



SOLMA'S STUDIES ON SLIME SPECIFICS

A SUPPLEMENT OF SLIMES AND OOZES
FOR USE IN DUNGEONS AND DRAGONS 5E
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SLIME SPECIFICS

Oozes are a sorely misunderstood class of creature, owing to their formless disgusting dispositions, deadly toxins and acidities, and general undergirding urge to consume all living matter. But this understandable misunderstanding is unforgivable! Slimes are truly incredible, always growing, spreading, replicating, pushing the boundaries on what living beings are capable of! And even if their incredible abilities and magical natures weren't exotic and useful, if we don't keep an eye out, before we know it, the slime will be upon us. Only then will mankind see the folly, the perils of ignoring the ooze.

But I digress. The term "ooze" can describe all manner of gelatinous entities, from elementals to amoebas, from inert spoiled fluid to intelligent beings capable of speech and society. But that sloppy diction is worthless among scholars and experts. Below are the primary classifications accepted by the goozozoologist community. Outside of these, most goo-related terms are considered qualitative and descriptive rather than scientific classification.

SLIME

Slime is most accurately used to describe a substance, defined most clearly by its consistency. Slimes can grow and even move, but are generally thought of akin to fungus or algae rather than a true ooze. That said, slime is also a colloquial label for motile oozes, especially ones that are particularly aggressive or evasive.

JELLY

Jellies are smallish blobs that can be aggressive, but are generally not very dangerous. The term jelly often describes the clarity or elasticity of the ooze, but jellies are otherwise anatomically identical to blobs and oozes.

JAM

Jams tend to refer to more aggressive blobs, especially ones that are particularly sticky or bouncy.

BLOB

Blobs are a higher form of ooze that generally tends to favor a more spherical form than other oozes. Some scholars contend this to be evidence of intellect and ego. Blobs can range in danger and aggressiveness, but blobs are almost always more intelligent than other oozes. The term 'blob' is also used to refer to specific individuals or types of oozes as well. A slime rancher might mention having '3 blobs of ochre jelly and 8 ounces of dirt slime,' for instance.

PUDDING

Puddings are generally on the larger end of oozes, and aren't often particularly active or intelligent but are nonetheless on the higher end of the ooze danger scale. Puddings also tend to be thicker, stickier, and more opaque.

Ooze

Ooze is the blanket term for all ooze-based creatures, but True Ooze is the term for all living gelatinous entities with

a diffuse neural network-based intelligence and a motility that generally relies on pseudopods. Slimes are oozes, blobs are oozes, mud is not an ooze, and a water weird is not an ooze either, as far as True Oozes are concerned.

SLIME STATISTICS

Oozozoologists classify true oozes by their behavioral traits into 4 distinct dispositions of slime. **Aggressive** slime will tend to attack or otherwise prey upon some form of living creature, and thus aggressive oozes are most widely known.

Passive slime demonstrates most of the personality and behavioral traits of aggressive slime but doesn't actively attack living creatures in most circumstances. **Evasive** jellies demonstrate awareness of living entities and respond to most forms of stimuli, and are sometimes capable of defense but typically just run or hide when disturbed.

And lastly, **inert** slime can stretch between true oozes and what many would consider a mere goopy substance. While inert slime bears qualities of life, inert slime is better thought of as an algae or fungus that often manifests into distinct blobs as opposed to a mycelial network or other colony of connected biomass.

Similarly, the intelligence level of oozes are split into 3 categories. **Unintelligent** refers to most evasive and inert slimes, but most oozes capable of movement or predation qualify as **aware**. Aware slimes are generally capable of some level of thought and can even follow orders in certain instances, but their intellect is rarely on par with that of a rat. Slimes of that level and higher are classified as **intelligent**, ranging from smarter slimes to sentient oozes capable of speech.



SUPPLEMENTARY SLIMES

While the most common oozes are as widely known as snakes and squirrels, in my studies I have come across a good number of new varieties of ooze, that have been detailed here. Many of these you may have heard about from bards or scribes, as studies into ooze have been yielding all manner of scientific and magical breakthroughs lately to make life easier for all.

ACID SLIME

Jelly, passive, intelligent

While the vast majority of oozes are corrosive, the so-called Acid Slime is named because it has all the dissolving power of acid with all the magical utility of slime. These slimes are diminutive, about the size of a gnome's fist, and are capable of excreting powerful acid. Acid Slimes were created by the Nightmeister of Bad-Adur, another self-styled 'prince of thieves.' The Nightmeister was interested in creating small slimes that could obey commands, and ended up realizing that acid was a useful tool when applied with the clever mind of a burglar. The resulting Acid Slimes are a perfect fit for all thieves, as they can sneak through small spaces and dissolve metal, allowing for rogues to sneak into spaces and access locks that might otherwise be impossible to get to, let alone pick.

ACID SLIME

Tiny ooze, unaligned

Armor Class 10
Hit Points 6 (1d8 + 2)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	6 (-2)	6 (-2)	1 (-5)

Damage Immunities acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Skills Perception +5, Stealth +5
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages Understands Common
Challenge 0 (10 XP)

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

Spider Climb. The slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) acid damage, deals double damage to objects.

TEENY SLIMES

Technically speaking, acid slime can fit into spaces smaller than an inch wide, and this ability can be highly useful for destroying locks and boring holes in things, but I didn't want to just throw that in the stats. It feels like the DM should decide when a player can or can't shove an acid slime into a lock. But consider allowing it sometimes. It's cool!

AIR JELLY

Slime, inert, unintelligent

This floating clear jelly resembles frozen fog and hails from the Elemental Locus of Air. Air Jelly is mostly just a disgusting nuisance, and being hit by Air Jelly is akin to being shit on by a bird. Air Jelly seems to replicate but otherwise does not appear to behave like a living organism, but rather like a puddle that doesn't seem bothered by gravity.

BLOB OF HOLDING

Tiny ooze, unaligned

Armor Class 14
Hit Points 57 (6d10 + 24)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	18 (+4)	4 (-3)	6 (-2)	1 (-5)

Damage Resistances acid, lightning, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Skills Perception +8, Stealth +4
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages Understands Common
Challenge 0 (10 XP)

Amorphous. The blob can move through a space as narrow as 6 inches wide without squeezing. It has advantage on ability checks to avoid being grappled.

Form of Holding. The blob has all the properties of a *bag of holding*.

Spider Climb. The blob can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Eject. *Ranged Weapon Attack:* +10 to hit, range 20 ft., one target. *Hit:* The Blob of Holding spits out a relevant item to a person or location of its choosing, but not with enough force to deal damage.

BLOBS OF HOLDING

Blob, passive, intelligent

Some craven warlock discovered that if you feed a Bag of Holding to a specially bred slime, the slime will retain the properties of the Bag of Holding even after digesting the magic item entirely. These Blobs of Holding are used by eccentrics who want a bag of holding that can walk on walls or be given orders.

BOTANICAL BLOB

Blob, evasive, aware

Botanical Blobs are a family of oozes that mimic plants. Similar in behavior to Mimics, Botanical Blobs like to take the shape of flowers and shrubs to prey on smaller animals and vermin. Interestingly enough, Botanical Blobs can mimic plants so effectively they can even produce the same

BOTANICAL BLOB

Tiny ooze, unaligned

Armor Class 8

Hit Points 68 (8d10 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	16 (+3)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances acid, poison

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

Skills Stealth +8

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages -

Challenge 2 (450 XP)

Amorphous. The blob can move through a space as narrow as 1 inch wide without squeezing. It has advantage on ability checks to avoid being grappled.

Spider Climb. The blob can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Mimic Plant. The blob can take the form of any plant it has encountered. It takes a DC 20 Wisdom (Perception) check to notice that a botanical blob is not a normal plant. Up to 3 times a day, the blob can shed plant matter of the plant it mimics, and the plant matter stays plant matter indefinitely.

Actions

Poison. Ranged Weapon Attack: Range 10 ft., one target. The target is subjected to any type of poison of the blob's choice and must succeed at a saving throw (determined by the poison) or suffer the effects.

chemicals as the plants they mimic. This remarkable quality has made Botanical Blobs popular among apothecaries and herbalists, who spur the blobs to mimic a plant and then harvest its valuable products from the ever-regenerating ooze. Using these ingredients sometimes requires minor adjustments to recipes, but fans find it worth the trouble.

DIRT SLIME

Slime, inert, unintelligent

Dirt Slime is a common scourge to miners and stonemasons everywhere. Dirt Slime is generally much smaller than other oozes, barely a couple tablespoons of mud-colored sludge, but these tiny drops of slime consume softer minerals, leaving harder ones. As a result, it generally wends a rather quixotic path through earth and stone as it seeks the path of least resistance. Native to the Elemental Locus of Earth, it is thought that dirt slime came to the Material Plane hitching the ride on Earth Elementals or other Outsiders from the Elemental Chaos traveling through our world.

Dirt slime exists as a sort of rust for earth and stone, slowly causing wear and tear in high quality stone and weakening it. Dirt slime is a relatively new but now common hassle for Dwarven communities, forcing them to regularly inspect what would otherwise be incredibly sturdy caverns capable of lasting for thousands of years for signs of Dirt Slime. But it's not all bad news. Drums of Dirt Slime are used to dispose of earth in mining operations, and some are even kept in glass jars to be used as dirt-eating trash cans for sweeping up. They are relatively inert and docile and Dwarven children sometimes take them up as pets. And more than a few Dwarven Miners were saved when they were able to use signs of Dirt Slime to tunnel through the weakened earth and escape from encroaching lava or other natural hazards.

Lastly, although Dirt Slime consumes minerals, it doesn't seem to expel the dirt, which has led some to hypothesize that Dirt Slime actually retains everything it consumes. Studies into this claim have led to the creation of Dirt Bombs, powerful projectiles capable of ejecting literal tons of dirt in an instant, by disrupting the Dirt Slime's cohesion and releasing its consumed contents all at once. Dirt Bombs are used for landscaping and filling holes, a useful trick in a world of giants' footprints and fireball craters.

