matter, giving their sky the most variety of lights and colors. Some creatures here are evolved dangerous, but these creatures had their evolution affected by a rogue dark world creature, causing a majority of the creatures to never reach their full potential}

*Example 3*

[To be worked on] {The mid world is the world of humans. Not present a lot in the story but this is the only plane that the dark world can safely travel to with portals. While possible to reach the high world, it requires stronger magic to do so. The human world can be reached by demonic portals, one from the dark world, and the other door opened by humans. Normally by "rituals" of young humans playing a party game, or the people that label themselves as satanists. Once entering the middle plane, demons are free to move as they wish and it doesn't require as much magic to return back.}

## Infrastructure

[Introduction needed.]

### Architecture

Most oozeikin live in carved houses, fabric tents, or natural caves. Wherever possible they prefer to live in natural environments, so caves are the most popular choice here, but if they cannot, then they prefer basketstars.

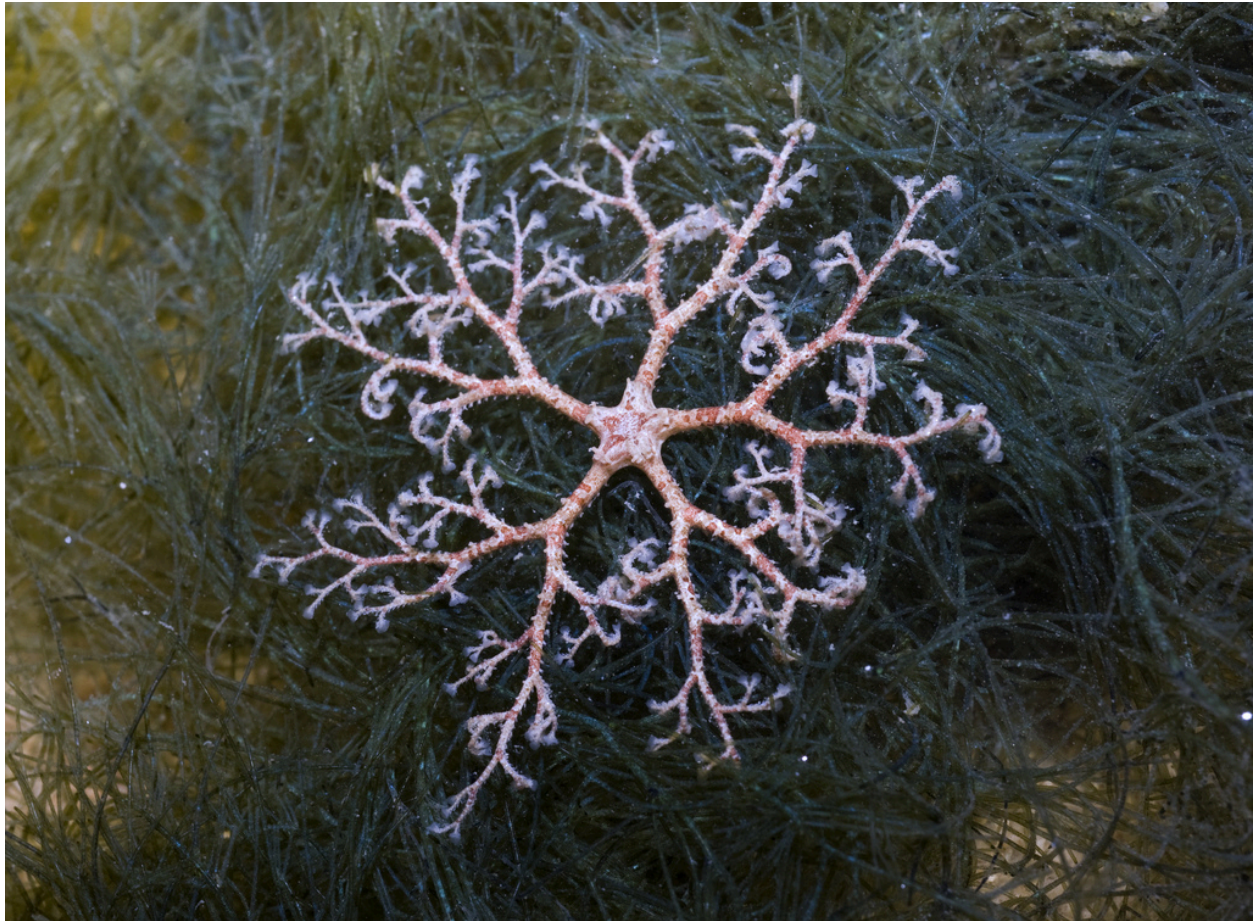
#### *Carved Houses*

[This sounds like uncharacteristically hard work for oozeikin! I can include it into this lore bible if you like, but it sounds like they mostly put very little effort into anything so I'm surprised they carve entire houses. ]

