



# BONES N' ROSES

5TH, 18TH, 15TH LEVEL  
MOTES OF THE DIVINE PART III

WELCOME TO THE BARROW,  
WE'VE GOT ACID RAIN.



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# INTRODUCTION

*Bones N' Roses* is a 5th-edition hunt optimised for four characters with an average party level of 5, 10, or 15. Characters who complete this adventure should earn enough experience to progress one-third of the way to 6th or 11th level, or three-fifths of the way to 16th level. The characters must navigate a corrupted bogland and defeat the source of the marsh's decay.

At the heart of the Bonefields is an ancient burial site, the Sepulchre of Sorrow, which until recently was home to the black dragon, Asterax. Despite the dragon's demise, the bog's corruption has not lifted—something lingers. After trudging through marsh and mist, the party finds a hostile ooze knight who, once defeated, melds the bones and armour that litter its lair into an ooze dragon. A means of resisting acid damage and the ability to fly will be useful in this epic hunt.

# BACKGROUND

The ultimate test of any knight's mettle is to pit their bravery and blade against the might of a dragon. Some choose this path for gold and glory, others simply to prove their strength, but those of the Platinum Fist sought only to oust a tyrannical evil. So it was that the Rose Knight, a native of Dullowmarch, pledged themselves to the Platinum Fist's purpose: to defeat the vile and wicked dragon, Asterax the Black.

Dullowmarch is a drab place, and nothing portrays this misery more poignantly than the Bonefields, a foggy bogland that finds itself the final resting place of the many misguided animals. Asterax's repeated raids impoverished the community, and her corruption fouled the water, making this already inhospitable land downright hostile. Before long, the Platinum Fist heeded the call of the Dulloviens and strode forth against the dragon.

The sun rose, set, and rose again as the legion broke their blades against the dragon's scales. Though the knights' armour was enchanted against corrosion, corpses bearing the caustic burns of Asterax's breath filled the swamp, forcing the living to fight while standing on the backs of their slain comrades. When their last ally fell, the wounded Rose Knight fled the sepulchre to the hut of a canny woman known to help forlorn lovers and angry spouses... for a price. The Rose Knight begged Gabby Calo Gnatfeet for the power to resist the dragon's acidic bile and quaffed her tar-like draught without question. After a night of bone-breaking cramps, the knight emerged from Gabby's hut with a flinty determination.

The Rose Knight surprised Asterax, who was licking her many wounds in the depths of her lair. Though the dragon doused the valiant knight in acid, she managed only to strip the knight's skin, revealing the black, viscous substance that now comprised their body. Crushing the dragon's skull with their flail, the Rose Knight's horror at their transformation was short-lived; there would be no fanfare, no celebration, naught but a mindless existence as the knight's viscera sloughed off their bones into a formless ooze.

But something persisted. The odious rage and cruelty of Asterax found a home in the ooze, and the corruption of the Bonefields did not end.

## MOTES OF THE DIVINE

This hunt is the third in a series of five known collectively as *Motes of the Divine*. The following gives an optional background you can use to link these hunts together.

Shortly after the creature responsible for the enlightenment of the wax elemental in *Flames of the Faithful* left Cresthill, Gabby Calo Gnatfeet appeared in Dullowmarch. You guessed it: they're the same person: a shapechanging entity from the Clockwork Arcadia known as CRE0. Gabby Gnatfeet's concoctions provided bonafide results, but always with unfortunate side effects. Poultices made to regrow lost fingers regrew way more than the creature lost, anti-aging creams caused users to regress back into infantile behaviour, and love potions made imbibers unable to feel any other emotion than love (resulting in one man's unfortunate attempt to assuage Asterax's rampage with a heartfelt hug).

After the Platinum Fist's pyrrhic success, Gabby Gnatfeet left, though her hut remains. Within the hut, a *detect magic* or similar spell reveals the presence of strong ambient biomantic magic, and the fading presence of a powerful divinity—a hangover from the *mote of the divine* she used to power the concoctions.

