

OOZES

BIOMANTIC POLYHEDROOZES

ICOSAHEDROOZE

Gargantuan ooze, unaligned

Armour Class 14 (natural armour)

Hit Points 350 (20d20 + 140)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	25 (+7)	3 (-4)	6 (-2)	3 (-4)

Saving Throws Dex +6, Con +13

Damage Resistances see Reactive Mutations

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 20 (25,000 XP)

Proficiency Bonus +6

Legendary Resistance (3/Day). If the ooze fails a saving throw, it can choose to succeed instead.

Reactive Mutations. Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to six resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ooze uses Engulf and makes three pseudopod attacks.

Engulf. The ooze moves up to its speed. While doing so, it can enter Gargantuan or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 20 Dexterity saving throw**.

On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 21 (**2d20**) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 42 (**4d20**) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 20 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

Pseudopod. *Melee Weapon Attack:* **+12** to hit, reach 15 ft., one target. *Hit:* 14 (**4d6**) acid damage and the target suffers one of the following random effects (roll a d20):

1. The target takes 10 (**1d20**) force damage.
2. The target takes 10 (**1d20**) bludgeoning damage.
3. The target takes 10 (**1d20**) piercing damage.
4. The target takes 10 (**1d20**) slashing damage.
5. The target takes 10 (**1d20**) fire damage.
6. The target takes 10 (**1d20**) cold damage.
7. The target takes 10 (**1d20**) lightning damage.
8. The target takes 10 (**1d20**) thunder damage.
9. The target takes 10 (**1d20**) necrotic damage.
10. The target takes 10 (**1d20**) radiant damage.
11. The target takes 10 (**1d20**) poison damage.
12. The target takes 10 (**1d20**) psychic damage.
13. The target must succeed on a **DC 21 Strength saving throw** or be **restrained**. The target or a creature within reach of the target can use its action to make a **DC 21 Strength** check, freeing the restrained creature on a success.
14. The target must succeed on a **DC 21 Wisdom saving throw** or be afflicted by the *confusion* spell for **1 minute***.
15. The target must succeed on a **DC 21 Constitution saving throw** or be afflicted by the reduce effect of the *enlarge/reduce* spell for **1 minute***.
16. The target must succeed on a **DC 21 Constitution saving throw** or be afflicted by the enlarge effect of the *enlarge/reduce* spell for **1 minute***.
17. The target must succeed on a **DC 21 Constitution saving throw** or be afflicted by the *zippit!*** spell for **1 minute***.
18. The target must succeed on a **DC 21 Constitution saving throw** or its hit points maximum is reduced by 10 (**1d20**) until it next finishes a long rest. The ooze regains a number of hit points equal to this value. A creature whose hit point maximum is reduced to 0 dies.
19. The target must succeed on a **DC 21 Strength saving throw** or be engulfed by the ooze.
20. Roll twice more on this table.

* These spells don't require concentration. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**See Appendix B.

LEGENDARY ACTIONS

The ooze on can take 3 legendary actions, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

Attack. The ooze makes one pseudopod attack.

DODECAHEDRON

Huge ooze, unaligned

Armour Class 13 (natural armour)

Hit Points 200 (16d12 + 96)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	23 (+6)	2 (-4)	6 (-2)	2 (-4)

Saving Throws Dex +3, Con +10

Damage Resistances see Reactive Mutations

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Reactive Mutations. Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to four resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ooze uses Engulf and makes two pseudopod attacks.

Engulf. The ooze moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 17 Dexterity saving throw**.

On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes **13 (2d12)** acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes **26 (4d12)** acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 17 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

Pseudopod. Melee Weapon Attack: **+9** to hit, reach 10 ft., one target. **Hit:** **10 (3d6)** acid damage and the target suffers one of the following random effects (roll a d12):

1. The target takes **6 (1d12)** force damage.
2. The target takes **6 (1d12)** bludgeoning damage.
3. The target takes **6 (1d12)** piercing damage.
4. The target takes **6 (1d12)** slashing damage.
5. The target takes **6 (1d12)** fire damage.
6. The target takes **6 (1d12)** cold damage.
7. The target takes **6 (1d12)** lightning damage.
8. The target takes **6 (1d12)** thunder damage.
9. The target takes **6 (1d12)** necrotic damage.
10. The target takes **6 (1d12)** radiant damage.
11. The target takes **6 (1d12)** poison damage.
12. The target takes **6 (1d12)** psychic damage.

LEGENDARY ACTIONS

The ooze can take 2 legendary actions, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

Attack. The ooze makes one pseudopod attack.

