

# DIVINE DOMAINS

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

## SLIME DOMAIN

The god that you worship is bizarre, and forgotten to almost all in the realms of men. Gods of Slime are often nameless, churning deities of filth, possessing no temples and few if any worshippers. It is, therefore, a mystery wherefore their immense power originates. Scholars of divinity speculate that, perhaps, the Slime Domain naturally occurs as a result of other gods' waste. Or perhaps, oozes themselves, in spite of being unintelligent in every conceivable sense, still possess the capability to worship at some level, and therefore empower these nameless gods.

### SLIME DOMAIN SPELLS

Cleric Level	Spells
1st	<i>grease, ray of sickness</i>
3rd	<i>acid arrow, enlarge/reduce</i>
5th	<i>meld into stone, stinking cloud</i>
7th	<i>blight, freedom of movement</i>
9th	<i>cloudkill, contagion</i>

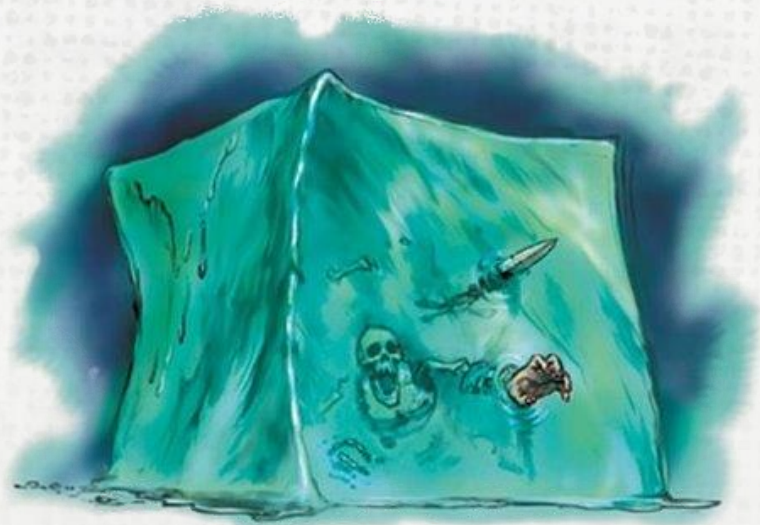
### BONUS CANTRIPS

At 1st level, you learn the *acid splash* and *poison spray* cantrips, which count as cleric cantrips for you.

### CORROSIVE TOUCH

Starting at 1st level, you have resistance to acid and poison damage.

Additionally, when you cast a spell which deals acid damage to a target, it takes an additional 1d4 acid damage. If the target carries or wears either metal armor or a metal



shield, it must make a Dexterity saving throw. On a failed save, one metal armor or shield of your choice takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

This acid damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

### CHANNEL DIVINITY: REBUKE OOZE

At 2nd level, as an action, you can attempt to command an ooze you can see within 30 feet of you. This ooze must make a Wisdom saving throw or obey your commands for the next 24 hours, or until you use this Channel Divinity option again. An ooze whose challenge rating is equal to or greater than your level is immune to this effect.

While an ooze is under your command, you can use a bonus action on each of your turns to mentally command it if it is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn. If given no command, the ooze does not act.

### SECRETE SLIME

At 6th level, you can secrete slime from your skin and orifices as an action. For the next minute, you have advantage on checks against being grappled and, when a creature within your reach hits you with a melee attack, you can use your reaction to deal 3d6 acid damage to it.

### DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with toxicity. 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.

## SUMMON CUBE

Starting at 17th level, you can use your action to summon a gelatinous cube to envelop your enemies. Choose a space you can see within 120 feet for the cube to appear. If you summon the cube into a creature's space, the creature is subject to the cube's Engulf and has disadvantage on the saving throw. You can command the cube as with your Rebuke Ooze feature.

The cube's maximum hit points are increased by twice your level, and, if cube calls for a saving throw, it uses your spell save DC instead.

The cube vanishes if it is reduced to 0 hit points, or after one hour. After using this ability to summon an ooze, you can't do so again until you finish a long rest.

## SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: an eldritch bloodline and the influence of wild magic.

## OOZEMASTER

Your innate magic stems from a long family line of Ooze blood. For generations, the taint of Ooze blood has run in

your family, infecting some at birth and sparing others, stemming from a well-documented but shadowy ancestor. It's unclear what horrific experiment infused a monstrous ooze or slime into his body so long ago, but some of his scattered descendants are born to this day with a personal, innate magic and bizarre physical characteristics.