{It's not that they aren't hard workers, but that they rarely have anything to work hard on. They live such long lives, don't require food, and spend their days having fun or sitting around. The tasks of carving houses not only takes a long time, but gives them an activity to do. It's true though, carved houses isn't something they NEED to survive, houses are often created to store materials rather than live, so these are created over a long period of time}

#### *Basketstars*

[What are these?]



### Education

Oozekin have no organised educational system. They do not generally consider there to be much an oozekin needs to know beside their general way of life. Wherever 'lessons' are taught, they're usually given in oral form via storytelling.

[It sounds like oozekin education is not thoroughly developed, but that some get curious enough about the world around them to seek higher education. Do they simply go to other species for entry to colleges or universities? Humans perhaps?]

{Humans do not exist in the highworld, but yes they go to other species who do focus heavily in knowledge and have schools. There is no specific species for this, many species have an interest in learning and because they have been selectively evolved against their originally natural ways, discovering the world of architecture and engineering is a path a majority of species go down.}

## **Energy Sources and Usage**

[Introduction needed.]

## **Healthcare and Medicine**

Oozeekin are very difficult to hurt and are not generally prone to getting sick, so they have no medical knowledge of their own.

## **Sanitation**

[Introduction needed.]

## **Travel / Transport**

Distribution of goods for a species that can pick their food out of the water around them is unnecessary. [With that said, do they tend to put any effort into travelling towards areas where more / better food than usual will be available, such as spawning periods for certain ocean life? If nothing else that sounds like a fun day trip!]

## **Position in Ecosystem**

OozeKin, both terrestrial and oceanic, perform a vital function for their environments during their infancy stage. Ocean oozeKin are bottom-feeders and consume excess algae and other matter that drifts to the bottom of the sea. Land oozeKin eat easily-digestible rotting matter such as leaf-mould, dead animals, and more recently, garbage.

### **Dominant Species**

[A list of the species that have uplifted out of the ecosystems' usual workings, and this species / culture's relationship with them.]

### **Predators**

[You said that oozeKin have no natural predators. How come? Is the slime that makes them horrible to eat, are they naturally well-camouflaged, or something else?] {They are not a meaty substance and aren't a nutrient-filled meal for most predators. It's also impossible to kill an oozeKin with the normal means of teeth and claws and killing them the only ways they can die doesn't leave a proper meal to be eaten.

### **Plants**

Ocean oozeKin eat algae, microbes, and decomposing organisms. [Would you say they tend to have funky breath?] {Not something I considered. All young eat these substances while the adults can eat as they desire. If they choose not to eat, I doubt their breath would be affected}

### **Bacteria, Viruses, and Other Pathogens**

[You said that ocean oozeKin are invulnerable to infection as they have no organs, but if that's the case, how do they think/perform actions without a brain? How do they see,

hear, and talk? How do they eat and digest their food? If it helps, I happen to know that crocodiles and alligators have extremely powerful immune systems because they spent hours sitting in water that's often full of bacteria, and they frequently get injuries from prey and each other, so they've developed excellent immune systems to fight off the various infections they get. Perhaps the ocean ooze kin have something similar, given their watery constitution which must allow in all sorts of microbial nasties?] {I didn't consider any of that. I say they aren't able to be infected because they are a primarily liquid species and don't have an immune system like most creatures do. The only way to truly kill them by infections is to destroy a majority of their bacterial cells, but most diseases don't do this in their process, or don't have the proper organs to infect to begin their attack. Due to slimes leaving a trail behind and picking up more water often, it's very easy for an ooze kin to cycle out any part of themselves that carries a dangerous pathogen without even knowing. As for eyes and a brain, I haven't thought of that.}

### **Other Life**

*Cacikins*

Ooze kin enjoy a symbiotic relationship with these.



# Technology

[Introduction needed.]

## **Technological Age**

[Introduction needed.]

## **Agriculture**

[I got the impression that while they keep farms underwater, they are very low-maintenance, is that right?]

