

Ruby Ooze

Medium, Ooze, Unaligned

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ARMOR CLASS

12

HIT POINTS

76 (9d8 + 36)

CHALLENGE

3 | 700 XP

PROFICIENCY

+2

Speed Walk 20 ft., Climb 20 ft.

Initiative +0

Saving Throws N/A

Skills N/A

Senses Blindsight 60 ft.; Passive Perception 9

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Languages None

STR14
+2**DEX**10
+0**CON**18
+4**INT**1
-5**WIS**8
-1**CHA**3
-4

Traits

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

Gem-Like Stillness. While motionless, the ooze resembles a wet ruby deposit or blood-red mineral bloom.

Actions

Pseudopod. Melee Attack Roll: +4, reach 5 ft. Hit: 7 (1d10 + 2) Bludgeoning damage plus 7 (2d6) Acid damage.

Crimson Spray (Recharge 5-6). Dexterity Saving Throw: creatures in a 15-foot Cone. Failure: 14 (4d6) Acid damage. Success: Half damage.

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Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

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