EARTH PUDDING

Pudding, inert, aware

Earth Pudding is one of several identified types of Elemental Ooze, crystal-studded slimes that drain elemental energy from their environment, compressing it into magical crystals that are highly potent yet incredibly stable. These elemental crystals are thus sought after for magical artifice and ritual use.

Earth Pudding resembles a thick muddy grey puddle of sludge that can move very slowly. Earth Pudding acts like weird mud that goes uphill about half the time instead of downhill. It doesn't really interact with other entities, it simply moves around or doesn't, accumulating dull orange crystals that stud the slime like chocolate chips in some horrendous cookie.

ELEMENTAL CHUCHU

Jelly, aggressive, aware

These big eyed slime blobs hail from another universe entirely. Elemental Chuchus can absorb and release elemental energy with which they are aligned, and explode when slain. They react violently to other forms of elemental energy.

ELEMENTAL CHUCHU

Tiny ooze, unaligned

Armor Class 14

Hit Points 13 (4d6 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

Damage Immunities cold, fire, or lightning (depending on affinity)

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

Senses blindsight 60 ft., passive Perception 8

Languages -

Challenge 2 (450 XP)

Amorphous. The chuchu can move through a space as narrow as 1 inch wide without squeezing. It has advantage on ability checks to avoid being grappled.

Spider Climb. The chuchu can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Elemental Affinity. A chuchu can have an elemental affinity, either cold, fire, or lightning. When hit by damage of the chosen type, a chuchu gains that many temporary hit points instead, and its Burst ability recharges. When it dies, if it didn't use its Burst ability last turn, it makes a Burst attack upon dying. Prolonged exposure to energy has been known to change the affinity of a chuchu.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) damage of the chuchu's element if the chuchu has an elemental affinity.

Burst (Recharge 6). The chuchu unleashes a burst of elemental energy in a 10-foot radius. Each creature in the area must make a DC 14 Dexterity saving throw, taking 10 (3d6) damage on a failed save or half as much on a successful one. The damage type matches the chuchu's element. Chuchus without affinities cannot Burst.

ERUPTION OOZE

Slime, inert, unintelligent

Eruption Oozes are also known as Underdark Mines, although they are found all over the multiverse. Eruption Oozes are relatively inert, mostly resembling thin puddles of filthy sludge in caves that slowly digest whatever they can touch. For most of an Eruption Ooze's lifespan, it is a simple, harmless slime, but after a period of 9 years, Eruption Ooze typically accumulates a critical mass of energy and volatile elements, ready to blow at any moment. When agitated by a living creature with a cilial triggering mechanism similar to a venus fly trap, Eruption Oozes explode in a blazing torrent of earth and fire. This makes them potent defensive measures, although the timing of their harvest must be perfected with Mechanus-level precision.

EVOLUTION OOZE

Slime, inert, aware

Evolution Ooze is a thick emerald-hued ooze that occasionally seems to move on its own but is otherwise inert. Evolution Ooze has a very taut and shiny surface glistening with bulbous protrusions. When in contact with living creatures, it can cause mutations to quickly arise, which can be good or bad, but experimentation involving Evolution Ooze is extremely unethical and incredibly painful. Evolution Oozes are thought to be invented by the Daelkyr or some equally fucked up faction. The mutations generated by Evolution Ooze are more likely to be harmful than beneficial.



FIRE JELLY

Jelly, aggressive, aware

Fire Jelly is one of several identified types of Elemental Ooze, crystal-studded slimes that drain elemental energy from their environment, compressing it into magical crystals that are highly potent yet incredibly stable. These elemental crystals are thus sought after for magical artifice and ritual use.

Fire Jellies are glowing orange blobs that retain a loosely spherical shape, whose deep crimson crystals bear sooty black cracks and gleam from within a flaming crest that burns atop the jelly. Fire Jellies seek to burn all that they can, which allows for more energy they can feed off of. They are aggressive and will fight until killed.

FIRE JELLY

Tiny ooze, unaligned

Armor Class 14

Hit Points 55 (6d10 + 24)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	18 (+4)	2 (-4)	8 (-1)	1 (-5)

Damage Immunities fire

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

Skills Stealth +4

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

Languages -

Challenge 3 (700 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing. It has advantage on ability checks to avoid being grappled.

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Fiery Form. A creature that touches the jelly or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage. Objects in contact with the jelly burst into flame.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 19 (5d6 + 2) fire damage.

Sear (Recharge 5-6). The jelly unleashes a 15-foot cone of flame and lava. Each creature in the area must make a DC 13 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save or half as much on a successful one.

FORGE SLIME

Slime, passive, intelligent

A magical crossbreed combining the wondrous alchemical effects of Wood Slime with the mineral mastery of the Quarry Slime, the Forge Slime is a favored companion of the maddest of Dwarven smiths. This glowing orange slime can ingest and heat molten metals, drawing out impurities, alloying them together, refining elements, all while containing them within its pliable moldable form. But that's not all! A forge slime can also be quenched like metal, and lends a magical enhancement to any quenching fluid it is plunged into. Master Craftsfolk have used these traits to work metal farther than ever before, with fantastical new alloys being created with complex form factors made possible through the strange body of the Forge Slime, hardened to new heights with High Quality Quenching. This strange new organism is changing the face of blacksmithing, allowing for a powerful new, if strange and awkward, form of weapon forging.

GAUDY GOOPS

Blob, evasive, intelligent

Gaudy Goops are a peculiar form of slime that is much faster and more active than most of its other counterparts. The ooze anatomy typically precludes slime from prolonged stretches of intense motion without constant food, but Gaudy Goops have inexplicably cleared this hurdle as they whizz around dungeons unceasingly. Gaudy Goops have a strong appetite for valuables and will only consume the cheapest items they have on-hand at any given time, preferring to save and display their collections. Gaudy Goops are a grayish purple color and are relatively clear, their spherical shapes prominently display their priceless contents. This quality makes them an obvious target for adventurers.

GOLD SLIME

Slime, passive, intelligent

In response to the success of Forge Slimes, goldsmiths set out to perfect a version of their own, and thus the Gold Slime was born. Capable of refining and analyzing the purity of gold, the Gold slime has a protective and restorative quality that can clean, buff, and polish jewelry. In addition, Gold Slime that is saturated with metal can be worked like natural gold, though its pliable mass protects and strengthens its contents, allowing the metal to be worked harder and pushed farther than it would naturally be capable of. When a smith crafts something using a Gold Slime, the finished form will be struck with a tuning fork, causing the Gold Slime to recede from its contents and leaving the perfectly finished piece. Gold Slime can also correct some minor imperfections in gemstones.

GRAPPLING GOO

Blob, aggressive, aware

Grappling Goo is one of the larger oozes, an orangey red translucent slime that always seems to extend several twitching pseudopods outwards at once. Grappling Goo tends to exhibit a rather unique form factor in that it can use its pseudopods as limbs and raise its mass above the ground, stumbling clumsily like a drunken octopus. Grappling Goo is

erratic and switches between slow movement and bursts of intense speed. When Grappling Goo senses movement, it approaches, and when it makes contact with an object, it will quickly shift its weight and flip itself around in an instant, flinging its prey with impossible strength and speed.

ATYPICAL TREASURE

Gaudy Goops are a cool way to dangle new treasure in front of your party while giving them a fun, chase-based encounter to actually get the goods.

GAUDY GOOP

Tiny ooze, unaligned

Armor Class 14

Hit Points 55 (6d10 + 24)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	6 (-2)	8 (-1)	4 (-3)

Damage Resistances acid, bludgeoning, piercing, and slashing from nonmagical attacks

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

Skills Athletics +7

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

Languages -

Challenge 2 (450 XP)

Amorphous. The ooze can move through a space as narrow as 1 foot wide without squeezing. It has advantage on ability checks to avoid being grappled.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Cold Weakness. If the ooze takes cold damage, its speed is reduced by half until the end of its next turn.

Actions

Slime Shot. *Ranged Weapon Attack:* +4 to hit, Range 30 ft., one target. *Hit:* The target is knocked prone.

Stymie (Recharge 4-6). The ooze unleashes a 15-foot cone of slime. Each creature in the area must make a DC 14 Dexterity saving throw, on a failed save the creature's speed is reduced to 0 until the end of its next turn.

Reactions

Keen. Whenever a Gaudy Goop takes damage, it unleashes a piercing frequency that deals 7 (2d6) thunder damage to all creatures within 15 feet.

GRAPPLING GOO

Large ooze, unaligned

Armor Class 16

Hit Points 126 (15d10 + 45)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (0)	16 (+3)	2 (-4)	10 (0)	2 (-4)

Damage Immunities bludgeoning

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

Skills Athletics +7, Grapple +9, Stealth +6

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

Languages -

Challenge 5 (1800 XP)

Amorphous. The goo can move through a space as narrow as 1 inch wide without squeezing. It has advantage on ability checks to avoid being grappled. It can move full speed while dragging a grappled creature.

Fling. The goo can fling itself up to 60 feet instead of moving normally once a minute.

Spider Climb. The goo can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The goo can make a combination of 2 slam or throw attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage and the target is grappled (escape DC 17).

Throw. *Ranged Weapon Attack:* +6 to hit, Range 40 ft., one grappled target. The target is thrown to a space within range. *Hit* 26 (5d8 + 4) bludgeoning damage and 1d6 more bludgeoning damage for each 10 feet it traveled.

Reactions

Goodo Throw. Whenever a Grappling Goo is damaged by a melee attack, it can use its reaction to attempt to grapple (+9) the attacker.

STATLESS SLIMES

Not all slimes depicted here have statblocks. Some of them are more like items than blobs, and others are more like sludge or lard. The rest are harmless and weak enough that I didn't bother. Make them as fragile or as durable as you wish.