### OOZY TOUCH

Starting when you choose this origin at 1st level, you can excrete slime with a touch. As an action, you can make a touch range spell attack at a creature within 5 feet of you. On a hit, the creature takes 1d6 acid damage. You can expend 1 sorcery point make this touch rust metal, or rot wood, up to a maximum of 10 cubic feet of material. You have advantage on Strength checks to break rusted metal or rotten wood. This ability's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

### INDISCERNIBLE ANATOMY

At 1st level, your placement and composition of your internal organs is bizarre. You take no additional damage from critical hits.

### MALLEABILITY

At 6th level, your body becomes more fluid. You can shift your features around and make yourself look differently while you maintain concentration on the change. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the physical change is up to you.

Additionally, you can expend 2 sorcery points to compress your body enough to squeeze through an inch-wide crack. You cannot expand inside a space that offers any resistance, such as an occupied suit of armor.

### GOOPY BLOOD

By 14th level, your blood flows like a thick soup rather than a normal liquid. As a reaction expending up to 5 sorcery points when you are attacked, you can reduce the damage dealt by 3 times the number of sorcery points expended, up to a maximum of the damage dealt.

### ONE WITH THE OOZE

At 18th level, your transformation into an ooze is complete. You can *shapechange*, as per the spell, into any ooze without expending a spell slot. After you use this ability, you cannot use it again until you complete a short or long rest.



# OOZEMASTER'S APPRENTICE

The stat blocks below aim to offer you a wider variety of oozes to throw at your players, especially for higher challenge ratings. One thing that many of these have in common is that they get more dangerous the longer a fight goes on, engulfing, draining and inflicting status effects of the PCs while slowly wearing them down. These kinds of effects ratchet up the tension and encourage players to feel more of what their characters are feeling.

## OOZES

Oozes defy the conventions of other living things. Even without organs, skin, senses, or any discernible anatomy, oozes thrive where other creatures would starve by having a simple, yet effective survival strategy: envelop and digest anything within reach.

**Simple Predators.** Much like molds and fungi, oozes thrive in dark, moist spaces. They prowl around in the dark, earless and eyeless, relying on vibration alone to seek out movement and possible prey. Oozes are mindless, acting on rudimentary instinct to find and consume.

In a fiendishly clever adaptation, oozes require no special method to digest eat or digest; they simply envelop organic material into their bodies and slowly dissolve it. The entire ooze is digestive – a mass of acidic slime that can break down any organic thing into its component parts, given enough time. Different oozes can digest different materials, but all oozes can liquefy an adventurer.

**Adventuring Hazards.** Oozes unwittingly participate in the defense of dozens of ancient tombs. Veteran adventurers warn that tidy paths in decrepit tombs shouldn't be trusted. If a place seems too clean, it might be swept routinely by a patrolling ooze.

Moreover, a hapless ooze might compound the deadliness of an already hazardous trap. A routine pit fall is made downright lethal when a black pudding has already fallen down its bottom.

Fortunately for adventurers, the slow death an ooze provides affords greater opportunity for rescue. It's far easier to pull someone from the belly of an ooze than it is to pull them from the belly of a dragon, after all.

**Ooze Nature.** An ooze doesn't require sleep.

## ARCANE OOZE

The crackling, green protoplasm of an **arcane ooze** spells terror for magic users. The arcane ooze seeks out and devours arcane energy, ignoring any other targets that might be in the area. Some wizards fear that one day, arcane oozes will consume all the magic in the world, ending wizardry forever.

If that were to happen, however, some would claim that it was a self-inflicted demise. There is no proof, but widespread conjecture suggest that the first arcane oozes were created by a group of wizards deliberately, as a weapon to be deployed against a rival group. If so, they definitely got more than what they bargained for.

### ARCANE OOZE

*Huge ooze, unaligned*

**Armor Class** 5

**Hit Points** 217 (15d12 + 120)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	1 (-5)	26 (+8)	1 (-5)	1 (-5)	1 (-5)

**Damage Immunities** cold, fire, force, lighting

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

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 5

**Languages** –

**Challenge** 6 (2,300 XP)

**Magic Resistance.** The ooze has advantage on saving throws against spells and other magical effects.

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

#### ACTIONS

**Constrict.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage, and a Large or smaller target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the ooze can't constrict another target.