## SUMMARY

Here's a quick summary of the pertinent information for this hunt:

- **Which Monster?** An ooze knight lost to madness and despair.
- **Monster's Motivations.** In its dragon-induced madness, the ooze knight seeks the destruction of every living thing.
- **Monster's Previous Actions.** Corruption of the water, fauna, and flora, causing starvation and death among the citizens of Dullowmarch.
- **Where's the Monster?** The ooze knight's lair is located in the Sepulchre of Sorrow in the Bonefields.

### HUNT REWARDS PER CHARACTER\*

Hunt Level	Gold Reward	XP Reward**
5th	750 gp	2,650
10th	2,875 gp	6,550
15th	6,750 gp	17,000

\*Regardless of which adventure hook you use, give the same rewards.

\*\*Includes all monsters, traps, and puzzles, averaged for a party of 4.

## ADVENTURE HOOKS

Here are a few ways to entice your characters into hunting the source of the Bonefields' corruption:

- **Curiosity: Ultimate Challenge.** The tale of how the Platinum Fist rode to their doom against the Terror of the Bonefields quickly becomes a staple of any bard that travels through Dullowmarch. That Asterax's winged form hasn't been seen for some time strengthens the rumours that she was maimed in the knights' assault and, with each retelling, the size of her treasure trove grows larger. Despite many adventurers seeking their fortune at the sepulchre, none have returned. The call has gone out: those brave enough must end the Terror once and for all.
- **Morality: Land of the Dead.** Weary refugees from the decimated town of Caergannob arrive at the Loot Tavern\*. The family tells of rancid waters, food that was fresh the night before teeming with maggots come morning, and people and livestock alike being reduced to skeletal corpses overnight. Eking out a living in Dullowmarch was hard enough; they've left before famine can claim them too. The family tells the characters to seek out Sir Laris the Penitent. The strange knight camps near their town, and he knows the bog better than anyone.

\*Not using the Loot Tavern? Replace this with a location of your choice.

- **Compensation: A Proper Burial.** Sir Laris the Penitent has posted on the Loot Tavern's notice board seeking adventurers that will enter the Bonefields, slay the creature in the lair, and recover his comrades' remains. The knight has a camp near the town of Caergannob next to the bog, and there are instructions written on the notice detailing how to get there.

## SIR LARIS THE PENITENT

After the Rose Knight's flesh transformed into an oozing monstrosity, their soul fractured and a small, desperate spark survived. That spark clung to the former knight's bones, which crawled out of the swamp. Disguised in patchwork plate armour and calling themselves Sir Laris the Penitent, the now-undead warrior explains that he is the sole survivor of the Platinum Fist and that he wants to recover the remains of his fallen comrades after defeating the dark creature living in the bog. He doesn't reveal his undead nature, nor disclose that the creature was born from his desperate actions.

Sir Laris can be convinced to join the characters as a sidekick with a successful **VDC Charisma (Persuasion)** check. He uses the statistics of a **knight** for the 5th-level hunt, or a **gladiator** wearing plate armour (AC 18) for the 10th- and 15th-level hunts, but is undead and is **immune** to poison. Otherwise, he secretly follows them into the swamp at a distance. If his undead nature is discovered, he admits the truth that he was once a knight of the Platinum Fist before the monster ended his life. A successful **VDC Wisdom (Insight)** check reveals that Sir Laris isn't being completely truthful, but is sincere in wanting to defeat the monster and recover the knights' remains.

As the main point of contact for this adventure, Sir Laris is willing to share the following information to those planning on battling the ooze knight:

- The creature is a corrupted being of dark magic that took over the lair of the black dragon Asterax.
- The Platinum Fist fell to the black dragon, and their bones litter the waters of the lair. Sir Laris can't keep the pain out of his voice when discussing them.
- Sir Laris has seen adventurers enter the swamp, but none have returned. He's heard the sound of singing carry over the waters, but whoever it was, there was something not right about the sound of their voice.
- The knight recommends the characters stay clear of the water if they can and be prepared to boil water if they need to; there is disease and rot in those swamps that will eat anyone from the inside out if allowed the chance.