GRAVITY JAM

Blob, aggressive, intelligent

This powerful and reality-warping slime is from the Far Realms, and is capable of changing the direction of Gravity in its presence. This allows the slime to essentially fly, whipping all sorts of objects around in its wake as it pulls them into its gravity aura. Gravity Jam can be used to create artifacts and constructs capable of hovering, but due to the ornery nature and general instability of the slime, it is not seen as the best source of magical levitation. Gravity Jams are aggressive, and thus incredibly dangerous to all but the most prepared foe, but are blessedly antisocial and thus rare.

GRAVITY JAM

Large ooze, unaligned

Armor Class 17

Hit Points 221 (26d6 + 130)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	9 (-1)	14 (+2)	16 (+3)

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

Skills Stealth +6

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 14

Languages -

Challenge 11 (7200 XP)

Amorphous. The jam can move through a space as narrow as 1 inch wide without squeezing. It has advantage on ability checks to avoid being grappled.

Gravity Incarnate. A gravity jam has complete control over the flow of gravity within a 20-foot radius. This gives it the power to fly, hover, stop projectiles, and change gravity to whatever direction desired, even inward and outward (see the *reverse gravity* spell). When a creature enters the jam's radius, it can reduce that creature's speed by 10 feet. If the creature doesn't get within reach, the jam pushes that creature until it is 20 feet away. As a bonus action, the jam can push all creatures out of its radius.

Legendary Resistance (3/Day). If the jam fails a saving throw, it can choose to succeed instead.

ICE PUDDING

Jelly, aggressive, aware

Ice Pudding is one of several identified types of Elemental Ooze, crystal-studded slimes that drain elemental energy from their environment, compressing it into magical crystals that are highly potent yet incredibly stable. These elemental crystals are thus sought after for magical artifice and ritual use.

Ice puddings are clear with some cloudy patches and scratches resembling ice. The crystals they grow are a cool light blue coloration. Ice Pudding hides near ice and water whenever possible, and adopts an icicle-like form to drop onto foes.

LARD JAM

Jelly, evasive, aware

Lard Jams are tiny tan oozes that resemble blobs of blubber or grease, and leave a greasy trail wherever they go. Lard Jams harden and darken as they age and eventually stop moving. They are evasive and energetic but are not bothered by living creatures the way most oozes tend to be. Lard Jams can be used as highly durable self-applying lubricant.

Actions

Multiattack. The jam can make two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 26 (6d6 + 5) bludgeoning damage, and the target is grappled. Only one creature may be grappled at a time.

Distort Gravity (Recharge 5-6). The Jelly unleashes a 30-foot long (5-foot wide) line of disruptive gravity that tears matter asunder. Each creature in the area must make a DC 17 Dexterity saving throw, taking 55 (10d10) force damage on a failed save and the creature moves 10 feet in a direction of the jam's choice or half as much on a successful one and the creature isn't moved.

Engulf. The jam makes a slam attack against a target it is grappling. If the attack hits, that creature takes the slam's damage and is engulfed, and the grapple ends. While engulfed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the jam, and it takes 26 (4d12) force damage at the start of each of the jam's turns. If the jam takes 30 damage or more on a single turn from creatures inside it, the jam must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the jam. If the jam dies, it dissolves, freeing engulfed creatures.

Reactions

Gravity Field. When the jam is hit with a ranged attack, it can use its reaction to force the attack to fail instead. The jam can use two reactions before its next turn instead of one.

MAGNETIC SLIME

Jelly, aggressive, aware

Magnetic Slime is, as its name suggests, a slime that is magnetic. Magnetic slime is speckled as if it were made of many different tiny pieces, a result of a thin oily film that parcels the slime off into tiny cells. Aside from its rocky opaque texture, Magnetic Slime behaves a lot like Ochre Jelly, and scholars believe it to be an offshoot of the much more common varietal, but Magnetic Slime's natural properties make it a real hassle for warriors wielding metal weapons or armor, globbing on and sticking metal objects together, ensnaring everything in its incredibly dense mass. As a result, brigands and scoundrels have taken to containing Magnetic Slime within lacquered sheathes and using them to stymie would-be pursuers while beating a hasty retreat.

ICE PUDDING

Tiny ooze, unaligned

Armor Class 15

Hit Points 63 (6d12 + 24)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	18 (+4)	2 (-4)	8 (-1)	1 (-5)

Damage Immunities cold

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

Skills Stealth +4

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

Languages --

Challenge 3 (700 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing. It has advantage on ability checks to avoid being grappled.

False Appearance. While the pudding remains motionless, it is indistinguishable from a puddle of fluid.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Frozen Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 13 (3d6 + 2) bludgeoning damage plus 7 (2d6) cold damage.

Pierce. *Melee Weapon Attack:* +6 to hit, one creature directly underneath the pudding. *Hit:* 20 (5d6) cold damage plus 1d6 bludgeoning damage for each 10 feet it fell.

STATLESS SLIMES II

Magnetic Slime is very similar to Ochre Jelly so just use the stat block for Ochre Jelly but with the following ability:

Magnetic. When a creature with a metal weapon or armor is within 10 feet, the slime can use its reaction to make a grapple attempt against it (+7). While grappled, the creature has disadvantage on attack rolls and Dexterity saving throws.

METAL SLIME

Jelly, evasive, aware

Metal Slimes, often called Steel Slimes or Iron Ooze, are a relatively rare form of ooze encountered on the Elemental Locus of Earth, or even less commonly on the Material Plane. Iron Ooze typically resembles a pool of filthy mercury, with patches of fizz bubbling on its surface. Metal Slimes are evasive by nature and tend to avoid contact with other creatures, preferring to seep through the earth at a glacial pace, digesting choice minerals as it attempts to find some form of mineral or metal vein to consume. Steel Slime is known to feed off of a vein for decades or longer, almost entirely inert as it slowly consumes the vein for fuel.

While Metal Slimes were once little more than folklore for young Dwarves, eventually one was captured and studied by clever minds hoping the ooze's properties could be used for mining purposes. This effort, led by a team of dwarven and elvish wizards, eventually led to the creation of Quarry Slime and its offshoots.

MOTHSLIME

Tiny ooze, unaligned

Armor Class 6

Hit Points 2 (1d4 + 1)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	12 (+1)	1 (-5)	6 (-2)	4 (-3)

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

Skills Stealth +4

Senses passive Perception 6

Languages --

Challenge 0 (10 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing. It has advantage on ability checks to avoid being grappled.

Spider Climb. The slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

MOTHSLIME

Blob, passive, aware

Mothslime, so noted for its fuzzy patches and proclivity towards textiles, is a common hazard in urban areas, where the slimes seep through walls and floors to collect in closets. There, the light blue and tan oozes consume dust, cloth, and even paper goods. While Mothslime is a nuisance, it's not particularly dangerous or even aggressive, and some local alchemists have turned their Mothslime into Mothslime-ade by harvesting the blobs and refining them into a gelatinous texture that combines all the properties of the finest materials with all of the formless potential of ooze! A gelatinous garment capable of taking all manner of forms and patterns, even shifting shapes in an instant. These Slimesilk garments sell for a fortune among aristocratic markets.

OCULOOZE

Blob, aggressive, intelligent

Oculooze is a family of slimy sapropods that has evolved true eyes, making them one of the few types of oozes with sight. These jelly peepers bounce in pairs atop the springy surface of these spherical slimes. Oculoozes exhibit various elemental properties and are capable of speech and even casting magic spells. Oculoozes are incredibly dangerous in groups, but luckily they tend to be cheery and less uncontrollably destructive than most ooze.

Ken learned shooze



OCULOOZE BLOB

Small ooze, neutral good

Armor Class 14

Hit Points 75 (10d12 + 20)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	14 (+2)	12 (+1)	10 (0)	14 (+2)

Damage Resistances slashing

Condition Immunities charmed, exhaustion, frightened, prone

Skills Persuasion +6, Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Amorphous. The blob can move through a space as narrow as 1 inch wide without squeezing. It has advantage on ability checks to avoid being grappled.

Pack Tactics. The blob has advantage on an attack roll against a creature if at least one of the blob's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spider Climb. The blob can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Frothing Finale. When an Oculooze is reduced to 0 hit points, it can spray itself in a 20-foot cone as a suicidal attack. Each creature in the area must make a DC 12 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save or half as much on a successful one.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) bludgeoning damage.

Magic. The blob can cast *dancing lights* and *prestidigitation* at will and *shield* 3 times a day.

OCULOOZE MAGE

Small ooze, neutral good

Armor Class 16 (mage armor)

Hit Points 105 (14d10 + 28)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	14 (+2)	14 (+2)	12 (+1)	18 (+4)

Damage Resistances slashing

Condition Immunities charmed, exhaustion, frightened, prone

Skills Persuasion +6, Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 3 (700 XP)

Amorphous. The mage can move through a space as narrow as 1 inch wide without squeezing. It has advantage on ability checks to avoid being grappled.

Pack Tactics. The mage has advantage on an attack roll against a creature if at least one of the mage's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spider Climb. The mage can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Frothing Finale. When an Oculooze is reduced to 0 hit points, it can spray itself in a 20-foot cone as a suicidal attack. Each creature in the area must make a DC 14 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save or half as much on a successful one.

Actions

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 12 (3d6 + 2) bludgeoning damage plus 7 (2d6) fire damage.

Magic. The mage's spellcasting ability is Charisma (Spell save DC 14, +4 to hit with spell attacks). The mage can cast *fire bolt*, *friends*, and *mage hand* at will, *burning hands*, *color spray*, *fog cloud*, *mage armor*, and *shield* twice a day, and *scorching ray* once a day.

OCULOOZE TITAN

Medium ooze, neutral good

Armor Class 15

Hit Points 84 (8d12 + 32)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	8 (-1)	14 (+2)	9 (-1)

Damage Resistances acid, cold, fire, lightning, psychic, slashing

Condition Immunities charmed, exhaustion, frightened, prone

Skills Athletics +7, Intimidation +4

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 5 (1800 XP)

Amorphous. The titan can move through a space as narrow as 1 inch wide without squeezing. It has advantage on ability checks to avoid being grappled.