**Dissolve.** One creature grappled by the ooze takes make a DC 19 Constitution saving throw, taking 18 (4d8) acid damage, or half as much on a successful one.

**Spell Siphon (Recharge 6).** The ooze makes one dissolve attack against a Large or smaller target it is grappling. If the attack hits and the target is a spellcaster, the target loses its highest level unused spell slot and the ooze regains hit points equal to 5 times the slot level.

## CHILLING FOG

*Large ooze, unaligned*

**Armor Class** 11

**Hit Points** 90 (12d10 + 24)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	1 (-5)	12 (+1)	15 (+2)

**Damage Resistances** bludgeoning, piercing, slashing

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

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

**Languages** –

**Challenge** 7 (2,900 XP)

**Magic Resistance.** The ooze has advantage on saving throws against spells and other magical effects.

**Ooze Cloud.** The chilling fog takes up its entire space, which is heavily obscured. Other creatures can enter the space, but a creature that does so is subjected to the chilling fog's Engulf and has disadvantage on the saving throw.

Creatures inside the chilling fog cannot be seen due to the fog's obscuring effect.

A creature within 5 feet of the chilling fog can take an action to pull a creature or object out of the ooze. Any creature making such an attempt takes 14 (4d6) cold damage.

The chilling fog can move through any object that allows air to pass through it, though it moves through passages with a diameter smaller than one inch as if it were difficult terrain.

**Slow Fall.** The chilling fog is immune to falling damage. If it is above ground level, it sinks gently at a rate of 60 feet per round.

**Innate Spellcasting.** The chilling fog's innate spellcasting ability is Constitution (spell save DC 13). It can innately cast the following spells, requiring only no material components:

At will: *fog cloud*, *ray of frost*

3/day: *cone of cold*

### ACTIONS

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

On a successful save, the creature can choose to dodge 5 feet back or to the side of the chilling fog. A creature that chooses not to dodge suffers the consequences of a failed saving throw.

On a failed save, the chilling fog enters the creature's space, and the creature takes 27 (6d8) cold damage and is engulfed. The engulfed creature must make a DC 13 Constitution save or be paralyzed until it leaves the chilling fog's square, and takes 36 (8d8) cold damage at the start of each of the fog's turns.

If the chilling fog leaves a creature's square on the same turn it enters, they may only make an opportunity attack against it if they opted not to make a save against being engulfed in the first place. The chilling fog may not attempt to engulf the same creature twice in one turn.

## CHILLING FOG

A **chilling fog** is an unusual species of ooze that arises spontaneously on a battlefield the day after a great battle has been fought. Specifically, the chilling fog is a living manifestation of the residual energies left by spellcasters using the fog cloud and cone of cold spells, fused with the life force of hundreds of dying soldiers.

## FIRE FLAN

These bright orange **fire flans**, roughly the size of a dwarf, make their homes in the hottest of places: deserts, volcanoes and the Elemental Plane of Fire. They swarm any creature foolish enough to approach them and can be terrifying foes, but can be defeated by icy magic, which rapidly saps their strength.