{That's correct. They don't have farms, but from time to time, ooze kin check the bottom of the ocean for the levels of bacteria for the wandering young. If the level is too low for them to eat properly, they move locations to a more heavily populated area.}

## **Industrial Status**

[Notes on whether or not the species / culture has achieved mass-production yet.]

## **The Sciences**

[Introduction needed.]

# History

[Introduction needed.]

## **Evolution / Genesis**

[I'm interested in the fact that they don't have schools but are intelligent enough to have been able to integrate with humans. How did they get from being sea-creatures to being able to integrate with humans?]

{A majority of it is learned behavior. Because oozeKin are naturally curious (As they have a long life and want to occupy their time with new information) they can pick up different social cues and information easily. They are also taught the basics of their society as they grow up, and are able to enroll in schools if they choose to integrate, but in their own tribes, schools is not necessary. They learn all they need from the other slimes around them.}

[You said, "OozeKin evolved at an equal speed as every other creature. Due to their evolution being forced and controlled by a single being, the ancient OozeKin grew beside everyone else and were intentionally bred to be harmless and docile." That's big news! Who decided to create the oozeKin, and what for?]

{The single being that forced evolution is a dark world creature that infected their plane when the world was still young. It wasn't possible for a single being to stop or destroy an entire species being evolved, but as new creatures began to appear, he took control of them when their species had only just arrived in the world and took them to new environments, kept them away from predators, or fed them different foods. Not only slimes, but every species that he possibly could. This stunted the evolution of almost every creature in the high world. The only ones being hidden away were those hiding within the ocean, but slimes were caught as they spent their time closer to shore or moved to land.}

## **Timeline**

## **Historically Significant People**

No ooze kin has ever become notable in the public eye, even in the current day.

## **Nations Founded**

[Introduction needed.]

## **Wars and Alliances**

### **Wars**

[You raised an interesting thought about these creatures being 'pacifist warriors' - being hard to destroy, but also being good at making friends. I'm wondering why ooze kin would really want to join armies. But then, you mentioned them being easy to trick and manipulate, so I wonder if they ended up being recruited in big enough numbers despite not being war-like through some kind of propaganda? "Join our army, it'll be an adventure!" It worked on young humans for WW11, after all.]

{This is often something that happened during the time of battle. The unkillable powerful warriors only needed motivation to fight and tricking them was very easy. They're trusting, especially towards the monsters with a confident voice and sway sides with what they're told.}

[You also said "Ooze kin are ideal soldiers physically because they can't be killed by any weapon, but are the worst ones emotionally after being bred to be docile." which strongly implies that somebody else bred them to be docile rather than the ooze kin naturally developing into pacifists. Were they bred by someone else, and if so, who?]

{This would be the invading dark world monster.}

### *Sub-zero Environments*

Ooze kin make unreliable fighters in environments where temperatures routinely drop below zero. They are liable to freeze under these conditions and cannot be properly revived until they have fully thawed. {Once frozen, they are forever dead}

### *Hornkin*

Ooze kin have a long history of fighting alongside hornkin as their allies. [I don't understand what you mean when you said: "Ancient Ooze kin have participated in battles

alongside hornkin, but the history is erased and not carried down to the modern ones.”  
Please can you elaborate?]

{Hornkin is not a specific species, but a type of monster that has horns at all. These monsters were rode into battle. Some being types of unicorns and bulls, different types of demons, or any other monster with horns. These were the creatures that were rode into war with oozekin soldiers, but because the invading dark world monster is so determined to keep the creatures nonviolent, this history was erased.}

### Alliances

Ocean oozekin ally well with others, especially more aggressive parties. This creates a strange situation for them where they often find themselves on the front line on battlefields in support of their allies, despite not welcoming conflict themselves. The oozekins’ physicality makes them difficult to destroy, so they use their high-indestructibility to their advantage in battle.

*Hornkin*

[Who are these guys?] {^}

### Trade Routes Established

[Introduction needed.]

### Disasters

[Introduction needed.]

### Discoveries

[Introduction needed.]

### Inventions

[Introduction needed.]

## **Changes in Standards of Living**

[Introduction needed.]

## **Slavery**

[Notes on what this species / culture's relationship with slavery is, if any.]

## **Social Movements**

[Introduction needed.]

## Culture

[Introduction needed.]