Pack Tactics. The titan has advantage on an attack roll against a creature if at least one of the mage's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spider Climb. The titan can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Frothing Finale. When an Oculooze is reduced to 0 hit points, it can spray itself in a 30-foot cone as a suicidal attack. Each creature in the area must make a DC 14 Dexterity saving throw, taking 35 (10d6) psychic damage on a failed save or half as much on a successful one.

Actions

Multiattack. The titan makes 2 slam attacks.

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 16 (2d10 + 5) bludgeoning damage, or 27 (4d10 + 5) while enlarged.

Enlarge (Recharges after a Short or Long rest). For 1 minute, the titan increases in size. While enlarged, the titan is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the titan lacks the room to become Large, it attains the maximum size possible in the space available.

Oozymandias

While most oozes don't develop sentience, some do, and this is generally considered to be incredibly dangerous (no offense to any plasmoids, saproids, or oculooses reading this). But no known ooze to this date poses the threat that Oozymandias does. A gelatinous tyrant with a withering gaze and an iron fist, Oozymandias has claimed dominion over the Spikeskull Goblin Peaks, a warren of scattered goblin tribes living in the demolished ruins of an ancient hobgoblin city.

There Oozymandias pursues a ruthless agenda of conquest and militarism, working all who come under his banner into a tight and disciplined formation and ordering the gestation of new oozes to further expand the kingdom's military might.

Aside from conquest, most of Oozymandias's resources are spent constructing pyramids and statuary depicting the Glory of Oozymandias and his Oozing Overlords subjugating the goblins.

Oozymandias

Large ooze, lawful evil

Armor Class 16

Hit Points 300 (26d12 + 140)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	15 (+2)	17 (+3)	18 (+4)

Damage Immunities acid, lightning, poison, slashing

Damage Immunities bludgeoning, piercing damage from nonmagical attacks

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

Skills Intimidation +9, Perception +8, Persuasion +9, Stealth +8

Senses blindsight 60 ft., passive Perception 17

Languages Common, Goblin, Undercommon, Telepathy 120 ft.

Challenge 13 (10000 XP)

Amorphous. Oozymandias can move through a space as narrow as 6 inches wide without squeezing. He has advantage on ability checks to avoid being grappled.

Reactive Pseudopod. Oozymandias can take a reaction to make a pseudopod attack against any creature that enters his reach.

Spider Climb. Oozymandias can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Legendary Resistance (3/day). If Oozymandias fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Oozymandias makes 2 pseudopod and/or engulf attacks and 1 glare attack.

Pseudopod. Melee Weapon Attack: +10 to hit, reach 10ft., one target. **Hit:** 26 (4d10 + 4) bludgeoning damage and 9 (2d8) acid damage, and the target is grappled.

Engulf. A creature Oozymandias is grappling must make a DC 19 Strength or Dexterity saving throw or be engulfed, and the grapple ends. While engulfed, the creature is restrained, it has total cover against attacks and other effects outside Oozymandias, and it takes 28 (8d6) acid damage at the start of each of his turns. If Oozymandias takes 30 damage or more on a single turn from creatures inside him, he must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of him. If Oozymandias dies, he dissolves, freeing engulfed creatures.

Glare. A creature Oozymandias can see must make a DC 17 Wisdom saving throw or its speed is reduced to 0 until the end of its next turn and it has disadvantage on its next attack roll.

Reactions

Split. When Oozymandias takes lightning or slashing damage, he splits into two identical oozes, each with half the original's hit points (round down). Each new ooze has the same properties as the original, including his legendary actions, but can only take one legendary action at a time. If both Oozys survive until the end of their turn, they can merge back into one.

Legendary Actions

Oozymandias can take three legendary actions per turn, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Oozymandias regains spent legendary actions at the start of his turn.

Pseudopod Attack. Oozymandias makes a pseudopod attack.

Innate Spellcasting (Costs 2 Actions). Oozymandias casts *confusion*, *dominate monster*, *fear*, or *telekinesis* (spell save DC 19).

Acid Spray (Costs 3 Actions). Oozymandias sprays acid in a 25-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) acid damage on a failed save, or half as much damage on a successful one. The affected area becomes difficult terrain for non-oozes.

Engulf (Costs 3 Actions). Oozymandias uses his engulf ability.

Oozymandias is proud and cunning, both as a commander and as a single combatant. As a massive ooze with intelligence, he's capable of leveraging the ooze anatomy to incredible advantage, while trying to strategize and out-think his opposition at the same time. Oozymandias's greatest weakness however, is that he can be split into two separate halves. While this can be a benefit, the two halves are equally egotistical and ruthless and as such, are prone to mutiny and betrayal. Oozymandias himself is not aware of this weakness as he's rarely been split at all, much less for long enough to consider the consequences, and his ego precludes him from considering his natural weaknesses as an ooze.

QUARRY SLIME

Slime, passive, unintelligent

A triumphant magical experiment, Quarry Slime is a crossbreed of a few different types of slime invented by a team of goozoozoologists hoping to combine the powers of Metal Slime, Stone Slime, and Dirt Slime and form a new ooze that would help mine, process, and refine ores, precious metals, and gemstones all at once. A revolution in mining technologies! The resulting dull gray Quarry Slime consumes softer earth minerals and holds onto more valuable ones. These new living mining tools can be loosely targeted in a direction or molded into a certain shape in order to mine roughly or precisely, and then later be harvested for their valuable contents back at base camp. They are not very fast or reactive, and don't seem to be capable of forming substantial pseudopods. Slime Color Tree Theory suggests Gaudy Goops may have evolved from Quarry Slime.

SABER SLIME

Blob, aggressive, intelligent

Saber Slime is found in the Underdark, where it is generally left alone. This milky green substance tends to form pseudopods that are incredibly sharp, pointy, and hard, a rarity among oozes. Saber Slime can extend in an instant, rapidly shifting its entire cellular structure to form incredibly durable and nearly unbreakable spines. While this exotic new breed of ooze is dangerous and rare, drow have been known to transmute Saber Slime into Refined Saberslime, which can be forged into powerful Saberslime Weapons, capable of transmuting and shapeshifting at will.

SEA SLIME

Jelly, evasive, aware

Sea Slime is one of several identified types of Elemental Ooze, crystal-studded slimes that drain elemental energy from their environment, compressing it into magical crystals that are highly potent yet incredibly stable. These elemental crystals are thus sought after for magical artifice and ritual use.

Sea Slime is a cerulean jelly as pure and blue as an ocean paradise, with pearlescent blue crystals bobbing gently inside. Sea slime can split and change shape with ease and rarely stays in one form, preferring to avoid containment or other entities whenever possible. They need water to feed but their crystals seem to grow in accordance with the lunar calendar.

SHADOW SLUDGE

Pudding, aggressive, intelligent

Shadow Sludge is a form of gelatinized necrotic magic that seems to fester in planes and places where ambient negative energy is strong and natural light is scarce. Shadow Sludge is incredibly hard to find as it is pitch black, naturally stealthy, and slow moving. It does not appear to spawn naturally in the Material Plane, but seems capable of oozing between

SABER SLIME

Tiny ooze, unaligned

Armor Class 15

Hit Points 150 (20d10 + 40)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances cold, slashing

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

Skills Stealth +6

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

Languages --

Challenge 8 (3900 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing. It has advantage on ability checks to avoid being grappled.

Spider Climb. The slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Spiny Form. The slime can switch to a spiny form at will. In this form the slime gains resistance to bludgeoning and piercing damage, and whenever a creature within 10 feet hits it with a melee attack, the attacker takes 14 (4d6) piercing damage.

Actions

Multiattack. The slime makes 3 spike attacks.

Spike. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. **Hit:** 19 (3d10 + 3) piercing damage. If a creature is hit by 2 or more spike attacks, the target is grappled (escape DC 15). Until the grapple ends, the target takes 7 (2d6) piercing damage at the beginning of each of its turns.

Burst. The Saber Slime explodes, killing itself and spraying shrapnel within a 20-foot radius. Each creature in that area must make a DC 15 Dexterity saving throw, taking 33 (6d10) piercing damage on a failed save, or none on a successful one.

coterminous planes, often from the Ethereal Plane or the Shadowfell. While this truly astonishing interplanar quality has not been sufficiently studied, Shadow Sludge is incredibly useful in alchemical or magical reagents for effects that drain life force or aid in stealth.

While naturally attracted to living creatures, this slime seems to exhibit incredible pragmatism, only leaving a safe space when alone with its prey in a completely still environment. This ooze is capable of silent executions of its prey and prefers to wait until it can handle a victim and escape without ever once being detected.

SHIELD SLIME

Blob, aggressive, intelligent

Shield Slimes are a sub-breed of Saber Slime invented by the Cult of Juiblex, an ooze-worshipping cult obsessed with slime. Cultists of Juiblex are known for their deep and detailed research into ooze species, and their documentation has been of incredible use to me in my studies, especially with the now-trendy Shield Slimes and the Shieldslime Armaments they've made possible. Juiblex Cultists regularly employ oozes and slimes in the defense of their strongholds and leaders, including the volatile and aggressive Saber Slime.

Through rituals, experimentation, and rigorous worship, Saber Slimes were eventually transmuted into Shield Slimes, a more defensive breed of slime that was concerned more with protection and caution than aggression and predation. Having both types of slimes proved to be a potent addition to the cult's security forces, and Shield Slimes eventually found their way into black markets, their increased domesticity helping them find value as bodyguards or defensive additions for a manor or keep. But beyond this, Shield Slime is also refined into Shieldslime Armaments, armor or shields capable of exhibiting the wondrous properties of ooze.

SHRAPNEL OOZE

Blob, aggressive, aware

Shrapnel Ooze is a volatile species of slime known for its powerful acid and penchant for violent explosions. Shrapnel Ooze is a more voracious breed of slime than most and actively pursues all sorts of things for its diet. The hardest things that are accumulated within slowly dissolve into shards that are held in reserve vacuoles for defense. When threatened, it can explode in a burst of corrosive slime and razor-sharp shrapnel.