## THE BONEFIELDS

Before the arrival of Asterax, the Bonefields were already a dreary, flat landscape of mist, drizzle, and overcast skies. Her corrupting presence turned a monotonous bog into an expanse of rot and decay. The waters are now poisoned; only those habituated to such toxic environments persist in the bog, eager to drag the careless into the swamp's muddy embrace.

## TRACKING

Because of the fickle and shifting nature of the waters, travelling through the bog is difficult and time-consuming; dry land is scarce. As the characters make their way through the bog, they need four Tracking checks and two successes to find the dragon's lair. Each check takes 4 hours of travel time and can result in a clue encounter (see Know Thy Enemy, page 4). You can use the swamp random encounters from *Heliana's Guide* to populate your hostile encounters.



OGNIEV SPORIN

## UNIQUE FLORA & FAUNA

The bog is home to various unique plants and creatures that have been twisted by the dragon's corruption. Between the swarms of insects, alligators, poisonous snakes, and other deadly animals, there are plenty of swamp creatures eager to fill their belly with adventurers.

Here are some intriguing denizens of the bog:

**Mistfrog.** These Tiny, silver-backed frogs have gleaming red eyes that glow in the dark. As a self-defence mechanism, a mistfrog sprays a paralytic mist out of its pores. Medics value them as a source of anaesthetic. The oil can be harvested from a frog with a component DC of 25, although a misstep can result in the carving harvester being **paralysed** for **1 hour**. Applying the mistfrog oil to an item takes **1 minute**, and the next living creature that takes damage from the coated item must succeed on a **DC 11 Constitution saving throw** or be unable to take reactions for **1 minute**.

**Sugar Eel.** A mature sugar eel can reach up to 5 feet in length and weighs up to 15 pounds. Sugar eels are eyeless carnivores with distinct albino skin. They can smell blood in the water up to a mile away and hunt in packs. Their namesake sweet-tasting meat is a delicacy, and a single adult sugar eel can fetch a high price at any market.

### SIR LARIS

Undead, ex-knight, he/him\*

**Personality.** Somber and haunted, Rose Knight's skeleton in disguise.

**Appearance.** A skeleton hidden beneath voluminous dark robes, a thin lace veil hides his face.

**Desire.** To defeat the ooze knight and wrest his soul back from its gooey prison.

**Fear.** That the Platinum Fist's sacrifice will be in vein.

"Do any of you possess the mettle to rid Dullowmarch of this nightmare?"

\*While the Rose Knight identifies as non-gendered, their disguise, Sir Laris, is male.

**Ashvine.** Asterax's corrupting presence poisoned the land and turned it into the foul bog it is today. Villagers' attempts to burn away the infected vegetation mixed with the dragon's magic, and a new kind of plant, ashvine, began to thrive. Its thick, black-and-green vines grow along the ground and have leaves of ash-grey hue. They crumble to dust when stepped on, releasing a burst of ash-like spores in a **5-foot radius**. Each creature in that area must succeed on a **DC 11 Constitution saving throw** or become infected with the Ash Lung disease for the next **24 hours**. An infected creature has **disadvantage** on death saving throws. If an infected creature dies, its corpse crumbles to ash in **1d3** days. A *lesser restoration* spell or similar effect cures the infection in a living creature.

## KNOW THY ENEMY

The Bonefields hold many clues the characters can find while tracking down the ooze knight. During their journey, they encounter a strange ooze, hot springs filled with acid, and a wandering hedge knight driven mad with oscillating emotions. Each encounter gives the characters a chance to learn the following information about the ooze knight:

- The knight has control over oozes that have reactive resistance traits.
- The knight can briefly turn normal water into acid.