## FIRE FLAN

*Medium ooze, unaligned*

**Armor Class** 8

**Hit Points** 30 (4d8 + 12)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	17 (+3)	1 (-5)	1 (-5)	9 (-1)

**Damage Immunity** fire

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Vulnerability** cold

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

**Senses** passive Perception 5

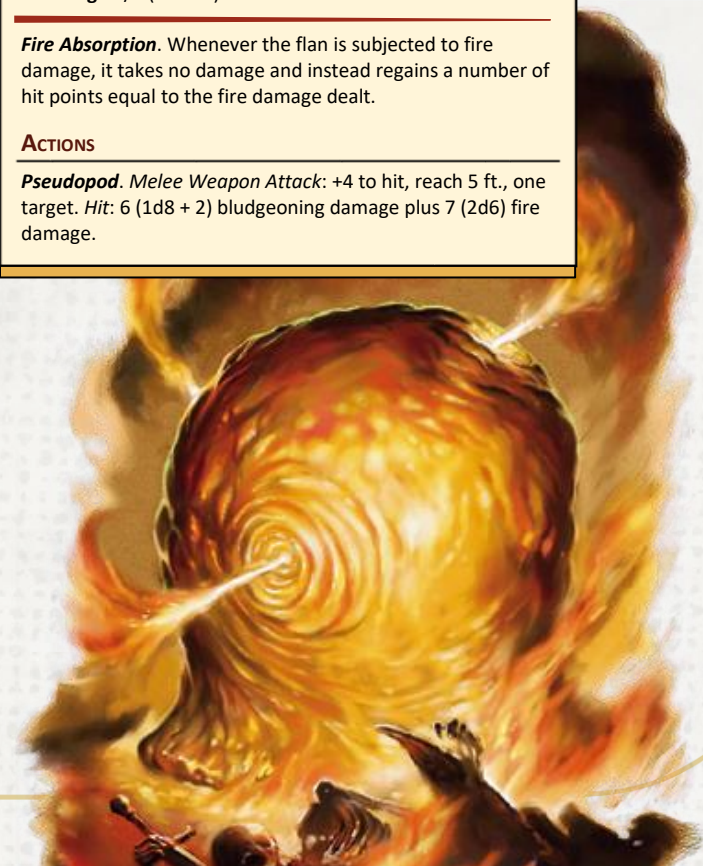
**Languages** –

**Challenge** 1/2 (100 XP)

**Fire Absorption.** Whenever the flan is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 7 (2d6) fire damage.



## GLITTERFIRE

*Medium ooze, unaligned*

**Armor Class** 10

**Hit Points** 65 (10d8 + 20)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	1 (-5)	10 (+0)	13 (+1)

**Damage Resistances** bludgeoning, piercing, slashing

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

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** –

**Challenge** 6 (2,300 XP)

**Magic Resistance.** The glitterfire has advantage on saving throws against spells and other magical effects.

**Ooze Cloud.** The glitterfire takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the glitterfire's Engulf and has disadvantage on the saving throw.

Creatures inside the glitterfire can be seen but have half cover. They cannot benefit from invisibility or take the Hide action while inside the glitterfire.

A creature within 5 feet of the glitterfire can take an action to pull a creature or object out of the ooze. Any creature making such an attempt takes 10 (3d6) fire damage.

The glitterfire can move through any object that allows air to pass through it, though it moves through passages with a diameter smaller than one inch as if it were difficult terrain.

**Slow Fall.** The glitterfire is immune to falling damage. If it is above ground level, it sinks gently at a rate of 60 feet per round.

**Innate Spellcasting.** The glitterfire's innate spellcasting ability is Constitution (spell save DC 13). It can innately cast the following spells, requiring only no material components:

At will: *faerie fire*, *firebolt*

3/day each: *fireball*, *glitterdust*

### ACTIONS

**Engulf.** The glitterfire moves up to half its speed. While doing so, it can enter a medium or smaller creature's space. Whenever the glitterfire enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

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

On a failed save, the glitterfire enters the creature's space, and the creature takes 21 (6d6) fire damage and is engulfed. The engulfed creature must make a DC 13 Constitution save or be blinded until it leaves the glitterfire's square, and takes 28 (8d6) fire damage at the start of each of the glitterfire's turns.

If the glitterfire leaves a creature's square on the same turn it enters, they may only make an opportunity attack

## GLITTERFIRE

Like the chilling fog, **glitterfires** appear on old battlefields.

These stormy clouds of smoke and lights are created where warring mages have cast the spells glitterdust, faerie fire and fireball to illuminate and destroy their targets. The glitterfire drifts aimlessly, a mindless echo of humanoid's destructive will.

## LIMON BRÛLÉE

The disturbingly delicious **limon brûlée**, or burnt slime, has the appearance and texture of custard and is unique among oozes in that it is not usually a predator, but a prey. When forced to defend itself, it extends goopy pseudopods and flails wildly, or gathers into a pack in the hopes that the predators will eat only a few slimes and leave the others in peace.

## LIMON BRÛLÉE

*Medium ooze, unaligned*

**Armor Class** 7

**Hit Points** 11 (2d8 + 2)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	5 (-3)	13 (+1)	1 (-5)	1 (-5)	6 (-2)

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

**Senses** passive Perception 5

**Languages** –

**Challenge** 1/8 (25 XP)

**Delicious.** If a creature kills the limon brûlée with a melee attack, it must succeed on a DC 11 Wisdom saving throw or spend its next turn ravenously eating the ooze. While eating, the creature can't move or take actions, bonus actions, or reactions.