SKELESUG

Pudding, aggressive, intelligent

Thought to be an offshoot of the Gelatinous Cube, the Skeleslug can't digest anything harder than a bone, and as a result over the course of a Skeleslug's life it accumulates a great many bones and other pieces of equipment left behind by the creature's prey. Skeleslugs are so named because their sticky purple mass stretches between the large piles of bones they've left in their wakes, resulting in a sticky clattering mess of bones and sludge that twitch and jerk eerily as the ooze travels.

SHADOW SLUDGE

Medium ooze, unaligned

Armor Class 16

Hit Points 126 (15d10 + 45)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	2 (-4)	12 (+1)	2 (-4)

Damage Immunities necrotic, psychic, slashing

Damage Vulnerabilities radiant

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

Skills Stealth +10

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages -

Challenge 6 (2300 XP)

Amorphous. The sludge can move through a space as narrow as 1 inch wide without squeezing. It has advantage on ability checks to avoid being grappled. It can move full speed while dragging a grappled creature.

Living Shadow. A creature that touches the sludge or hits it with a melee attack while within 5 feet of it takes 13 (3d8) necrotic damage.

Natural Stealth. While the sludge is motionless in the darkness, it is indistinguishable from shadow.

Spider Climb. The sludge can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The sludge can make 2 slam attacks.

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 16 (3d8 + 3) necrotic damage and the target is grappled (escape DC 15). The sludge gains hit points equal to the amount of damage dealt.

Magic. The sludge can cast *darkness* and *plane shift* 3 times per day.

Reactions

Split. When a sludge that is Small or larger is subjected to slashing damage, it splits into two new sludges if it has at least 10 hit points. Each new sludge has hit points equal to half the original sludge's, rounded down. New sludges are one size smaller than the original. If both sludges survive until the end of their turn, they can merge back into one.

Skeleslugs can even articulate their bones to the extent that their limited intelligence allows. When a skeleslug engulfs its prey, the bones start to dig into the prey to lacerate and puncture it as the acidic ooze breaks down the living tissue.

STONE SLIME

Slime, inert, aware

Stone Slime is an almost entirely inert ooze that looks like a clear gritty sludge. Stone Slime can consume natural stone and earth, but seems to avoid stone that has been cut or

shaped by tools. It is also incapable of digesting any other matter. As a result, Stone Slime is quite useful in mining operations, helping to process ore by removing the less valuable minerals, disposing of excess materials, and you can even shovel it into a pile and let it mine downwards at a pretty impressive rate. Stone Slime is capable of locomotion and can form pseudopods to defend itself, but for whatever reason, it tends not to, preferring to stay inert.

SHIELD SLIME

Small ooze, unaligned

Armor Class 17

Hit Points 255 (30d10 + 90)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	17 (+3)	4 (-3)	11 (0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks.

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

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

Languages --

Challenge 7 (2900 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing. It has advantage on ability checks to avoid being grappled.

Spider Climb. The slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The slime makes 2 slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 18 (3d10 + 2) bludgeoning damage. If a creature is hit by both slam attacks, the target is grappled (escape DC 16). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws.

Reactions

Defensive Form. The slime can switch to a defensive form to protect others. As a reaction in response to an ally being attacked, it can form a wall composing up to 6 5-foot square sections to provide cover, or it can bond with a creature within 15 feet, taking half of any damage that creature suffers while bonded. The slime can drop this form at will.

SHRAPNEL OOZE

Tiny ooze, unaligned

Armor Class 14

Hit Points 90 (12d10 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	15 (+2)	1 (-5)	6 (-2)	3 (-4)

Damage Resistances acid, slashing, piercing

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages -

Challenge 4 (450 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing. It has advantage on ability checks to avoid being grappled.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 9 (2d6 + 2) bludgeoning damage plus 7 (2d6) acid damage.

Shrapnel Blast (Recharge 6). The ooze unleashes a blast of shrapnel in either a 15-foot cone, a 30-foot line, or a 10-foot radius. Each creature in the area must make a DC 13 Dexterity saving throw, taking 24 (7d6) piercing damage on a failed save or half as much on a successful one. This ability has 4 charges.

Reactions

Reactive Burst. In response to taking damage from an attack, the ooze can use Shrapnel Blast if any charges remain.

THUNDER SLIME

Jelly, passive, aware

Thunder Slime is one of several identified types of Elemental Ooze, crystal-studded slimes that drain elemental energy from their environment, compressing it into magical crystals that are highly potent yet incredibly stable. These elemental crystals are thus sought after for magical artifice and ritual use.

Thunder Slime is a suspension of 2 different colors and consistencies of ooze, one a pale yellow, and the other a thicker grey. They crackle with electrical energy, and bear a single cluster of glowing yellow crystals that acts as a lightning rod in thunderstorms, allowing for the instant accumulation of incredible amounts of electrical energy. Thunder Slimes naturally damage anything conductive nearby but aren't intelligent enough to take any tactical advantage of this ability.

TIME JELLY

Slime, inert, unintelligent

Time Jelly is a relatively thick and gummy substance for something in the ooze family, but its stiffness is thought to be not a trait of its physiology but a side-effect of its time-bending powers preventing it from being manipulated too quickly.

Time Jelly is capable of locomotion, but is entirely inert, only observed moving under its own power over the course of a massive time scale. It has time-resistant properties, and as such can be used as a potent preservative for anything vulnerable to the march of time. It also seems capable of transversing the boundaries between planes, but this too only seems to take place over the course of vast time frames.



SKELESUG

Medium ooze, unaligned

Armor Class 14

Hit Points 150 (20d10 + 40)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	15 (+2)	5 (-3)	10 (0)	5 (-3)

Damage Resistances cold, necrotic, poison

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

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

Languages --

Challenge 6 (2300 XP)

Amorphous. The skeleslug can move through a space as narrow as 1 inch wide without squeezing. It has advantage on ability checks to avoid being grappled.

Spider Climb. The skeleslug can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The skeleslug makes a slam attack and either a boneclaw attack or a tangle attack.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 13 (2d10 + 2) bludgeoning damage and the target is grappled (Escape DC 16).

Tangle. Melee Weapon Attack: +9 to hit, reach 5 ft., one grappled creature. **Hit:** 24 (4d10 + 2) slashing damage. As long as the creature remains grappled, the creature takes half of any damage the skeleslug would take.

Boneclaw. The skeleslug ejects a mound of sharpened bones in a 15-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save or half as much on a successful one.

Shriek. Each creature within 60 feet of the skeleslug that can hear it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ability for the next 24 hours.

WOOD SLIME

Pudding, passive, aware

Wood Slime is a naturally occurring slime that consumes wood and other plant life and excretes loam, earning this light amber ooze the nickname Wormslime. Wood Slime became the darling of the fringe elf community after someone realized that wood slime was also capable of secreting undigested wood pulp in a very peculiar manner. The resulting pulp would form the grain of live wood, matching whatever wood the slime had been eating.

This trippy new development led to a boom in experimental woodwork through addition, rather than subtractive sculpting of dead wood. Through their nature magic, they could even coax these new creations to grow like living wood, allowing for new forms of woodworking to dominate the Elvish MC (Master Craftsman) world for a number of centuries.

THUNDER SLIME

Tiny ooze, unaligned

Armor Class 14

Hit Points 44 (8d10)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	11 (0)	4 (-3)	8 (-1)	1 (-5)

Damage Immunities lightning

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

Skills Stealth +4

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

Languages -

Challenge 3 (700 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing. It has advantage on ability checks to avoid being grappled.

Spider Climb. The slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Charged Form. Any creature that enters a 10 foot radius of the slime or starts its turn there takes 21 (6d6) lightning damage and can't take reactions until its next turn.

Actions

Jolt (Recharge 5-6). A bolt of lightning strikes the slime and damages everything within 20 feet. Each creature in the area must make a DC 13 Dexterity saving throw, taking 31 (9d6) lightning damage on a failed save or half as much on a successful one. This is less of an attack and more of a phenomenon that occurs very frequently without intent.

ZEPHYR OOZE

Jelly, aggressive, aware

Zephyr Ooze is one of several identified types of Elemental Ooze, crystal-studded slimes that drain elemental energy from their environment, compressing it into magical crystals that are highly potent yet incredibly stable. These elemental crystals are thus sought after for magical artifice and ritual use.

Zephyr Ooze is an emerald-hued blob that seems to contain a raging whirlwind within its glassy substance. The cloudy white crystals hide within the whirlwind and are difficult to harvest. Zephyr oozes are chaotic but not malicious, and are known to attack without provocation, ripping the flesh from the bodies of their enemies as they fly erratic circles around their foes.

ZEPHYR OOZE

Tiny ooze, unaligned

Armor Class 18

Hit Points 55 (6d10 + 24)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	4 (-3)	15 (+2)	1 (-5)

Damage Immunities thunder

Condition Immunities blinded, charmed, exhaustion, frightened, prone

Skills Stealth +4

Senses blindsight 240 ft. (blind beyond this radius), passive Perception 15

Languages -

Challenge 3 (700 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing. It has advantage on ability checks to avoid being grappled.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Turbulent Form. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 14 (4d6) thunder damage.

Actions

Multiattack. The ooze makes 2 slam attacks.

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 16 (4d6 + 2) thunder damage.

Cyclone (Recharge 5-6). The ooze unleashes a 15-radius burst of raging wind. Each creature in the area must make a DC 13 Dexterity saving throw, taking 10 (3d6) bludgeoning damage and moving up to 15 feet in the direction of the ooze's choice on a failed save or half as much on a successful one and the creature does not move.

SLIMY SELLABLES

Here is a collection of magical and alchemical items that have been made possible by the wonders of slime and its research. They are arranged in Oozoliver's Order.