### Art

Ocean oozeekin have a rich artistic life. [It sounds like they have a lot of spare time because their food is all around them and just has to be absorbed, shelter doesn't sound like too much of an issue, and access to air or water are clearly both easy most of the time, so they seem to have no need to 'attend to business'. So I can see why they have such a strong bias towards entertainment. What sorts of things inspire ocean oozeekin? I'm wondering if other sea life tends to interest them. Perhaps things they don't get to see if they stay underwater - the colour red is unusual in sea-creatures because the colour doesn't carry well underwater.

There's something here I'm really liking about how they don't particularly seem to monetise their hobbies!]

#### *Basket-Sewing*

[I can imagine that this is time-consuming, so is that one of the appeals of this? Same might go for making fabrics (you did say designing, but it depends on what parts of the process they're most interested in). There are a few different artistic things a small group might do together while they chat: rug-or-quilt-making, murals or tapestries, the creation of figurines, houses, etc. for miniature cities - would you say they like to do things that allow that?]

{They would! If they can find or replicate materials, they love exploring and learning and seeing what they can make with what they found}

#### *Oil Paintings*

Oozeekin like to paint, and given their underwater location, oil paints are best for the purpose. [You mentioned paintings that can be maintained underwater, and oil seems the obvious way to do that. Does that explanation work for you? I've just searched, and it turns out that waterproof paper is a thing, so we could suggest that they use that, but I don't know how well it would cope with being permanently submerged. I wonder if they maybe get creative about what they paint. Rocks or rockfaces seem like a good potential canvas. What do you think?]

{That sounds about right. Rocks would be a great way for them to hold paintings, but ooze-kin often do art to occupy their time, rather than for keepsakes. There's no big reason they would keep their works unless it's something very special. Since they live long lives and live in groups in the same place for a decent amount of time, it's important a lot of their art doesn't last forever so other slimes have the space to do it too.}

[I wasn't sure quite what you meant here: "The artists create paintings or drawings that can be maintained underwater and come from anything they can find around them. Some being coal, fishbones, or sticks.". What are you suggesting happens with coal, fishbones, and sticks?]

{Stacking, rock art, different types of pictures on the ocean floor, or small statues.}

## **Clothing**

[Introduction needed.]

## **Food**

[You said that ooze-kin can't starve. Do they photosynthesize, or something like that? It sounds like food is likely to have some social benefits. Comfort, perhaps, or a good excuse for social time? I also wonder if they've developed any kind of cuisine that better suits underwater consumption or whether they usually eat on land.]

[I'm not quite sure what you meant by this: "...and consume just about anything they'd like, but require a good amount of consistent water drinking."]

{Ooze-kin don't eat by their mouths, they absorb different microscopic creatures as they move and break them apart for food. As they grow older, they don't require food because they are primarily liquid. It is still possible for them to eat through a mouth and dissolve foods but it gives no nutritional value. Still, some choose to eat because it's possible for them to taste different foods and enjoy flavor, or to be a part of an integrated society.}

### ***Raw Meat***

In their newborn form, ooze-kin can and do eat small animals that they find on the sea bed. In adulthood this is almost always forgotten, but raw meat remains palatable for those few who happen to try it as adults.

## **Language**

English is the oozekins' base language, and most only speak this and are monolingual. However, a few are able to learn a few words from spirit readers. [What's a spirit reader?] {A spirit reader is a creature some tribes choose to adopt in. These are usually squidkin, and are similar to fortune tellers. These spirit readers tend to the young and try to find the hatchling's strongest morph by their birth trait before the adults know what it could be. They're considered very precious to have in a tribe but not required.}

## **Religion, Faith, and Spirituality**

Slimes do not believe in gods, but do believe in spirits. [How would an ooze kin define what a spirit is?] {Explained more in **Sexuality, Romance, and Child-Rearing**. A spirit is not a physical thing or a state of being, it's the sense of individuality, strength, and heart. The stronger the willpower, the stronger the spirit, and thus, the stronger the morph ability.}

### *Spirit Guides*

Some ooze kin communities welcome a spirit guide into their communities. Squidkin tend to have an affinity for this type of work, so most spirit guides are of this species.

