



Ooze Options



OOZE OPTIONS

FOR THE SLIME-HEARTED

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RACES

In the following section, you'll find a brief description of the Slimeling, a humanoid ooze player race.

SLIMELING

"The dungeon's floors were spotless. That should have been our first clue."

—From the journal of Jaster Hollowquill, on his first exploration of Undermountain

On the rarest of occasions, from the deluge of mindless, burning, ravenous oozes, a spark of intelligence will coalesce, forming a sentient slime-like race called a "slimeling". These creatures, though often confused for their monstrous brethren, are generally quite curious and sensitive creatures, if a little difficult to read.

The appearance of slimelings are widely variable, depending on their ooze heritage. Most share a vaguely humanoid form, though rounded at the edges. With enough concentration, slimelings can shape their form into humanoid features, with the most veteran slimelings taking on features of those around them without even realizing. However, in moments of peace or distraction, many slimes drop their slender silhouette in favor of a more vague and featureless one.

Slimeling societies exist, but are extremely rare, as slimelings themselves are a veritable accident of nature. They are asexual, and reproduce by splitting forms into multiple smaller slimelings. As a result, slimelings retain some vague memory of past lives, often recognizing familiar faces but unable to place where they've met.

SLIME TRAITS

Your slimeling character is a semi-solid body of ooze with many gelatinous features.

Ability Score Increase. Your Constitution score increases by 2.

Age. As an amorphous creature made of acidic ooze, slimelings reach maturity within a year of being created and live for upwards of a hundred years.

Alignment. Like their monstrous kin, slimelings have no particular moral or chaotic leaning, sticking mostly to the neutral alignments.

Size. slimelings are widely variable in size, and they can gain and lose mass very rapidly depending on their diet. Most, however, are around five feet tall. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Acidic. You are resistant to acid damage. Additionally, armor you wear must be specially treated in order to touch your skin without corroding.

Amorphous. Your semi-solid body can squeeze through spaces fit for Small and Tiny creatures without suffering any penalties to Dexterity or movement.

Eyeless. As a largely homogenous creature without major sensory organs, your entire body is functionally an eye. You have blindsight in a 60 foot radius, beyond which you are blind. Additionally, you are immune to the blinded condition.

Ooze Nature. You do not require sleep, and gain the benefits of a long rest after four hours of light activity.

Languages. You can speak, read, and write Common and Abyssal. You are not a demon, but your heritage and intelligence is the result of the influence of Juiblex, the

demon lord of oozes, and so you inherit his tongue.

Subrace. Slimelings are divided into families based on their color and texture: black pudding, gelatinous cube, gray ooze, and ochre jelly.

BLACK PUDDING

You are descended from the black pudding ooze, which resembles a mound of sticky tar or black sludge. You are more corrosive than your kin, and your very body is a weapon. Most slimeling fighters, monks and paladins are of the black pudding heritage.

Ability Score Increase. Your Strength score increases by 1.

Natural Weapons. Your body is a natural weapon you are considered proficient in, and any attack made with an exposed part of your body is a Strength weapon that deals 4 (1d8) acid damage.

Corrode Metal. As a reaction, when a creature makes an attack against you from within 5 feet of you, you can splash them with a deluge of acid, reducing their Armor Class by 1. Once you use this feature, you can't use it again until you finish a short or long rest.

GELATINOUS CUBE

You are descended from the gelatinous cube ooze, the most infamous of its family. You have a light blue or white coloration, and your body is so translucent as to be invisible under certain circumstances.

Ability Score Increase. Your Wisdom score increases by 1.

Transparent. If you are not moving, it takes a DC 15 Wisdom (Perception) check to spot you. Otherwise, you appear to be an inanimate pile of clothing and equipment, or if you are wearing no clothing, you look like nothing at all.

Faceless. Your transparent form makes it even more difficult to read your body language than other slimelings. Other creatures have disadvantage on Wisdom (Insight) checks made to tell when you are telling the truth.

GREY OOZE

You are descended from the grey ooze, the most stealthy and insidious of the ooze family. Your coloration ranges from blue-grey to purple-black, and you have a smooth, almost clay-like texture. You are much more adept at shaping your form than other slimelings, with the most talented of your heritage retaining fully humanoid forms, indistinguishable from other races save for their solid grey coloration.