JELLY BEANS

Wondrous item, uncommon

A sack of multicolored bean-sized slimes that are each capable of shape shifting between a number of forms when the bag is squeezed by someone imagining the intended shape. Jelly Beans can become a number of simple small item shapes, including marbles, caltrops, glue, grease, salt, grit, even fake coins! They are not particularly convincing forgeries, and are seen through with a mere DC 8 Investigation or Perception check, but great for distractions or improvisation. Jelly Beans truly are the ultimate scatterable. They're also edible.

JELLY TOOLS

Alchemical item, uncommon

Jelly Tools are tools crafted out of a moldable modal jelly that seems to change form in response to certain magical energies. The tools are embedded with 3 small beads, and when a bead is squeezed, the tools change form from a neutral blob/shape into one of 2 sets of tools, chosen by the creator. They also come in blanks, so that an artisan can forge their own tools from the versatile gooze.

WOOD PUTTY

Alchemical item, common

Wood Putty is made out of dead Wormslime, and resembles wood colored clay, though this clay-like goop retains grain like real wood. Wood putty can be pressed into breaks in wood to repair it nearly seamlessly. It cannot restore magic to destroyed or broken magical items.

GLOWJAM

Alchemical item, common

Glowjams are a family of pastel colored slimes that absorb and emit light. As they absorb light they slowly grow, and when they are not absorbing light, they glow softly and shrink as they do. Glowjams are used by fae, elves, and gnomes as trendy accent lighting, as it can be formed into all manners of shapes and form factors, and the light it emits can be altered through alchemy, rendering Glowjam a lighting hobbyist's dream.

POTION OOZES

Wondrous item monster, rare

While potions are miraculous vessels of powerful magical potential, their key flaw lies in their inert and delicate nature. Crack a potion phial and it's as good as gone, despite how rare or valuable it may be. And even the most reinforced potion flask doesn't drink itself. Enter the Potion Ooze. Potion Oozes are tiny clear slimes with a slight blue tint.

Potion Oozes are alchemically designed to consume potions, adding the potion's volume entirely to theirs. In this way Potion Oozes render potions mobile and capable of acting under the slime's own will, allowing for would-be

imbibers to command the slime to deliver a potion directly to one's own mouth, or even designate a time for a slime to administer a potion in the future! The medical and strategic possibilities are endless!

Potion Oozes can be offered by alchemists as an upcharge for the new delivery system. They can be sold in potion bottles, or separately, dessicated and preserved in glass ampoules until the time comes to rehydrate and activate them.

SLIME BOOTS

Alchemical item, rare

Some slime has remarkable elastic properties that render it capable of absorbing and releasing incredible amounts of kinetic energy without stress or strain. This quality has obvious applications in armor and protective gear.

When you fall wearing Slime Boots, you fall at the normal rate and take no falling damage, but when you land, you bounce a quarter of the height of the initial fall (which triggers another bounce) which makes it hard to use it as an easy way to ambush people from stories above unless you figure out how to stop bouncing around before they can escape or fight back.

ACID SLIME

Wondrous item monster, very rare

Created by the Nightmeister of Bad-Adur, acid slimes are teeny tiny little slimes that follow commands. Perfect for the clever schemer! See the statblock for Acid Slime for details.

BLOB OF HOLDING

Wondrous item monster, rare

By combining a slime with a *bag of holding*, a slime with the qualities of a *bag of holding* can be created. See the statblock for Blob of Holding and the *bag of holding* (DMG 153) for details.

DOMESTICATED BOTANICAL BLOB

Wondrous item monster, uncommon

Botanical Blobs are interesting oozes that mirror and mimic plants in order to hide from and feed on their prey, insects and vermin. This unique quality gives Botanical Blobs the ability to generate vegetative matter, which can be useful to herbalists. Up to 3 times per day, botanical blobs can be harvested for the plant matter of a plant they are mimicking, but the plant matter may not be worth more than 5 gp. Plants more valuable than that may not be correctly mimicked (DM has final approval).

DIRT BOMBS

Alchemical item, uncommon

Created by studying Dirt Slime and its capacity to ingest seemingly endless amounts of dirt, Dirt Bombs reverse the process to generate massive amounts of natural earth in moments. They come in 3 sizes depending on how much dirt they create, and can be thrown with range 20 / 60 feet, leaving a pile of dirt where they land. If a creature is struck with a dirt bomb, they must make a Strength saving throw or be knocked prone, and the creature can't get back up until it succeeds at a Strength or Dexterity saving throw. See the Dirt Bomb Size table for details. The largest Dirt Bombs are expensive due to the rareness of such a laden dirt slime.

DIRT BOMB SIZE

Volume of Dirt	Saving Throw DC
1-foot cube	8
5-foot cube	13
10-foot cube	17

ELEMENTAL CRYSTALS

Alchemical item, uncommon

Magical crystals created by Elemental Ooze, elemental crystals can be used in place of other material components in spells, and are a useful McGuffin for magical material. When you cast a spell that utilizes an element using a corresponding elemental crystal as a component, it has an effect. If you use an elemental crystal as a component in a spell that deals a different type of elemental damage, the spell deals half its normal type of damage and half the crystal's type instead.

ELEMENTAL CRYSTAL EFFECTS

Element (Damage Type)	Effect
Fire (fire)	the spell deals 1d6 more fire damage and the target catches fire if it failed a save against this spell.
Ice (cold)	The target's speed is reduced by 10 feet until the end of its next turn. When a creature is affected by this ability it can't be affected by it again for 1 hour.
Lightning (lightning)	the target can't take reactions until its next turn.
Earth (bludgeoning)	The DC of a spell that moves or transmutes earth increases by 1.
Wind (thunder)	The distance pushed by a wind spell increases by 10 feet.
Water (nonlethal)	The DC of a spell that controls water increases by 1 and any damage it deals becomes nonlethal.

ELEMENTAL CHUCHU JELLY

Alchemical item, common

Elemental Chuchu Jelly retains the elemental charge of the ooze that left it. When struck by an attack that deals energy damage, Elemental Chuchu Jelly explodes, dealing damage to creatures within 5 feet. Creatures in the area must make a DC 12 Dexterity saving throw, taking 2d6 damage of that energy type on a failed save or half on a successful one.

ERUPTION OOZE

Alchemical item monster, rare

Eruption Ooze resembles a thin puddle of sludge, but when stepped on or touched, Eruption Ooze explodes, dealing damage to all creatures within 10 feet. Creatures within the area must make a DC 16 Dexterity saving throw, and the creature who triggered the ooze has disadvantage on the save. Creatures within the area take 4d6 acid damage and 4d6 fire damage and catch fire on a failed save or half damage on a successful one and are not caught on fire.

EVOLUTION OOZE

Wondrous item, legendary

Evolution ooze is a deep, shiny green, and forms a rounded and lumpy shape that seems to reach out to touch living creatures. When in contact with living creatures, it can cause mutations to quickly arise, which can be good or bad, but experimentation involving Evolution Ooze is extremely unethical and incredibly painful. When exposed to Evolution Ooze, living creatures take 1d10 damage every 10 minutes. After 4 hours of exposure to Evolution Ooze, roll on the Evolution Table (following page) to see what happens. The DM may decide any given evolution effect if they choose.

FORGE SLIME

Alchemical item, rare

Forge Slime is a miracle for all blacksmiths, though its strange nature may be offputting to traditionalists. Forge Slime can heat metals faster than a forge, purify or alloy metals without complicated additives, and can even quench metals for blueing and other tempering techniques. You can even hammer it like gold! Works crafted in Forge Slime can have properties identical to Adamantine, and smiths used to working with Forge Slime gain advantage on all smithing checks using it for smithing. For simpler works, Forge Slime can remember a series of processes and repeat them, rendering it capable of mass production when used in combination with Echo Tools.

ECHO TOOL

Wondrous item, common

Echo tools are a brilliant invention and valuable time saver, but in practice are only useful at a very narrow range of tasks. Echo Tools accept a command word to begin recording. While recording, the tools remember how they move through space, and when the command word is spoken again, they stop recording. Then they can be activated to continuously follow the path they recorded. For a narrow tranch of repetitive tasks, Echo tools are invaluable. If an Echo tool is somehow used in a way that attacks something, it can only make one attack per round.

GOLD SLIME

Alchemical item, rare

Gold Slime is identical to Forge Slime but with traits more delicately tuned for the working of precious metals and gemstones. Gold Slime can purify metals, polish jewelry, and even correct imperfections in gemstones without cutting.

GRAPPLESAUCE

Alchemical item, uncommon

Alchemically treated slime from Grappling Goo can be used as an entangling device as it activates, expands, and hardens all while trying to grab and grapple as many things as possible. Grapplesauce is typically wrapped in paper or embedded with a throwing handle for ease of use. You can throw Grapplesauce with a range of 10 / 30 feet. Creatures within 5 feet of it must succeed at a DC 13 Strength or Dexterity saving throw or have their speed reduced to zero feet until they spend an action breaking free.

EVOLUTION OOZE MUTATIONS

d20 Mutation

- 1 An extra eye grows somewhere.
- 2 Skin becomes scaly and hard.
- 3 Skin becomes slick and slimy.
- 4 Grows 1d3 tentacles.
- 5 Grows an additional limb.
- 6 Skin color changes.
- 7 Hair grows all over body.
- 8 Body part shrivels.
- 9 Gain a singular abnormal growth.
- 10 Gain many abnormal growths.
- 11 Extra mouth grows somewhere.
- 12 Grow horns on head.
- 13 Grow spikes on body.
- 14 Exoskeleton grows.
- 15 Height/weight change.
- 16 Grow sharp claws. (gain a 1d4 slashing claw attack)
- 17 Muscle Growth. (gain 1 STR limit 1 per creature)
- 18 Muscle Tone. (gain 1 DEX limit 1 per creature)
- 19 Bones Harden (gain 1 CON limit 1 per creature)
- 20 Success! The user or DM chooses the mutation. This is what Evolution Ooze users (oozers) hope happens every time.

