

Gray Ooze

Medium, Ooze, Unaligned

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ARMOR CLASS

8

HIT POINTS

22 (3d8 + 9)

CHALLENGE

1/2 | 100 XP

PROFICIENCY

+2

Speed Walk 10 ft., Climb 10 ft.

Initiative -2

Saving Throws N/A

Skills Stealth +2

Damage Resistances Acid, Cold, Fire

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

Senses Blindsight 60 ft.; Passive Perception 8

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Languages None

STR

12
+1

DEX

6
-2

CON

16
+3

INT

1
-5

WIS

6
-2

CHA

2
-4

Traits

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

Corrode Metal. Nonmagical metal weapons that hit the ooze corrode, and metal armor struck by the ooze is damaged.

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

Actions

Pseudopod. Melee Attack Roll: +3, reach 5 ft. Hit: Bludgeoning plus Acid damage.

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