Ability Score Increase. Your Charisma score increases by 1.

Shapechanger. Your recognizable features are the result of conscious effort. As an action, you can change your appearance as if casting the *disguise self* spell, with the restriction that your coloration must be in shades of gray. This appearance is not illusory, and therefore cannot be dispelled or seen through.

OCHRE JELLY

You are descended from the ochre jelly ooze, a little known but deadly member of the ooze family. Your coloration ranges from a bright yellow to a deep brown or orange, and you are decidedly opaque. You are unusually sticky compared to other slimes, which grants you an additional mode of movement. Most slimeling rogues are of the ochre jelly heritage.

Ability Score Increase. Your Dexterity score increases by 1.

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

Sticky. You have advantage on checks made to grapple other creatures.

SUBCLASSES

In the following section, you'll find a brief description of four slime-themed subclasses.

CLERIC:

CORROSION DOMAIN

The gods of corrosion are rarely kind: they represent the slow unspooling of the world and its reduction to primordial stew. It is sometimes difficult to draw lessons from the teachings of gods of this domain, as their very nature seems accidental yet inevitable. But those who persist in trying to divine meaning from their work can learn the value of patience, and the power of slow and steady work—for even the mountains cannot stand up to the power of erosion and decay. Deities of this domain include Gelf Darkhearth, Urdlen, the dragon god Faluzure, Shar, as well as the demon lord Jubliex.

CORROSION DOMAIN FEATURES

| Cleric Level | Feature |
|--------------|------------------------------------|
| 1st | Bonus Cantrips, Acid Backlash |
| 2nd | Channel Divinity: Corrode Defenses |
| 6th | Melting Force |
| 8th | Divine Strike |
| 17th | Improved Corrosion |

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Corrosion Domain Spells table.

See the Divine Domain class feature for how domain spells work.

CORROSION DOMAIN SPELLS

| Cleric Level | Feature |
|--------------|--|
| 1st | <i>absorb elements, grease</i> |
| 3rd | <i>blindness/deafness, melf's acid arrow</i> |
| 5th | <i>hunger of hadar, protection from energy</i> |
| 7th | <i>elemental bane, vitriolic sphere</i> |
| 9th | <i>cloudkill, enervation</i> |

BONUS CANTRIPS

When you choose this domain at 1st level, you learn the *acid splash* and *primal savagery* cantrips if you don't already know them.

ACID BACKLASH

At 1st level, when you are hit by a creature within 5 feet of you, you can use your reaction to summon a splash of acid. The creature must make a Dexterity saving throw against your cleric spell save DC, taking 2d8 acid damage on a failed save or half as much on a successful one.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses on a long rest.

CHANNEL DIVINITY: CORRODE DEFENSES

Starting at 2nd level, as an action, you present your holy symbol and evoke the name of your deity. For 1 minute, any

creature you hit with a weapon attack suffers a -1 penalty to AC until the duration of this feature ends. A creature can only be affected by this feature once each time it is used.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses on a long rest.

MELTING FORCE

At 6th level, when you deal acid damage to a creature, you deal additional acid damage equal to your Wisdom modifier.

DIVINE STRIKE

At 8th level, once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 acid damage to the target. When you reach 14th level, the extra damage increases to 2d8.

IMPROVED CORROSION

At 17th level, the AC penalty imposed by your Corrode Defenses feature becomes -2, and its effects are permanent, rather than wearing off at the end of your Channel Divinity's duration.

PALADIN:

OATH OF HUNGER

The Oath of Hunger is a discipline adopted by many paladins dissuaded with their pious lives in other faiths. Such a paladin rejects sacrifice and casting off the material as a self-righteous farce, and indulges in the material with near-violent fervor.

At first glance, a paladin of this oath might resemble a barbarian or an outlaw, as they make no effort to limit their impulses, taking what they want when they want it. But there is a code of ethics even in chaos: a paladin of this oath interprets their wants as an extension of the wants of their deity, and therefore denying those wants is tantamount to blasphemy.