GOOPLASH

Magical weapon (whip), rare

Gooplash is an alchemically treated slime substance that functions like a whip that deals 1d6 damage instead of 1d4. You can make a special grapple attack with Gooplash, that lets you either drag yourself or something else. Make a grapple attack or Athletics check against a creature or object within 30 feet, and if you succeed you can pull it up to 30 feet towards you, or pull yourself towards it. You can't pull things that weigh more than 30 times your Strength score in pounds.

GRAVITY SEED

Wondrous item, very rare

A gravity seed is condensed from a dead Gravity Jam. This teardrop shaped slime bead can be planted in the earth, and gravity within 50 feet of the seed will change so that down is the direction the rounded end of the seed points. Planting a seed causes it to dissolve as its magic weaves into the surrounding fabric of spacetime itself.

TANGLEFOOT BASTARDIZATION

Grapplesauce was inspired by the tanglefoot bag.

LARD JAMS

Wondrous item monster, common

Lard Jams are little slimes that automatically lubricate heavy machinery. They are energetic and run from living creatures but tend to stay around areas they can successfully keep greased. They tend to live for about a year under normal loads and conditions.

MAGNETIC SLIME

Wondrous item monster, uncommon

Pouches of Magnetic Slime are used as throwing weapons to entangle enemies using metal weapons or armor. Magnetic Slime is a nonlethal weapon but in the right hands can prove deadly. They can be thrown as improvised weapons using your proficiency bonus. When within 10 feet of metal, it will attempt to grapple it (+7). While the creature is grappled, it has disadvantages on attack rolls and Dexterity saving throws. Magnetic slime can grapple up to 3 medium sized creatures, who can't move away from each other while grappled. Pouches of Magnetic Slime do not have monster stat blocks but have 40 hit points and 8 AC and dissolve when destroyed.

SLIMESILK GARMENTS

Wondrous item, uncommon

A Slimesilk Garment can look like any other garment, and in fact that's one of its greatest strengths. By activating the Garment with a command word, it can change to be any outfit or garment desired. The only limitation is that if any armor is replicated, it sounds different when struck and has a spongy rubbery quality and fails to function defensively. Slimesilk Garments can even be used as shapewear, pulling in this or pushing out that.

QUARRY SLIME

Wondrous item, common

Quarry slime is a magical terravorous slime that can consume soft minerals and preserve valuable ones. It looks like a dirty metallic blob, and it can be augmented with a magical powder to adjust its stickiness and density. This allows it to be shaped into different forms and consistencies for various purposes, from washing ore to polishing gems to mining a square hole in a wall. Quarry slime can be shaped and applied to a surface to mine in that direction, holding onto valuables to be retrieved later. It is sold in a laquered urn and comes with a set of reagents to augment the slime.

SABERSLIME WEAPONS

Magic weapon (any type), rare (requires attunement)

Saberslime weapons are rare as the materials are deadly and the means of production unknown to most. But these works of slime and science are worth the trouble. Saberslime can be enchanted like any other metal, and a Saberslime weapon can change forms into the shape of any standard weapon within 1 size category of its 'true' form. Once per day, as an action, a saberslime weapon can extend for a long-distance surprise attack. The weapon's range increases to 30 feet and if the attack hits, double its damage dice for that attack. In addition, saberslime weapons can change form into innocuous shapes or even accessories to avoid detection by people conducting physical searches for weapons or contraband.

SHADOWSLUDGE

Wondrous item, rare

Shadowsludge is a slime that seems to be composed out of elemental Shadow. It can be smeared on something to color it deepest black, which may provide advantage to Stealth checks depending on the situation. It can also be thrown like a projectile to burst into a 30 foot radius sphere of magical darkness as per the *darkness* spell for 1 minute.

SHADOWSLUDGE GARMENTS

Wondrous item, rare (requires attunement)

Shadowsludge Garments are specially treated leathers and skins that are saturated with the magical energies of shadowsludge. A creature wearing Shadowsludge Garments has advantage on Stealth checks while in darkness, and the wearer can use its bonus action to become invisible for 6 seconds. You can use this ability 3 times and regain all uses at dawn.

SHIELDSLIME ARMOR

Magic armor (any type), rare (requires attunement)

Shieldslime armor is made using the same principles as saberslime weapons, but turned to defense instead. Shieldslime armor can look like any armor but has the stats of the armor type it was crafted with. Shieldslime armor can be withdrawn or activated with a command word as a bonus action, and thus donned faster than any mundane armor. In addition, it has 3 charges that recharge at dawn. As a reaction to being hit by an attack that deals bludgeoning or slashing damage, you can use 1 charge to reduce that damage by half, and you can also use 2 charges as a reaction when a creature within 10 feet of you is hit by an attack to deflect that blow using a pseudopod from your armor. You take the damage from the attack, and the target takes half damage instead.

STONE SLIME

Alchemical item, common

Stone slime is a thin earth-colored slime that will eat softer earth. It mostly digs downward and ignores harder elements, but clever dwarves have figured out ways to mine sideways and even upwards with it.

TIME JELLY

Alchemical item, rare

Time jelly may be alive, but it moves so slowly that this is unimportant from a practical perspective. Time jelly seems to somehow be congealed time. It's incredibly dense, durable, and resistant to attempts to manipulate it. But with a steady hand and patience, it can be stretched over an object of some sort in a process that takes at least 10 minutes. This keeps it perfectly preserved for as long as it stays within the jelly. It appears that objects in the jelly do not age and time does not pass inside it.

UNBREAKING OOZE

Alchemical item, common

Unbreaking Ooze is a curious golden translucent slime with the consistency of clay. When molded around something, the ooze absorbs impacts and prevents its contents from breaking easily. Thus it is commonly used for shipping and hauling delicate and valuable materials.

OOZE SHAPES

While most ooze studies delve into understanding diet, physiology, and practical applications, the truest of oozologists study the variations in behavior of ooze across species. In my studies I have found that in addition to their typical behaviors, ooze can occasionally exhibit what appears to be learned behavior, taking on a new form or configuration not typically seen of that species. Oozes that take these forms have adjustments to their stats that can make slime combat different depending on the circumstances. Oozes can change shape as a bonus action. Note that oozes with shapes may have higher Challenge Ratings than normal.

TRIPOD

The Tripod form is loosely amoeboid, with 3 main pseudopods. The most notable thing about the Tripod form is its vertical height. By flinging its pseudopods around a pivot point, tripod form oozes can move faster than normal oozes while maintaining a large height and larger than average reach. Tripod forms can also attack while moving, dragging victims much greater distances than oozes are typically capable of.

- Tripod Slimes have a Speed of 30 feet and can drag grappled opponents at full speed. Dragged creatures take 1d4 damage per 10 feet dragged.

HOOP

Hoop form is, as its name would suggest, ring shaped. Slimes adopting a hoop form are focused primarily on speed, as their rolling speed is faster than almost any other observed ooze locomotion. While fast, the hoop form cannot attack as effectively, but hoop form slimes tend to switch between forms to mitigate this weakness.

- Hoop Slimes have a Speed of 40 feet, but can only attack creatures their same size and smaller. While moving, Hoop slimes can bounce up to 6 feet high.

SPINE

Spine form oozes manifest static spikes, and on rare occasions, extend those spikes. While spine form slimes attack with spined pseudopods and do more damage this way, this form is primarily used for defense, as a way to hurt attackers and ward off aggression.

- When a creature within 5 feet of a Spine slime hits it with a melee attack, the attacker takes 1d6 piercing damage for each +1 of the slime's Constitution modifier. The slime loses slashing resistance and can't split while in this form.

FLAIL

Flail Form oozes anchor themselves to one spot and then fling the rest of their mass as far as possible, allowing their natural elasticity to whip their bulk back and forth, flailing around wildly like a, flail. This form is incredibly dangerous and capable of dishing out a lot of damage in an instant, but in exchange, it needs to be anchored to one spot and thus is vulnerable to attack in this form.

- Flail slimes can make two extra attacks. Their melee attack range increases to 20 feet and the slime can't move while in this form.

BOUNCE

Bounce Form oozes like to use their elasticity to increase their mobility. Oozes capable of entering a bounce form can be incredibly formidable opponents. Since slime can stick to the walls, bouncing allows ooze to quickly ascend, allowing it to gain the high ground from which to attack, or simply escape.

- Bounce form slimes gain a walking and climb speed of 30 feet. If taking a dash action, the slime can bounce up to 20 feet any number of times during its movement.

FLING

Fling form oozes resemble a stretch of rope or cord. Attaching one or more pseudopods to a surface, fling form oozes pull against their anchor and let go, slinging themselves towards their target at an incredible pace and rendering such oozes capable of truly incredible speed and range to their travel. A predatory slime who masters the fling form is a dangerous thing to behold.

- Fling Form slimes can fling themselves 80 feet instead of moving. Once per encounter, a slime can gain advantage on an attack if it is flinging itself during the attack.

REINFORCED

Reinforced form oozes can look a variety of different ways, although a tight swirling pattern among the slime is one of the more significant signs, evidence of the literal structure of the slime rearranging to form highly reinforced microstructures capable of withstanding incredible stress. While most ooze tends to be soft and pliable, the sudden switch to a reinforced form can really help an ooze turn the tables on an aggressive enemy.

- Reinforced form slimes have resistance to bludgeoning, piercing, and slashing damage and have AC 15 and cannot split.

NEW ROGUISH ARCHETYPE

Below is a slime-themed rogue that focuses on utilizing formlessness and flexibility to become the ultimate criminal.

SLIMY SWINDLER

You focus your training on your body, honing it to be like water, formless, shifting, ready. You study the slime and consider the Footsteps of the Formless, and as your mind falls to formless enlightenment, so too does the body, stretching and shifting to meet your needs as you glide through life.

CORROSIVE CUNNING

When you choose this subclass at level 3, your physiology slowly becomes more acidic. Whenever you hit with a melee weapon attack that deals slashing, bludgeoning, or piercing damage, you can switch that damage type to acid.

In addition, you always count as having a dose of acid in hand, and can attack with it using your bonus action. You count as proficient with it, with range (20 / 60 ft.) dealing 1d6 plus your Dexterity modifier in acid damage.