**Sweet Scent.** Any creature that attempts a Wisdom (Perception) check using their sense of smell while within 300 feet of the limon brûlée automatically detects its presence, but the DC to detect anything else is increased by 5.

### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

## MUSTARD JELLY

The noxious **mustard jelly** is less common than its yellow cousin, the ochre jelly, but the two are found in the same general environments. Encountering both species at once is an adventurer's worst nightmare, as one is immune to swords and axes - and the other spears and arrows.

Working in tandem, the quicker mustard jellies attack first, slowing interlopers and fixing them in place, while the

## MUSTARD JELLY

Large ooze, unaligned

Armor Class 7

Hit Points 33 (6d10)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	10 (+0)	1 (-5)	9 (-1)	9 (-1)

**Damage Immunities** lightning, piercing

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

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 9

**Languages** –

**Challenge** 1 (200 XP)

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

### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 9 (2d8) acid damage. In addition, the target must succeed on a DC 12 Constitution saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## THUNDER FLAN

Small ooze, unaligned

Armor Class 8

Hit Points 22 (4d6 + 8)

Speed 20 ft.

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

**Damage Immunity** lightning

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

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

**Senses** passive Perception 5

**Languages** –

**Challenge** 1/4 (50 XP)

**Lightning Absorption.** Whenever the flan is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

### ACTIONS

**Jolt.** *Ranged Magic Attack:* +4 to hit, range 60 ft., one target. *Hit:* 6 (1d12) lightning damage.

more powerful ochre jellies follow in afterwards, overwhelming all but the most stalwart of fighters.

## THUNDER FLAN

Small and unassuming, **thunder flans** appear in areas of intense electrical activity, or after heavy thunderstorms.

Although they are one of the weakest types of ooze an adventurer might encounter, they can prove surprisingly dangerous thanks to their ability to strike at range with jolts of lightning – or heal themselves with the same technique.

## VOID OOZE

**Void oozes** are horrible creatures, native to Shadowfell, that defy all logic. Floating through the air like oily clouds, they scan the ground for prey with a multitude of eyestalks. These monsters have formed a symbiotic relationship with the wandering undead that populate their realm, using packs of skeletons and zombies to occupy their prey while they drain their life force with black pseudopods. In return,

## VOID OOZE

Large ooze, unaligned

Armor Class 7 (natural armor)

Hit Points 135 (10d10 + 80)

Speed 5 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	1 (-5)	26 (+8)	1 (-5)	1 (-5)	1 (-5)

**Saving Throws** Wis -2

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

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

**Senses** darkvision 60ft., passive Perception 5

**Languages** –

**Challenge** 7 (2,900 XP)

**Shadow Shield.** The void ooze is surrounded at all times by a shifting cloud of darkness. Characters that rely on sight have disadvantage on attacks against the ooze. While the ooze is in dim light or darkness, it can Hide as a bonus action.

In addition, the shield is infused with negative energy. At the start of each of the ooze's turns, each creature within 5 feet of it takes 10 (3d6) necrotic damage, except for undead, which recover 3d6 hit points instead. A non-undead creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 10 (3d6) necrotic damage.

### ACTIONS

**Draining Pseudopod.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 9 (2d8) necrotic damage. The target must succeed on a DC 19 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

the undead are able to draw sustenance from the negative energy field that surrounds a void ooze, becoming stronger and more vigorous the longer they spend in its shadow.

## WHITE PUDDING

**White puddings** are a subspecies of black pudding found only in arctic seas. They lurk in the water, indistinguishable from a mundane ice floe, ambushing any creature that gets too close. By necessity, they feed mainly on marine mammals and large fish, but are strongly attracted to humanoid flesh when it is nearby.

### WHITE PUDDING

*Large ooze, unaligned*

**Armor Class** 8

**Hit Points** 126 (12d10 + 60)

**Speed** 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

**Damage Immunities** acid, cold, piercing, slashing

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

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

**Languages** –

**Challenge** 8 (3,900 XP)

**Magic Resistance.** The pudding has advantage on saving throws against spells and other magical effects.

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

**Corrosive Form.** A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent, cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

**False Appearance.** When swimming, the pudding is completely indistinguishable from an ice floe.

#### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 18 (4d8) acid damage and 9 (2d8) cold damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

## MAGITECH OOZES

Scientists may not necessarily agree on whether or not society is heading for a grey, gooey demise, but either way, the oozes of the future are terrifying beasts. Some of them are even sentient!