These paladins often serve chaotic gods, particularly evil ones, as these gods are the least likely to demand what they perceive as meaningless restrictions and behaviours of them. Common deities of this oath include evil gods like Asmodeus, Mask, and Tiamat, but also good gods such as Lliira, the goddess of freedoms and liberties.

TENANTS OF HUNGER

A paladin who swears the Oath of Hunger takes no physical steps to assert their loyalty, believing that their behavior speaks loud enough on its own.

Consume Passionately. Eat and drink as if your gut is bottomless. Food and drink is a gift from the world, and wasting it is an insult not only to the ground it comes from, but to the universe that provided it to you above all others.

Maintain Decadence. There is no sin in the accumulation of the material. Covering yourself in symbols and treasures of your journeys and conquests is an altar to your own divinity.

Take What is Yours. It is the natural order of the world for the hungry to consume their prey. If someone has something you want, and you are strong enough to take it, it belongs to you. It is merely waiting for you to come and claim it as yours.

OATH OF HUNGER FEATURES

| Paladin Level | Feature |
|---------------|---------------------|
| 3rd | Channel Divinity |
| 7th | Aura of Hunger |
| 15th | Decadent Form |
| 20th | Idol of Consumption |

OATH SPELLS

You gain oath spells at the paladin levels listed.

| Paladin Level | Feature |
|---------------|--|
| 3rd | <i>inflict wounds, ray of sickness</i> |
| 5th | <i>melf's acid arrow, ray of enfeeblement</i> |
| 9th | <i>hunger of hadar, vampiric touch</i> |
| 13th | <i>evard's black tentacles, vitriolic sphere</i> |
| 17th | <i>contagion, enervation</i> |

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Predator Strike. You can use your Channel Divinity to impose the dread of your hunger onto other creatures. When you hit a creature with a weapon attack, you can also use your Channel Divinity to force the creature to make a Wisdom saving throw against your paladin spell save DC. On a failed save, the target becomes frightened for 1 minute. A creature frightened in this

way perceives all other creatures as hungry predators and itself as their natural prey. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Edge of Starvation. You can use your Channel Divinity to enhance your allies' strikes with the desperate violence of hunger. As a reaction when a friendly creature within 30 feet of you misses a weapon attack, you can use your Channel Divinity to let them repeat their attack against the same target. If the attack hits, it deals additional damage equal to your Wisdom modifier.

AURA OF HUNGER

Starting at 7th level, your hunger absorbs the essence of those around you. When a creature dies within 10 feet of you, you regain hit points equal to your Wisdom modifier.

DECADENT FORM

At 15th level, you no longer need to eat or drink. When you eat, it is for pleasure and indulgence.

IDOL OF CONSUMPTION

At 20th level, using your action, you undergo a transformation, becoming an idol of hunger and consumption. For 10 minutes, you gain the following benefits:

- When you deal damage to a creature with a weapon attack, you regain hit points equal to your Wisdom modifier.
- You exude dread. When a creature starts its turn within 30 feet of you, it must make a Wisdom saving throw against your paladin spell save DC. On a failed save, a creature becomes

frightened as if struck by your Predator Strike feature.

Once you use this feature, you can't use it again until you finish a long rest.

SORCERER: SLIME SOUL

Your power comes from a connection to the acidic primordial soup that predates the known world. Such a connection might come about in all sorts of ways. You might have received the blessing of Juiblex, the demon lord of oozes, or some unknowable semi-solid being from the Far Realms. You might be descended from an oblex, an ooze who has possessed a human form and passed on its genetic code. You might have fallen into a sludge of powerful magical essences, leftover from the creation of the Material Plane. Regardless of the reason, a burning, bubbling acid runs in your blood.

You are something of an anomaly among sorcerers. Unlike other sorcerers, most creatures that share your source of power are barely sentient, with no real ambitions or innovations. Everyone knows the devastation a dragon might wreak, or the flames that linger behind a phoenix—but nobody is quite sure what would happen if a powerful ooze turned and razed the world.