When you reach certain levels in this class, the damage increases: at 5th level (d8), 11th level (d10), and 17th level (d12).

ELASTIC EXTORTION

At 9th level, your limbs begin to stretch like an ooze's pseudopods. Whenever you attempt some slimy skulduggery, you can leverage your gelatinous talents to gain one of the following benefits:

- You can attempt the task using the full length of your extended limbs, giving you a reach of 15 feet for the task.
- You can use your pliable and jelly-based approach to Stealth, Sleight of Hand, or another thievery skill check to grant advantage on the check, provided your ooze form could prove beneficial to the task at hand.
- You can whip your limbs impossibly fast, enabling you to hit harder with melee attacks. Melee attacks using the limb have a 15 foot reach and deal extra damage equal to your Corrosive Cunning until the end of your next turn. In addition, you can use your bonus action to take a Dodge action for the duration.
- You can cast *Disguise Self* with no spell components as a bonus action, but the effect is transmutation-based instead.

You can use this ability 3 times a day, and regain all uses when you finish a long rest.

SLIMY STEALTH

At 13th level, you master your ability to adopt a blob form. This blob form is Tiny and has a walk and climb speed of 40 feet. While in this form, you have advantage on Stealth checks, +4 to Armor Class, resistance to slashing damage, and you can only carry 30 pounds of objects at a time. You can use your bonus action to take a Dodge action in this form.

You stay in this form for 10 minutes or until you end it as a bonus action. To use this feature again, you must finish a short or long rest.

CONSUMING CRESCENDO

Starting at 17th level your ooze instincts have become one with your shadow senses. When you hit a creature within 10 feet with a sneak attack and no other creatures are within 5 feet of you or it, you can go slime mode and completely engulf your prey as part of your sneak attack. They are automatically grappled and you can reroll 1s on your damage roll.

If a creature is reduced to zero or less hit points with this ability, you can consume it, regaining 4d8 hit points and taking possession of any equipment or belongings on their person. In addition, you gain a temporary spell slot of up to 4th level if the target had one unspent, and you can cast one spell they knew for the next 24 hours. You also gain some insight into their last hour of memories, subject to DM approval. After you use this ability, you cannot use it again until you have completed a long rest.

SAPROPODA EGOTIS

For generations, oozogoozologists have studied the simple sapropod as the most basic of slimes. A sapropod is little more than a beetle-sized amoeba that feeds on sludge and decaying plant matter. Sapropods are a pretty wide family of oozes, with most being small, passive, and unintelligent. But among the family of sapropods is a depth and breadth that you see play out across all of oozedom that makes them a perfect specimen for study, especially for beginners. Everything you need to know about oozes can be learned from sapropods, except maybe how best to slay one. But sapropods are rarely thought of as an exciting branch of oozology. Until the discovery of Sapropoda Egotis.

Sapropoda Egotis is a highly intelligent and social type of ooze that is capable of speech and displays human-level ego and personality. While these sapropods (or Saproids, as they prefer) have a collective culture and a sense of collective consciousness, saproids more than any other ooze demonstrates tendencies towards what might be considered traditional architecture, civilization, technology, language, culture, and other markers of sentient life.

Originally discovered within an orifice to the Underdark, the city of Sapropopolis was where modern society first encountered the Saproids, and remains one of the many wonders of the modern world, a bridge between us and the Saproid people, a massive structure of clay and ceramics molded and sculpted by slime and science that operates similarly to a beehive, with clusters of cells and corridors meant for beings capable of walking on walls. Sapropopolis is a marvel of saproid culture and engineering.

SAPROIDS

Saproids are gelatinous beings, but the forms they adopt are highly individual, from taller bipeds to more symmetrical tripeds to bouncing blobs or slithering slimes. They range in color but are generally muted and translucent, though of course exceptions abound with Saproids. Most Saproids consist of a single substance, while others are suspensions of 2 or more qualities of slime that shift and blend slowly. Blob sized saproids can typically be up to 3 feet in diameter, and bipedal slimes can range from 3-6 feet, although bipeds as tall as 8 feet have been observed. Their weight can exceed 400 pounds depending on the density of the ooze, and their pseudopods can manipulate objects with a precise level of dexterity, even manifesting digits when necessary.

FOOTSTEPS OF THE FORMLESS

Saproids typically observe a set of teachings and beliefs known as the Footsteps of the Formless, referencing the proper path a Saproid should walk in life. The Formless is a hypothetical spiritual avatar embodying the perfect Saproid, a formless and unknowable being that adapts perfectly to any situation, whose name cheekily references the impossibility of such a godly being existing in reality. So are the Footsteps of the Formless an enlightened attachment-free view of the world, a charming and witty series of stories and strategies that exemplify the Formless in its outlook, attitude, and aesthetic.

Saproids by nature are relaxed and casual. They are not driven to haste or greed, and tend to go along with whatever seems easiest. At its best, a saproid is cheery, calming and easy-going, relentless, and prone to cooperation. But the dark sides of saproid society can be bleak. At its worst, a saproid can be brooding and sulky, paranoid and predatory, or volatile and violent.

CRISIS OF COLLECTIVISM

Saproids exist as individuals who think individualistically, but saproid culture emphasizes a fusion of collective consciousness and individualism, with no example greater than the Nightmerge. While saproids don't sleep the same way living beings do, they enter a relaxed state where their ego starts to break down and they experience a vague psychic oneness with their environment and others nearby that renders them slightly more conscious than most sleepers but unable to act effectively until fully awake. In saproid culture, when this sleep takes place, the saproids all merge together into a loose pseudo-hivemind of shared experience and emotion. In this state they experience a combination of consciousness and dreaming, while the minds of all the saproids in the merge unravel and entwine. The experience is akin to visiting a city during a major festival and being able to simultaneously see and hear everyone's dreams everywhere all at once.

Not surprisingly, this experience can generate one of two relatively strong responses. Firstly, it can create a strong dependence on the Nightmerge. This dependence helps to cohere Saproid society and keeps the people compassionate and productive and is the more common result. The less common response is a deep discomfort or revulsion. This can accompany the positive experiences as well, but ultimately Saproids who exhibit this reaction end up antisocial by Saproid standards. When a saproid adventurer is seen, their wanderlust likely resulted from an aversion to Saproid society and its touchy-feely togetherness.

SAPROID NAMES

Saproid names are impossible to pronounce, and as a result most Saproids that interact with outside cultures adopt a 'meat name' to use with other species. When saproids choose meat names, they favor adjectives they like or that describe them, or object nouns with similar qualities. Saproids are typically genderless, although saproids with gender identities have been observed. In lieu of family names, Saproids use a very formalized and practical base-100 two digit system, with the first digit depicting which generation the saproid was from, and the second digit depicting which Cycle of Generations that generation took place in. Thus you might encounter a Saproid named Sklurk Iota Nine, who typically uses the meat name Brick.

SAPROID TRAITS

Your Saproid Character has certain characteristics in common with all other saproids.

Creature Type. You are an Ooze.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet. You have a climb speed of 15 feet on vertical surfaces.

Nightmerge. Instead of sleeping, you enter a state called Merge which is like a waking semiconscious shared dream. You only need to merge for 6 hours to complete a long rest, during which you remain conscious enough to detect approaching creatures.

Shapeless Form. You are naturally a formless blob but you prefer to adopt a typical form containing up to one head and 6 limbs, up to 3 of which can manipulate objects like a normal hand, with the rest aiding in locomotion. You can change forms as an action. You can squeeze through a space as narrow as 1 inch wide, provided you are wearing and carrying nothing. You have advantage on ability checks you make to initiate or escape a grapple.

Subclass. Three subraces of saproids have been identified: Mergeflow, Surgeflow, and Skyflow.

MERGEFLOW SAPROIDS

Mergeflow Saproids have a mind towards cooperation and collaboration, sacrifice and the greater good. They make selfless teammates and trusted companions, as well as excellent senators. Mergeflow Saproids tend to be friendly and good-natured, easily getting past offputting first impressions and forming strong relationships with surprising perception and empathy.

Goey Guard. When you or a creature within 5 feet of you takes damage, you can use your reaction to take half. You can't use this ability again until you finish a long rest.

Telepathy. You have the magical ability to transmit your thoughts mentally to willing creatures you can sense within 120 feet of yourself. A contacted creature doesn't need to share a language with you to understand your thoughts, but it must be able to understand at least one language.

SURGEFLOW SAPROIDS

Surgeflow Saproids have a strong individualistic bend that naturally counteracts the cohesive collection of the Mergeflow Saproids. Surgeflows love to go out and experience the world, consuming everything they can, and finding new horizons. Many Saproid heroes have been Surgefolk, although Surgefolk are considered to be black sheep in saproid culture.

Elemental Affinity. Choose acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder when you select this subclass. Your ooze substance naturally emits that energy. Your unarmed strike deals 1d6 + your Strength Modifier damage of the chosen energy type instead of its normal damage and types. When a creature you're grappling begins its turn, it takes 1d6 + your Strength Modifier damage of the chosen type.

Surgeflow. As a bonus action you can leap up to 30 feet, and can stick to vertical surfaces when you land. Once you use this trait, you can use this ability a number of times equal to your proficiency bonus, and regain all uses when you finish a short or long rest.

SKYFLOW SAPROIDS

Skyflow Saproids have a natural urge to grow and ascend, a drive that gives them great curiosity and potential. They study and mirror other creatures as they seek to learn everything they can, consuming knowledge as voraciously as a lesser slime devours its prey. Skyflow Saproids are the most human-like of the Saproids and tend to adopt bipedal forms. As a result they are commonly found as adventurers and other members of wider society, as their wanderlust and hunger for knowledge brings them all across the multiverse.

Alter Form. As an action, you can transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance.

Curious Skill. When you finish a long rest, pick a skill, tool, weapon, or shields. You gain proficiency with the chosen discipline until you pick a new one upon finishing a long rest.

