Duchy of Greycliff

- Coalescium - Plasmoid/Awakened Ooze Sanctuary

Coalescium - Plasmoid/Awakened Ooze Sanctuary

Location: Southern Greycliff Border Closer to Vermillion in a swamp biome

An underground sanctuary for core-oozes and displaced plasmoids.

Schmoop is not aware of this place - yet.

Types of Plasmoids/Awakened Oozes:

- Sentience in an ooze is shown by having a glowing core - equivalent of a brain.
- **Astral Plasmoids:** the classic plasmoid from the stars/astral. There aren't many of these around this world the ones that ended up here were from teleportation experiments with portal/gate/sigil circle mishaps or crash landed. Schmoop is an example.
- **Awakened (Core) Ooze:** an ooze that originated from a standard ooze species, however developed a core whether naturally occurring or from magical experimentation like an ooze that was from a failed experiment. An ooze with the core has the traits and abilities of a plasmoid - a trade-off for developing the core they lose the abilities of their base species that focuses on consumption.

    Example: a Pudding-Core is a black pudding in appearance with a glowing core, it might smell vaguely like a black pudding, this is all flavour only no mechanical changes.

    Example 2: a slithering-tracker is clear in its default design but a Glass-Core has a glowing core of some colour that would neutralize the translucency like light in a clear jelly blob.

Terminology:

- -Core suffix signifies an ooze with a sentient core
- -Slop suffix signifies a mindless ooze

Names for each Core Ooze Type

- Plasmoid -> Astral-Core
- Ochre Jelly -> Jelly-Core
- Black Pudding -> Pudding-Core
- Gelatinous Cube -> Cube-Core
- Gray Ooze -> Slate-Core
- Slithering Tracker -> Glass-Core
- Green Slime -> Moss-Core

They also have terminology for each ooze type that is core-less with -slop suffix like Pudding-Slop.

- Bone-bag: derogatory term for a non-ooze/non-amorphous creature
- Mimicoids: those core oozes who prefer to explore the world of the humanoids - they usually retain a humanoid shape.
- Amorphs: those that reject forming a humanoid shape as much as possible preferring their natural state.

Culture:

- Welcoming to fellow Core oozes
- Friendly towards Thorists (see history for why), they associate them with non-hostility.
- Also welcoming to friendly humanoids otherwise they keep well hidden try not to reveal their location for fear of being ransacked or worse.
- **Rejection:** sometimes the offspring (fission) of a core ooze or a plasmoid can result in a coreless ooze, these usually try to consume the source right away as the urge to consume takes hold and have no core. These oozes are taken to a fast flowing stream and sent downstream to maintain their status quo.
- Largely use a ooze/plasmoid dialect of common which may include unique terminology or musical-like sounds or body language for extra emphasis or subtle meanings.
- There are some that venture out to bring back resources like food or items to the matrix.

Study:

- Some of the Coalescium residents are curious to the humanoid cultures and world and choose to go off and adventure out to study magic, nature or other classes, and they usually always consider the Coalescium home (they have a natural instinct to return back to their home matrix). Some have formed their own small druidic circle, others share magic knowledge, or music, religion, or sword fighting skills etc.
- Some are connoisseurs of humanoid artifacts especially the Cube-Cores

Governance:

No rigid hierarchy usually the *Founders (are they still alive?)* will speak on behalf of the Coalescium or those who have interacted with the surface dwellers if the *Founders* are not present. They operate on a collective council basis to make decisions. They consider their founders to be heroes, however they do not have a superior status other than an honorary title - something they picked up from the humanoids, *Founder/Elder.*

World Integration:

Do they work in the larger centres as fulfilling some particular role like the street cleaners or sewer maintenance.

Architecture:

Entrance is set into a Cenote.

The colony is dimly lit by magical fungi that some of the ooze cultivate, the lights are arranged into patterns that are significant to some of the oozes (like a home constellation or a pattern of lights representing different symbols or matrices) because they are a visual light/sound based creatures in their natural ways of communication.

Structures are built into the walls or constructed of natural building materials. They flow into each other giving the appearance of a waved overlapping structure.

No stairs only ramps. Some buildings are humanoid friendly with large entrances, others are not. They have some structures with small entrances you have to be amorphous to squeeze into they use these as safe-rooms in case a hostile group came through (given their past experiences in the humanoid world they take precautions).

Network of tunnels connect their settlement in a tangled ant-colony way. The walls here are reinforced with a substance that gives the walls a smooth varnished feeling from the grit underneath.

Primary settlement built around the underground spring of the cenote.

History:

How long has it existed? This depends on the history of Eusia and the overall timeline, I think at a minimum it is well established.

The original founders of the Coalescium were a Jelly-Core (Apelsinsmetsen (the orange goop) they were named any the thorists and a displaced Plasmoid (Ulyss’zho - aka Ulysses, the ‘zho is their home matrix (similar to ‘iim for Schmoop (Verix’iim).

Apelsinsmetsen ended up at one of the stormward sanctuaries as a very young awakened ochre jelly where they grew up steeped in the mythology and culture of the thorists.
Ulysses was displaced from their home from some wizard’s experiment gone awry and they were teleported to this land. Ulysses quickly discovered of the xenophobia towards oozes and had to barely survive for some time, compared to where they came from.

Eventually Ulysses ran into Apelsinsmetsen and both inspired by their separate introductions to this world, strived to create a sanctuary for their kind in a world hostile to them.