Your body reflects your source of power in little ways. You are a little sweatier than most members of your race, and even in the driest climes you seem to have a thin coat of moisture clinging to you. Similarly, you have a mighty hunger, and you've never found a food that disagrees with your stomach (though some produce rather nasty acid reflux). Some of the most adventurous of your kin have even taken to eating mundane objects, such as stones and metal

pieces of armor and weaponry, with varying degrees of success.

SLIME SOUL FEATURES

| Sorcerer Level | Feature |
|----------------|-------------------------|
| 1st | Slime Skin, Acidic Aura |
| 6th | Oozing Form |
| 14th | Acid Burn |
| 18th | Primordial |

SLIME SKIN

At 1st level, you gain a climbing speed equal to your walking speed, and you have advantage on checks made to grapple or hold creatures, items, and weapons.

ACIDIC AURA

Beginning at 1st level, you learn to reduce your surroundings to primordial bubbling acid. As an action, choose a point you can see. A 15-foot radius pool of acid forms centered on that point, lingering for 1 minute.

Creatures moving through this pool of acid have their movement speed halved. Also, if ends their turn in the pool, they take acid damage equal to your sorcerer level. Once you use this feature, you can't use it again until you finish a long rest.

At 10th level, the radius of this pool increases to 30 feet.

OOZING FORM

At 6th level, you gain resistance to acid damage. In addition, whenever you cast a spell of 1st-level or higher that deals acid damage to a creature, acid bubbles up around you. Any creature within 5 feet of

you must make a Dexterity saving throw against your sorcerer spell save DC, and on a failed save takes acid damage equal to half your sorcerer level.

ACID BURN

At 14th level, when you take damage from a melee weapon attack, you can use your reaction to deal acid damage to the attacker equal to half your sorcerer level.

PRIMORDIAL

At 18th level, you gain immunity to acid damage. In addition, you can use an action to become semi-solid. In this form, you are immune to slashing damage, and you can pass over other creatures and objects as if they were difficult terrain. If you end your turn in the space of another object, you have disadvantage on Dexterity saving throws until the beginning of your next turn.

WARLOCK PATRON: THE FACELESS LORD

You have made a pact with Juiblex, the Faceless Lord. Unlike other warlocks, your pact is not bogged down with concessions and long streaks of grueling servitude and intrigue: Juiblex is a simple creature, content with destruction and ruin for its own sake. So long as you spread chaos and leave a place in worse shape than you found it, you are favored in the many blinking red eyes of Juiblex.

That said, it is not often that Juiblex takes on warlocks, as his need for intervention in the Material Plane is paltry. Those who forge contracts with him are often mad creatures who wander into the deeper

confines of the Underdark, and they make pacts in exchange for the paths that might take them home. Only some of these creatures live to serve in the Faceless Lord's name, as he promises nothing and delivers less.

There is only one thing all warlocks of the Faceless Lord have in common: a ceaseless hunger that renders them wild and merciless, even in the presence of each other.

FACELESS LORD FEATURES

| Warlock Level | Feature |
|---------------|-----------------------------------|
| 1st | Bonus Cantrips, Sight Beyond Eyes |
| 6th | Formless Evasion |
| 10th | Acid Ward |
| 14th | Primal Reduction |

EXPANDED SPELL LIST

The Faceless Lord lets you choose from an expanded list of spells when you learn a warlock spell. The following are added to the warlock spell list for you.

FACELESS LORD

EXPANDED SPELL LIST

| Spell Level | Spells |
|-------------|--|
| 1st | <i>grease, ray of sickness</i> |
| 2nd | <i>blindness/deafness, melf's acid arrow</i> |
| 3rd | <i>feign death, slow</i> |
| 4th | <i>evard's black tentacles, vitriolic</i> |

| | |
|-----|-----------------------------|
| | <i>sphere</i> |
| 5th | <i>cloudkill, contagion</i> |

BONUS CANTRIPS

When you choose this patron at 1st level, you learn the *acid splash* and *primal savagery* cantrips, if you don't already know them.

SIGHT BEYOND EYES

At 1st level, you gain blindsight to a distance of 60 feet.

FORMLESS EVASION

Beginning at 6th level, you can loosen the bonds of your form. As a reaction, when hit with a melee weapon attack, you can turn a portion of your body to slime, reducing the damage by an amount equal to half your warlock level.

