

POOLISH OOZE DISCARD

Small ooze, unaligned

Armor Class 6

Hit Points 10 (3d6)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	10 (+0)	1 (-5)	6 (-2)	2 (-4)

Damage Resistances Acid, Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Weapons

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

Challenge 1/4 (50 XP)

Cultured Colony. If the ooze takes any Fire or Necrotic damage, it is Poisoned until the end of its next turn.

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

Actions

Lacto-Acid Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) acid damage.

On a critical hit, the target must succeed on a DC 12 Constitution saving throw or gain a point of Exhaustion.

Reactions

Bubbling Rise (Concentration). When the ooze takes any damage of a type it is resistant to, it can begin to bubble and expand.

At the beginning of its next turn, the ooze splits into two new **Poolish Ooze Discards** with full hit points that share its initiative.

POOLISH OOZE FERMENTENDRIL

Medium ooze, unaligned

Armor Class 6

Hit Points 45 (7d8 + 14)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	14 (+2)	1 (-5)	6 (-2)	2 (-4)

Damage Resistances Acid, Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Weapons

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

Challenge 1 (200 XP)

Cultured Colony. If the ooze takes any Fire or Necrotic damage, it is Poisoned until the end of its next turn.

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

Actions

Lacto-Acid Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

On a critical hit, the target must succeed on a DC 12 Constitution saving throw or gain a point of Exhaustion.

Glutenous Grasp. The ooze attempts to wrap around a creature within 5 feet, forcing it to succeed on a DC 14 Strength saving throw or be grappled (escape DC 14).

Until the beginning of the ooze's next turn, the creature can attempt to escape this grapple as a Bonus Action.

Reactions

Tighten Bonds. When a creature grappled by the ooze takes an action, the ooze can tighten its grasp.

The grappled creature takes 3 (1d6) bludgeoning damage and is restrained until the end of its next turn.

Bubbling Rise (Concentration). When the ooze takes any damage of a type it is resistant to, it can begin to bubble and expand.

At the beginning of its next turn, the ooze loses 5 hit points and spawns a **Poolish Ooze Discard** that act on its initiative in the nearest unoccupied space.

POOLISH OOZE

MOTHERDOUGH

Large ooze, unaligned

Armor Class 6

Hit Points 123 (13d10 + 52)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	19 (+4)	1 (-5)	6 (-2)	2 (-4)

Damage Resistances Acid, Cold, Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Weapons

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

Challenge 8 (3,900 XP)

Cultured Colony. If the ooze takes any Fire or Necrotic damage, it is Poisoned until the end of its next turn.

Yeasty Quagmire. When a creature hits the ooze with an unarmed melee attack or fails an attempt to free a creature grappled by the ooze, the ooze can grapple it.

If any fine powder is thrown over the ooze, this trait is disabled until the beginning of its next turn.

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

Abandon Cohesion (2/Day). If the ooze fails a saving throw, it can choose to succeed instead.

If it does, each creature grappled by it is released and expelled in the nearest unoccupied space.

Actions

Multiattack. The ooze makes two attacks with its Lacto-Acid Pseudopod, one of which it can replace with a use of its Tacky Roll.

Lacto-Acid Pseudopod. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) acid damage.

On a critical hit, the target must succeed on a DC 15 Constitution saving throw or gain a point of Exhaustion.

Tacky Roll. The ooze moves up to 10 feet, and can enter the space of any Medium or smaller creature.

Each creature whose space the ooze enters in this way is pushed to the nearest unoccupied space, then must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 15).

Knead (Recharge 4-6). Each creature grappled by the ooze must succeed on a DC 15 Strength saving throw or take 14 (4d6) bludgeoning damage and be restrained until the grapple ends.

A creature that was already restrained is additionally engulfed, gaining total cover from outside effects and becoming unable to speak or breathe until the grapple ends.

Reactions

Bubbling Rise (Concentration). When the ooze takes any damage of a type it is resistant to, it can begin to bubble and expand.

At the beginning of its next turn, the ooze loses 10 hit points and spawns two **Poolish Ooze Discards** that act on its initiative in the nearest unoccupied spaces.

Legendary Actions

The ooze can take 2 legendary actions, choosing from the options below.

Lacto-Acid Pseudopod. The ooze makes an attack with its Lacto-Acid Pseudopod.

Tacky Roll. The ooze uses its Tacky Roll.

Reincorporate. The ooze kills and absorbs a Poolish Ooze Discard grappled by it, gaining 10 temporary hit points.