## **Personal Celebrations**

The ooze kin do not tend to track dates due to their long lifespans. [I also wonder if they tend not to notice the change of the seasons so much as seasonality happens less beneath the ocean's surface, and also less closer to the equator, which they tend to prefer to colder, more seasonally-inclined climates anyway. Does that sound about right to you?] {Yes that sounds about right}

### *Funerals*

Ooze kin who die of old age are honoured with grieving ceremonies [Is this not done for those who die earlier? You did say that they're hard to kill in battle and they're not prone to getting sick, so can I guess that early mortality is rare?] {Early mortality is very rare. While it's possible to die of the cold, if one does, it would be so far away from their



tribes that they wouldn't know one is dead, and thus wouldn't hold a ceremony} These continue for three sunsets, and then the grieving slimes continue with their lives. [What do they do, to grieve?] {They spend the three sunsets in remembrance. Building and weaving would continue but any art projects would be halted. It would not be against their tradition to continue doing art but could be seen as rude to be inspired during a death.}

Grieving does not involve burial, as when an oozeikin dies its body becomes thin and disperses into the ocean. The three sunsets of the grieving process is considered long enough for the body to be completely swept away by the current. [I noticed that in one place you said they mourn for three sunsets, and in another you said three sunrises. Does it matter which it is?] {I wrote it very late at night, I didn't realize I did that. Three days in total, sunsets or sunrises}

### *Weddings / Anniversaries*

Oozeikin are deeply emotional creatures and bond closely with their partners, if they have them. They consider their emotional connections as celebrations of their love in their own right, so they do not bother with weddings or anniversaries. [Can I also guess that they don't have religious ceremonies and have never had a tradition of marrying to keep status or wealth within a few families (I noticed that they don't have money, so I'm guessing they don't have statuses like nobility or royalty that they might want to preserve either)?] {They don't have any such things. Oozeikin live in little clusters called tribes, status and nobility doesn't exist to them. They're considered the natives of the ocean by other species that do.}

As oozeikin tend to absorb clothes, if a marriage does go ahead and they decide to take the traditional route including formal attire, they need specially designed clothes that cannot be absorbed.

## **Public Festivals**

[Introduction needed.]

## **Sport**

Oozeikin are not sports-inclined.

## **Social Dynamics**

### *Clusters*

[You said, "Ocean OozeKin have small clusters and live a lot like native americans in the water." Clusters of what?]

{Clusters, or tribes is what they call themselves when living in a group with eachother. They don't specify an oozeKin cluster because they have been known to welcome other species into them.}

Ocean oozeKin live in small 'clusters' - [Are these family units? Friends? Siblings only? Or something else?] {A small tribe of oozeKin, related or not} They tend to be very relaxed in their outlook and do not tend to structure their time very much. For most, their days are spent relaxing, or playing or talking with passers-by. The occasional one is more motivated, and some leave in search of an education or adventure. This can include moving onto land to live as a land oozeKin.

[I'm not clear what you mean by this: "OozeKin often leave hopes for better dreams." Please can you clarify?

{OozeKin are a naturally curious species but many opt to stay in their cluster tribe until death. Those who do not are the ones that want to see the world or learn more. These oozeKin were originally classified as land oozeKin if they stay on land until death and leave in small groups. If one chooses to leave by themselves and eventually plan on returning, they would still be considered ocean oozeKin. Leaving isn't uncommon, many want more from life than staying under the waves during art their whole life.}

(Note to self: was followed by this: "It's a culture norm to never say goodbye to these OozeKin, as it's a symbol of never seeing each other again.") Write this into the profile as soon as I have a context for the above.]

### *Attitudes Towards Diversity*

Slimes have a very 'opposites attract' mentality that actively embraces diversity. While this attitude is welcomed by some other individuals of other species who may feel ostracised, others who value their conformity or reject their own differences may take exception.

### *Cacikin - OozeKin Bonding*

Cacikins are a species that naturally grow sharp needles all over their bodies. As a result, most other species don't like to touch them, so they tend to remain somewhat touch-starved. OozeKin are immune. Due to their physical make-up - they're made of slime - they easily tolerate uneven surfaces, up to and including spiky ones. Therefore an oozeKin can cuddle up to a cacikin without a problem. [That's what I read into your explanation of the relationship between these two species. Have I understood it right?]

{Yes that's correct}

### *Interspecies Relationships*

[You said: "OozeKin can communicate just as easily among other species. Evolving alongside the rest, many species can talk to and bond with each other without worry." How do they do this? Are they good at learning languages such as dolphin clicks, or does their ability to shape-shift make it easy for them to speak languages that may not easily be spoke by a human tongue (dolphin clicks may again be a good example)?]