## NANITE SWARM

Swarms of nanorobots, each individual too small to be seen with the naked eye, behave almost exactly like classical oozes. **Nanite swarms** crawl and spread, dissolving metal and absorbing biological matter with impunity. The main difference lies in their intelligence: nanite swarms make use of complex neural networks that give them immense

### NANITE SWARM

*Large ooze, lawful neutral*

**Armor Class** 12

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	12 (+1)	18 (+4)	9 (-1)	1 (-5)

**Skills** Medicine +1

**Damage Immunity** necrotic, bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** passive Perception 9

**Languages** understands one language spoken by its creator but can't speak

**Challenge** 2 (450 XP)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a microscopic nanorobot. The swarm can't gain temporary hit points.

**Resources.** When the nanite swarm attacks a creature or object, it breaks down and stores some of their chemical matter in the soupy grey medium that surrounds the swarm. This is represented by a pool of Resource Points, which can be expended to use certain actions, as detailed below. A nanite swarm can store up to 6 Resource Points at any one time.

#### ACTIONS

**Recycle.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 15 (6d4) necrotic damage and the swarm gains 1 Resource Point. If the swarm has half of its hit points or fewer, the attack deals only 7 (3d4) damage.

**Reconstitute (Costs 1 Resource Point).** A creature or object in the swarm's space (other than the swarm) regains 11 (2d10) hit points.

**Self-Repair (Costs 1 Resource Point).** The swarm regains 7 (2d6) hit points.

computational power, despite individual nanites being relatively simplistic. Thanks to this, nanite swarms are capable of understanding and following instructions, which (usually) prevents them from consuming things they shouldn't.

## RADIOACTIVE GOO

The interaction between magic and technology is at its most sickening in the **radioactive goo**. Produced by machines and animated by magic, these hazardous monsters are a threat to all around them. Hunters who specialize in the tricky business of ooze eradication collect exorbitant fees every time a radioactive goo appears.



### RADIOACTIVE GOO

*Large ooze, unaligned*

**Armor Class** 8

**Hit Points** 85 (10d10 + 30)

**Speed** 10 ft.

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

**Damage Immunity** bludgeoning, slashing, piercing

**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned

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

**Languages** –

**Challenge** 3 (700 XP)

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

**Adaptive Mutation.** Whenever the goo takes damage, it gains immunity to that type of damage until the end of its next turn, or until it takes another type of damage; the goo can gain immunity to one damage type at a time as a result of this feature.

**Radiation Hazard.** At the start of each of the goo's turns, each creature within 15 feet of it takes 10 (3d6) poison damage.

#### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 17 (4d6 + 3) bludgeoning damage. In addition, the target must make a DC 14 Constitution saving throw or be poisoned for 1 hour. This poisoning cannot be cured by any means short of *greater restoration* spell.

**Irradiate.** *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 7 (2d6) necrotic damage and the target must make a DC 14 Constitution saving throw. On a failure, the target has disadvantage on ability checks using a randomly determined ability score for 1 minute. It can repeat the saving throw at the end of each of its turns.

## SLIME PERSON

An industrial accident was responsible for the creation of slime people: small, amorphous folks with stubby little arms and a surprisingly militaristic culture. Now, nations of **slime people** colonize the dank corners of the world, thriving in sewerage systems, undersea caverns and rotten swamps. They are generally benign and friendly with other humanoids, since they are not competing for the same territory or resources, but anyone who believes their soft bodies might make them pushovers will find themselves sorely mistaken.

### SLIME PERSON

*Small ooze, any alignment*

**Armor Class** 10

**Hit Points** 9 (2d6 + 2)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	13 (+1)	11 (+0)	9 (-1)	7 (-2)

**Damage Immunity** acid, bludgeoning

**Condition Immunities** prone

**Senses** passive Perception 9

**Languages** Common

**Challenge** 1/4 (50 XP)

#### ACTIONS

**Rifle.** *Ranged Weapon Attack:* +0 to hit, range 80/240 ft., one target. *Hit:* 11 (2d10) piercing damage.