DECAHEDROOZE

Large ooze, unaligned

Armour Class 13 (natural armour)

Hit Points 136 (13d10 + 65)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	21 (+5)	2 (-4)	6 (-2)	2 (-4)

Saving Throws Dex +3, Con +9

Damage Resistances see Reactive Mutations

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Reactive Mutations. Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to four resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ooze makes two pseudopod attacks. It can replace one attack with Engulf.

Engulf. The ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 16 Dexterity saving throw**.

On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 11 (**2d10**) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 22 (**4d10**) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 16 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

Pseudopod. *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 9 (**2d8**) acid damage and the target suffers one of the following random effects (roll a d10):

1. The target takes 5 (**1d10**) force damage.
2. The target takes 5 (**1d10**) bludgeoning damage.
3. The target takes 5 (**1d10**) piercing damage.
4. The target takes 5 (**1d10**) slashing damage.
5. The target takes 5 (**1d10**) cold damage.
6. The target takes 5 (**1d10**) fire damage.
7. The target takes 5 (**1d10**) lightning damage.
8. The target takes 5 (**1d10**) thunder damage.
9. The target takes 5 (**1d10**) necrotic damage.
10. The target takes 5 (**1d10**) radiant damage.

LEGENDARY ACTIONS

The ooze can take 2 legendary actions, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

Attack. The ooze makes one pseudopod attack.

OCTAHEDROOZE

Medium ooze, unaligned

Armour Class 12 (natural armour)

Hit Points 110 (13d8 + 52)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	19 (+4)	2 (-4)	6 (-2)	2 (-4)

Saving Throws Dex +1, Con +7

Damage Resistances see Reactive Mutations

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 6 (5,000 XP)

Proficiency Bonus +3

Reactive Mutations. Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to three resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ooze makes pseudopod two attacks. It can replace one attack with Engulf.

Engulf. The ooze moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 14 Dexterity saving throw**.

On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 9 (**2d8**) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 18 (**4d8**) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 14 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

Pseudopod. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 4 (**1d8**) acid damage and the target suffers one of the following random effects (roll a d8):

1. The target takes 4 (**1d8**) force damage.
2. The target takes 4 (**1d8**) bludgeoning damage.
3. The target takes 4 (**1d8**) piercing damage.
4. The target takes 4 (**1d8**) slashing damage.
5. The target takes 4 (**1d8**) cold damage.
6. The target takes 4 (**1d8**) fire damage.
7. The target takes 4 (**1d8**) lightning damage.
8. The target takes 4 (**1d8**) thunder damage.

LEGENDARY ACTIONS

The ooze can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

Attack. The ooze makes one attack with its pseudopod.

HEXAHEDROOZE

Small ooze, unaligned

Armour Class 12 (natural armour)

Hit Points 58 (9d6 + 27)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	17 (+3)	1 (-5)	6 (-2)	1 (-5)

Saving Throws Dex +0, Con +5

Damage Resistances see Reactive Mutations

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Reactive Mutations. Whenever the ooze takes damage, it gains **resistance** to that damage type immediately afterwards. The ooze can have up to two resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ooze makes two pseudopod attacks. It can replace one attack with Engulf.

Engulf. The ooze moves up to its speed. While doing so, it can enter Small or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 13 Dexterity saving throw**.

On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 7 (**2d6**) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 14 (**4d6**) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 13 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

Pseudopod. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 3 (**1d6**) acid damage and the target suffers one of the following random effects (roll a d6):

1. The target takes 3 (**1d6**) force damage.
2. The target takes 3 (**1d6**) bludgeoning damage.
3. The target takes 3 (**1d6**) piercing damage.
4. The target takes 3 (**1d6**) slashing damage.
5. The target takes 3 (**1d6**) cold damage.
6. The target takes 3 (**1d6**) fire damage.

LEGENDARY ACTIONS

The ooze can take 2 legendary actions, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

Attack. The ooze makes one pseudopod attack.

TETRAHEDROOZE

Tiny ooze, unaligned

Armour Class 11 (natural armour)

Hit Points 18 (4d4 + 8)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	15 (+2)	1 (-5)	6 (-2)	1 (-5)

Saving Throws Dex -1, Con +4

Damage Resistances see Reactive Mutations

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Reactive Mutations. Whenever the ooze takes damage, it gains **resistance** to that damage type immediately afterwards. The ooze can have up to two resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Engulf. The ooze moves up to its speed. While doing so, it can enter Tiny creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC12 Dexterity saving throw**.

On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 5 (**2d4**) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 10 (**4d4**) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC12 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

Pseudopod. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 3 (**1d6**) acid damage and the target suffers one of the following random effects (roll a d4):

1. The target takes 2 (**1d4**) force damage.
2. The target takes 2 (**1d4**) bludgeoning damage.
3. The target takes 2 (**1d4**) piercing damage.
4. The target takes 2 (**1d4**) slashing damage.

Other types of ooze (gelatinous add transparent).