{The evolution of the high world plays big into this. A majority of species speak the same language, but emotionally, oozeKin are kind and gentle, easily getting closer to even the most angry of species}

### *Relationship with Land OozeKin*

[I'm unclear whether ocean and land oozeKin are the same species or two different ones. How do these two species (if that's what they are) get on?] {They are very similar, explained a little ways up}

### *Gender Dynamics*

[Since they can change from male to female / vice versa at will, I wonder why they might do so? Since they reproduce asexually it sounds like they don't need to do that thing clownfish do with changing sex when there aren't enough of one or the other, so like you said, it's purely cosmetic. How come the oozeKin zeroed in on gender as a cosmetic detail? I'm wondering if they have much contact with humans, and that may be why they put so much emphasis on gender - as gender's clearly important to most humans. I wonder also if they are interested in the concept of gender because they themselves are effectively a one-gender species, so perhaps it started out as a novelty for there to be two 'kinds', but it sounds like the idea had enough resonance for them to keep it up. I'll listen out for clues about why, but if you have any direct answers for that, please do let me know!] {It's simply a type of form they decide to choose. Rather than being one type of species, they choose between different types of their own species. OozeKin have a history of interacting with other species, especially in the beginning of their species' history and it was eventually developed as something that was simply decided upon. While their inner bodies have no organs for sexual reproduction, choosing their outsides to be one or the other is an aftereffect of oozeKin having an integrated history}

### *Vulnerability to Manipulation*

[You said that oozeKin are easily tricked and manipulated. What kinds of things might they be tricked into doing / giving away?]

{OozeKin have no predators and are naturally curious and kind. They can easily be swayed into giving away their materials, being lured into danger, saying something they don't mean, or believing facts that aren't true. Their mental state is very similar to young children unless an individual oozeKin has the life experiences to show them otherwise.}

## **Sexuality and Romance**

### *Gender Roles*

OozeKin do not have gender roles. This is due to the species' fundamental lack of sexuality. [You said this: "slimes care very little for separating between male and female and there are no gender norms." Given that that is the case, how come they have a cultural norm of picking a sex in adulthood?] {It's a part of their individuality. Although they don't need one, because they live such small lives often and don't have too many differences, small details is usually enough for an oozeKin to not feel like a clone of another. Additionally, choosing a base form is very important as it symbolizes the heart, or spirit. In the world of oozeKin, they can change into whatever they please, but having an everyday form is who they are.}

### *Mate Selection*

As oozeKin reproduce asexually, mate selection has no impact on the characteristics any individual oozeKin will be born with. Because of this, oozeKin may spend their lives without a mate or choose a mate of a completely different species.

OozeKin do not mate for pleasure as they are naturally asexual. For this reason, romance is a much more likely prompt for mate selection than sexual attraction. Their lack of resonance for gender roles means that any gender may pair with any gender: they do not conform to heterosexual (or homosexual) norms.

### *Mate Selection Outside The Species*

OozeKin can and do take partners who are not, themselves, oozeKin. This can create complications relating to gender. When an oozeKin pairs with a non-oozeKin for whom gender is important, the oozeKin is likely to switch to the gender the partner prefers, if it is not already suitable. OozeKin tend to be flexible about this as gender is so unimportant to them.

### *Independent Infants*

After the oozeKin have laid their eggs they leave them alone to hatch and for the youngsters to begin their lives alone. Slime parents are not maternal by nature.

The infants feed away from the adults until they grow big enough to join them. When the youngsters grow big enough to rejoin the community they may approach, and be accepted into, any family, so statistically they are unlikely to rejoin their biological family. The only limit to rejoining a family is whether the new 'parent/parents' are prepared to put the time and effort into raising youngsters.

### *Males Laying Eggs*

Because the ooze kin are not genuinely of the sex they present as, individuals who present as males can and do lay eggs.

### *Choosing Sex*

As an infant, an ooze kin is intersex. As it matures, it reaches a point in its development when it must choose a sex to develop into, so this is what each one does.

### **Child-Rearing**

[Introduction needed.]

## Politics

[Introduction needed.]

### Economic System

[Brief description of capitalist, socialist, or other economic system leaning in this species or culture.]

See [Economy](#) for further details.