ACID WARD

At 10th level, you gain resistance to acid damage, and when you cast a spell that deals acid damage, you can add your Charisma modifier once to the damage of that spell.

PRIMAL REDUCTION

At 14th level, you have mastered the art of loosening the bonds of the solid form. You can cast the *disintegrate* spell once without expending a spell slot or material components. If a creature or object is reduced to zero hit points by this spell, rather than turn to dust, they are reduced to a pool of acid the size of the space their size category occupies. This pool lasts for 1 minute, and any mundane object that falls into it is destroyed, as if also targeted by the *disintegrate* spell. If a creature starts or

ends its turn in this pool, it takes acid damage equal to half your warlock level.

Once you use this feature, you can't use it again until you finish a long rest.

ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the options in the *Player's Handbook*.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

AMORPHOUSNESS

Prerequisite: Faceless Lord patron

You are gifted with amorphousness. As an action, you can become amorphous. While amorphous, you can move through any space as small as 1 inch wide without squeezing.

CLOAK OF VITRIOL

Prerequisite: Faceless Lord patron

As a bonus action, you can summon a thick layer of burning acid just above your skin. While this layer is active, when a creature hits you with a melee weapon attack, they take acid damage equal to your Charisma modifier, as the acid splashes back on them. You can dismiss this layer of acid with another bonus action.

CURSE OF JUBLEX

Prerequisite: Faceless Lord patron, eldritch blast cantrip

Your *eldritch blast* cantrip is empowered by the corrosive form of Jublex. When you score a critical hit with this cantrip, the target's Armor Class is permanently

reduced by 1, as a blast of acid eats through its defenses.

OOZING SPEAR

Prerequisite: Faceless Lord patron, Pact of the Blade feature

You create a rancid green spear that oozes with vitriolic slime using your Pact of the Blade feature. When you hit a creature with it, you can expend a spell slot to deal an additional 2d6 acid damage to the target per spell level. The creature must also make a Constitution saving throw against your spell save DC. On a failed save, it takes an additional 2d6 acid damage at the beginning of its next turn.

MONSTERS

In the following section, you'll find a handful of oozes and ooze-like creatures to populate your campaign.

BLOODWALKER

In the unfortunate event that another creature should consume a slime, there's a chance that slime will coagulate inside that creature's blood, killing it and assuming control of its body. Such a creature is called a **bloodwalker**—an ooze in a corporeal shell, taking on the abilities of its host. The stat block below describes an average humanoid bloodwalker.

Most bloodwalkers have no more direction or intelligence than a regular ooze, meaning they spend most of their time ambling about, finding new places to waste and consume.

BLOODWALKER

Medium humanoid (ooze), unaligned

Armor Class 12

Hit Points 93 (11d8 + 44)

Speed 30 ft., climb 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|------------|------------|------------|-----------|-----------|-----------|
| 16 (+3) | 15 (+2) | 19 (+4) | 1 (-5) | 6 (-2) | 1 (-5) |

Damage Resistances acid

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

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

Languages —

Challenge 5 (1,800 XP)

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

check.

Corporeal Shell. The bloodwalker is a slime controlling a humanoid body. If it is reduced to zero hit points by anything but fire or radiant damage, the slime escapes the body, attempting to find a new shell in the form of a corpse, or lacking that tries to escape from the battle altogether. The DM chooses an appropriate stat block for the slime, which is an ooze reduced to a tenth of its total hit points.

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage.

Acid Surge. The bloodwalker targets one creature it can see within 30 feet and expels a deluge of acid from its mouth. That creature must make a DC 16 Dexterity saving throw, taking 20 (5d8) acid damage on a failed save, or half as much on a successful one.

DRACOBLEX

Once in a blue moon, when a weakened dragon takes refuge in a system of unfamiliar caves or the dungeon of a slain competitor, it might happen upon an oblex without knowing. In such a case, an adult or ancient dragon can shake off its influence with relative ease—but a young dragon might find itself overwhelmed by the oblex's psychic assault. Over the course of weeks, the ooze soaks into the dragon's body, irreversibly changing its form into a massive, draconic slime with the most fearsome features of both race—a **dracoblex**.