- The dragon's cruel influence persists and can telepathically flood an enemy's mind with overpowering emotions.

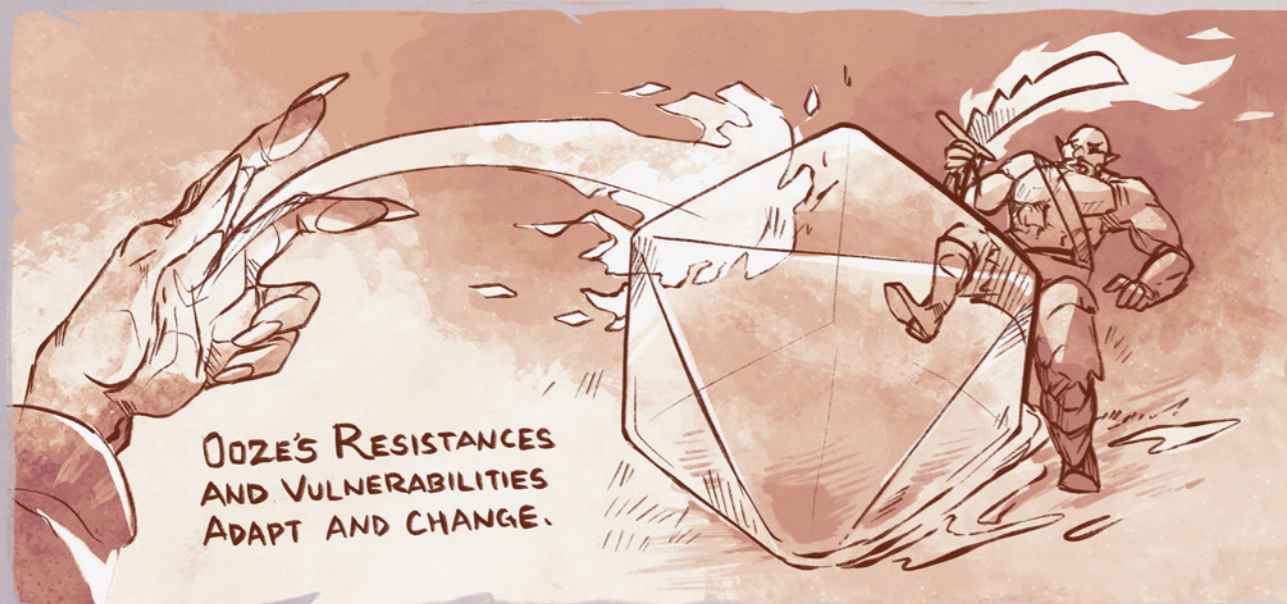
The GM can determine which clues they encounter as the characters travel through the swamp.