### Government / Leadership Style

The oozekin have only one leader for the whole species. [You said two things about this. In one, you said that they only ever have one ruler. In another, you said, "Oozekin never have one single ruler.". Please can you confirm which is true?] {The leader is not a "Leader" by normal standards. There can be some who are more diplomatic and who more oozekin look up to more often than others, but they don't classify this one as a leader. Like a parent to a family, they are the caretaker if need be, and assist in finding materials, but they are not someone in charge of the entire group} This prevents fighting between leaders and has been designed deliberately with this peaceful result in mind. [Can I also guess that the leadership is quite minimal? The more actively involved in leadership the leader would be, the more help they'd need to enforce their mandates. {Incredibly minimal. They need no food or materials to survive and spend their days doing entertainment or art. If a leader did need to intervene, it would be to assist in gathering art supplies or assigning others to do just that. They may also show compassion when one is in need of help, and count the three days of grieving, as Oozekin don't track dates normally.}]

Yet, if they don't get actively involved with leadership much, what do they do? Why is any leadership needed? I was wondering if the 'leader' is more of a spokesperson, if ever one is needed.]

The land oozekin have their own, singular leader, but the two communities rarely communicate, so the lack of contact reduces the lack of politicking between these groups [Although sometimes an oozekin travels from one group to another if they prefer to live in the other group. Can I guess that this never or seldom leads to conflict?] {It

rarely does. Land ooze kin used to be ocean ooze kin, they are the same species, and they are naturally a peaceful monster.}

[I am also thinking that if the ocean and land ooze kin leaders are not in touch very often but clearly have something - members of their communities travelling between the two groups - in common then they'd both feel quite alienated from each other, and I wonder if that has any impact on how they view one another?]

[Also about leadership, you said: "If one slacks off, everyone will tell them so." However, you said that the ooze kin don't have much work to do and can pretty much spend all their time as free time. What could they be slacking off with?] {Their lives focus on inspiration and art. They won't directly say anything rude or demanding participation or help, moreso offer concern.}

### **Military and Law**

[Introduction needed.]

### **Propaganda**

[Introduction needed.]

# Economy

[Introduction needed.]

## Currency

The oozeekin do not have a currency. On the odd occasion where one slime has something the other needs, they may trade. However, even this is unusual, as slimes are not possessive, so if one slime needs something then another is likely to lend, or give it to them.

Overall, oozeekin rarely want for anything as their lives are simple and their food is in the water around them, so trade or exchange of goods or services is generally very limited anyway.

## Business

Culturally, oozeekin have a strong bias towards working in the arts and entertainment sector. [Who do they usually entertain? And can I guess that this is for the sake of their own fulfilment rather than for money? It sounds like they don't rely on a monetary system for trade/meeting their needs for food, shelter, etc.] {This is correct. Entertaining others is only for their own entertainment and experience. Many oozeekin may join circuses or plays, since it's the only place they're not bound by being forbidden to morph (As the law doesn't apply since it's for entertainment purpose and these locations have government agents on standby if anything happens) so this is a common place for a rogue oozeekin to end up. The capital city of monsters is a hotspot for many oozeekin to live their lives and work in the entertainment section for other monster species.}

However, the structure of their society and the nature of their needs does not create any need for business, so the oozeekin do not have any major businesses.



## **Credits**

Ocean ooze kin is © GlitterToGold [I should credit you so I'd like to put your username here with a link. You are welcome to have more than one link here. Do you have any particular preference for what link to use? Perhaps you have a DeviantArt page for the artwork for this, or a Twitter account?]

{I focus my social media presence with my writing, so I look at my accounts on these most often :D

<https://www.wattpad.com/user/Anuyushi>

<https://www.quotev.com/ApocalypticAnuyushi>

<https://www.deviantart.com/anuyushi>

I'm not an artist, all my artwork was commissioned by me towards other artists}

Artwork by [I'd like to approach an artist whose work we can use to make a circle icon. You showed a few pieces of work in your questionnaire. Do you have a preference for which one to use?]

<https://twitter.com/Lunafirefrost>:



-Species of Succubus and human



-Species of female Oozeekin



-Species of octokin



-Species of unicorn/chimera hybrid



-Species of human mutation

Artwork by crowkestis#7567 on Discord



-Species of unicorn/dragon hybrid brothers

Wording by [The Character Consultancy](#)



Want to upgrade to an Infographic or video, or expand your setting into a worldbuilding project? Email me on [hello@thecharacterconsultancy.co.uk](mailto:hello@thecharacterconsultancy.co.uk) and I will be happy to help you!

~Hayley, The Character Consultancy