Unlike other oozes, dracoblex retain the ambition and sharp intellect of their draconic mind, making them one of the few members of the ooze family to form plans and manipulate other creatures.

DRACOBLEX

Large dragon (ooze), neutral

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40ft., fly 60ft., climb 40ft.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|------|------|
| 19 | 14 | 19 | 15 | 11 | 8 |
| (+4) | (+2) | (+4) | (+2) | (+0) | (-1) |

Saving Throws Str +7, Con +7, Wis +3

Skills Perception +3, Stealth +5

Damage Immunities acid

Senses blindsight 60ft. (blind beyond this radius), passive perception 13

Languages Draconic

Challenge 7 (2,900 XP)

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

ACTIONS

Multiattack. The dracoblex makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Ooze Breath (Recharge 5-6). The dracoblex lets loose a flood of dormant ooze, with burns and boils in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 30 (6d8) acid damage on a failed save, or half as much damage on a successful one.

This ooze lingers for 1 minute. If a creature starts or ends its turn in the ooze, it takes 15 (3d8) acid damage.

MIMIC SLIME

A **mimic slime** is an ooze that has adapted, much like the traditional mimic, to trick adventurers into touching its acidic form. As oozes bear no particular intelligence, it is questioned by arcanists how they learned to adopt such complex forms, and some suggest they absorbed the information by proximity to mimics in moist, cavernous environments. The most common forms of the mimic slime are chests and boxes, though in rare cases they have taken on the form of a curled, decaying corpse (an illusion furthered by their unpleasant meaty smell). A mimic slime is slightly less subtle than a regular mimic, as its polymorphed form is still wet and sticky, as if covered in a thin layer of slime.

MIMIC SLIME

Medium ooze (shapechanger), unaligned

Armor Class 8

Hit Points 84 (8d10 + 40)

Speed 10ft., climb 10ft.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|------|------|
| 16 | 10 | 20 | 5 | 6 | 1 |
| (+3) | (+0) | (+5) | (-3) | (-2) | (-5) |

Skills Stealth +4

Damage Resistances acid

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

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

Languages —

Challenge 2 (450 XP)

Shapechanger. The mimic slime can use its action to polymorph into an object or back into its true semi-solid ooze form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

False Appearance (Object Form Only). While the mimic slime remains motionless, it is indistinguishable from an ordinary object.

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature. *Hit:* 10 (3d6) acid damage.

SALTPETER JELLY

A **saltpeter jelly** is a relative of the gray ooze. Like its cousin, it is the result of mineral and stone turning liquid, and moves like a liquid snake. However, saltpeter jellies are largely composed of saltpeter, a prominent component in fireworks and gunpowder. As a result, saltpeter jellies are violently explosive.

SALTPETER JELLY

Medium ooze, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 10ft., climb 10ft.

| STR | DEX | CON | INT | WIS | CHA |
|------------|-----------|------------|-----------|-----------|-----------|
| 14 (+2) | 6 (-2) | 16 (+3) | 1 (-5) | 6 (-2) | 1 (-5) |

Skills Stealth +2

Damage Resistances acid, cold

Damage Vulnerabilities fire, lightning

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

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

Languages —

Challenge ½ (100 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

Explosive. When the jelly takes fire damage, creatures within 10 feet of it must make a DC 14 Dexterity saving throw, taking 20 (4d8) fire damage on a failed save, and half as much on a successful one.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 7 (2d6) acid damage.

SLIMEHOUND

A **slimehound** is a combination of the tenacity and violence of a hyena or wolf and the corrosive bite of an ooze. The origins of the slimehound are rather mysterious: as oozes are not particularly ambitious creatures, most scholars agree that slimehounds must have been the result of an arcane experiment—perhaps attempting to imbue oozes with a more productive attitude. A second school of thought says that slimehounds are the pet project of Juiblex, the Faceless Lord, who required a subject with more mobility to suit its ambling needs. In any case, they are a dangerous and potentially taxing enemy to face in packs, as they retain the corrosive elements of their ooze cousins.