### CLUE 1: REACTIVE MUTATIONS

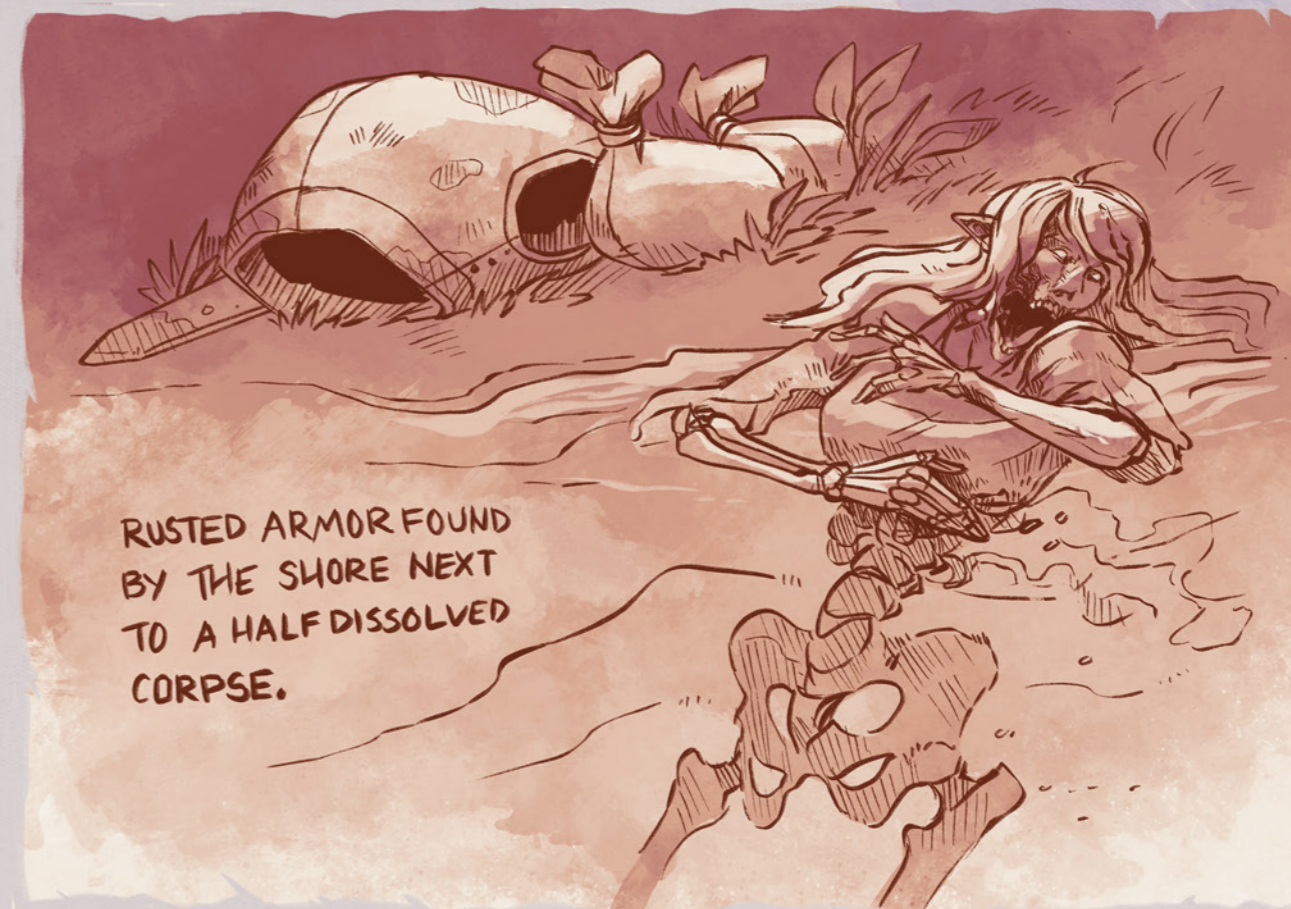
The swamp grows eerily quiet as you progress further along the path. Suddenly, an oddly coloured ooze lurches from the water with appendages outstretched towards you!

**Encounter: Reactive Ooze.** A polyhedrooze ambushes the party from the swamp. Characters that fail a **VDC Wisdom (Perception)** check are surprised by the ooze. Vigilant characters that succeed on a **VDC Intelligence (History or Arcana)** check recognize the ooze as a biomantic polyhedrooze, more intelligent and emotionally charged than its common counterparts. A successful **VDC Wisdom (Survival)** check determines that the ooze has a trait that gives it damage resistance that changes based on the last type of damage it took. See the Variable Lair Action Statistics table on page 18 for info on VDC.

HANDOUT 1. REACTIVE MUTATIONS



JESSE JACKDAW BURNS



HANDOUT 2. ACIDIC WATERS

### POLYHEDROOZE STATISTICS

Hunt Level	Ooze
5th	hexahedrooze*
10th	octahedrooze*
15th	decahedrooze*

\*See Appendix C

### CLUE 2: ACID BATHS

Sulphurous fumes overpower the already humid and foul swamp air. Their source: a pair of hot springs on the path ahead. Rings of charred vegetation surround each pool, and a rusted sword leans against a twisted tree.

