

Ooze Master

Large, Ooze, Neutral Evil

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ARMOR CLASS

15

HIT POINTS

190 (20d10 + 80)

CHALLENGE

9 | 5,000 XP

PROFICIENCY

+4

Speed

Walk 25 ft., Climb 25 ft.

Initiative

+2

Saving Throws

Cha +7, Con +8, Wis +6

Skills

Arcana +6, Perception +6

Damage Resistances

Acid, Cold, Necrotic

Damage Immunities

Poison

Condition Immunities

Blinded, Charmed, Deafened, Exhaustion, Frightened, Poisoned, Prone

Senses

Blindsight 90 ft.; Passive Perception 16

Passive Perception

16

Languages

Understands Common and Primordial but speaks by bubbling pulses

STR

18
+4

DEX

14
+2

CON

18
+4

INT

14
+2

WIS

14
+2

CHA

16
+3

Traits

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

Ooze Command. Oozes of the master choice within 60 feet have Advantage on attack rolls against creatures Restrained by ooze effects.

Actions

Multiattack. The ooze master makes two Acidic Pseudopod attacks.

Acidic Pseudopod. Melee Attack Roll: +8, reach 15 ft. Hit: 22 (4d8 + 4) Acid damage.

Split-Mind Sludge (Recharge 5-6). Intelligence Saving Throw: creatures within 20 feet. Failure: 45 (10d8) Psychic damage and the target cannot take Reactions until the end of its next turn. Success: Half damage.

Bonus Actions

Slime Shape. The ooze master moves up to 15 feet without provoking Opportunity Attacks.

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