SLIMEHOUND

Medium ooze, unaligned

Armor Class 12

Hit Points 45 (6d8 + 18)

Speed 30ft., climb 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|------|------|
| 13 | 15 | 16 | 8 | 6 | 1 |
| (+1) | (+2) | (+3) | (-1) | (-2) | (-5) |

Skills Perception +1, Stealth +5

Senses blindsight 60ft. (blind beyond this radius), passive perception 11

Languages —

Challenge 1 (200 XP)

Pack Tactics. The slimehound has advantage on an attack roll against a creature if at least one of the slimehound's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 2) piercing damage plus 4 (1d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

WINTER PUDDING

A **winter pudding** is an ooze with an opaque white coloration that glimmers under the sunlight. It is the result of oozes adapting to extremely cold conditions, and when they aren't in motion, they resemble piles of snow, making them dangerous even in broad daylight.

WINTER PUDDING

Large ooze, unaligned

Armor Class 6

Hit Points 76 (8d10 + 32)

Speed 15ft.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|------|------|
| 16 | 3 | 18 | 1 | 6 | 2 |
| (+3) | (-4) | (+4) | (-5) | (-2) | (-4) |

Skills Stealth +2

Damage Resistances acid, cold

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

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

Languages —

Challenge 2 (450 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the ooze remains motionless, it is indistinguishable from a pile of snow or a patch of ice.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 10 (3d6) cold damage. Additionally, the target must make a DC 14 Constitution saving throw, and on a failed save has its movement speed halved for 1 minute.

MAGIC ITEMS

In the following section, you will find a variety of slime-themed magic items, drawing on the natural features of oozes.

LIST OF MAGIC ITEMS

Boots of Sticking
 Mask of Juiblex
 Preserving Jelly
 Ring of Oozeform
 Seething Weapon
 Sticking Gloves
 Wand of Sludge

ITEM DESCRIPTIONS

BOOTS OF STICKING

Wondrous item, common

This pair of boots is unusually light, and makes unsettling slurping noises as you step. While wearing this boots, you have a climbing speed equal to your movement speed.

MASK OF JUIBLEX

Mask, very rare (requires attunement)

This leathery mask has three misshapen eyes scattered about its face, and leaks faintly of a strange green fluid. While attuned to this mask, you gain the following benefits:

- You have resistance to acid damage.
- You have blindsight to a distance of 60 feet.
- You can climb on difficult surfaces, including upside down on ceilings, without needing to make an ability check.

A creature wearing this mask constantly sweats the same sticky green fluid as the mask, and smells faintly of rotting meat.

PRESERVING JELLY

Wondrous item, uncommon

This jar of translucent green jelly is vaguely minty, and burns your nostrils to smell. When an item is placed inside the jelly, it ceases to age or decay, and remains in a state of suspended animation until it is removed. Paper items cannot be preserved in this way without becoming illegible,

unless protected by some kind of container or leather skin.

RING OF OOZEFORM

Ring, uncommon

This obsidian ring has a small spherical emerald set in its face. While wearing this ring, you can become semi-solid as an action. While semi-solid, you do not suffer a penalty to Dexterity or movement speed when squeezing through spaces one size category smaller than you. Additionally, you may squeeze through a space two size categories smaller than you, though you suffer disadvantage as normal when doing so.

SEETHING WEAPON

Weapon (any metal weapon), uncommon

This weapon is an oxidized steel with a swirling grey pattern, which shifts and oozes when angled or swung. You have a +1 bonus to attack rolls and damage rolls made with this weapon.

When making a weapon attack with this weapon, you can use a bonus action to cause it to seethe with burning acid, dealing an additional 4 (1d8) acid damage on a hit.

STICKING GLOVES

Wondrous item, rare (requires attunement)

These gloves resemble leather, with a thin shiny veneer of a mysterious substance. While wearing these gloves, you have advantage on rolls made to grapple or hold creatures, items, or weapons.

WAND OF SLUDGE

Wand, uncommon

This olivewood wand has 1d4 charges. As an action, you can expend a charge to point the wand at a spot within 60 feet of you and create a 10-foot radius of sticky sludge that lasts for 10 minutes. A creature moving through this sludge has its movement speed halved, and has disadvantage on Dexterity saving throws. The wand regains 1d4 – 1 charges at dawn.