JESSE JACKDAW BURNS

While adventuring in the bog, Lady Elana the Bright came across these hot springs and decided to wash away the sweat and blood of her battles. Her acid-scarred skeleton lies half-submerged in the spring. Her rusted belongings can be found buried under ashvine nearby with a successful **VDC Wisdom (Perception)** check.

Elana's heavily-damaged journal, tucked inside a rotting leather pouch, describes her journey to fight the Terror of the Bonefields and earn her place in history. The last passage mentions she woke each morning to find new rust on her armour and weapons. A character that inspects Elana's corpse and succeeds on a **VDC Wisdom (Medicine)** check determines that her death was caused by exposure to acid. A character who tests the spring waters and succeeds on a **VDC Intelligence (alchemist's tools)** check determines that they are abnormally acidic, fatal if imbibed, though not currently corrosive enough for a splash to cause damage.

## CLUE 3: DRAGOPATHY

The sound of a bawdy tavern song drifts over the swamp moments before the singer comes into view. An older man with a rich bass voice is pushing a rickety boat across swamp waters, despite his emaciated condition. Rusted armour hangs from his wasted frame, and a broken leather helmet barely covers his stringy white hair. The man's eyes shine with madness as he flashes a gap-toothed smile filled with rotten teeth. "Hail, fellow adventurers! Are ye here seeking the lost dragon hoard as well?"



HANDOUT 3. DRAGOPATHY SYMPTOMS

Sir Erik the Gallant (N human **knight**) was the only survivor of a band of adventurers who met their doom battling the "black knight". During the battle, the knight flooded Erik's mind with a psychic assault, causing him to attack his erstwhile allies in his madness. He has since developed acute dragopathy, a disease caused by exposure to a chromatic dragon's will where one oscillates between their various, pernicious emotions, moment to moment. A successful **VDC Intelligence or Wisdom (Arcana or Medicine)** check identifies his behaviour as the symptoms of dragopathy.

**Interaction.** When the characters ask Sir Erik questions, roll a **d4** and consult the table below to determine what emotion affects his response. A successful **VDC Charisma (Intimidation or Persuasion)** check can bring Sir Erik to a neutral state for a single honest response before reverting to madness, and a *calm emotions* spell can suppress the effect for its duration.

Some examples of his responses are as follows:

- **Greed:** "You can't have the dragon's treasure, it's all mine! Mine, you understand? I was here first! Go find your own dragon hoard!"
- **Pride:** "Oh, I've faced the midnight terror. My companions' knees shook in fear, but not mine! The mighty beast trembled when I drew my great blade in defiance!"
- **Anger:** "Who are you to ask me questions? You are but worms! Royal blood fills my veins and you pathetic creatures dare to speak to me with such indifference?"
- **Sloth:** Yawning: "Why are you bothering to work so hard? You should just enjoy this fine sunny day and beautiful water!"

### d4 Emotional State

- |   |  |
|---|--|
| 1 | <b>Greedy.</b> Sir Erik demands to be paid before answering the question.                              |
| 2 | <b>Prideful.</b> Sir Erik answers boastfully to the point the truth is buried in obvious exaggeration. |
| 3 | <b>Angry.</b> Sir Erik refuses to answer, cursing and threatening the characters in a blind rage.      |
| 4 | <b>Slothful.</b> Sir Erik brushes off the question as boring and taking too much effort to discuss.    |

**Curing Sir Erik.** A *lesser restoration* spell or similar effect cures Sir Erik's madness long enough for him to remember the truth of what happened, explaining how when he battled the "armoured creature", his behaviour changed. He can't accept what he has done and immediately flees into the swamp, never to be seen again.

JESSE JACKDAW BURNS

## THE BATTLE AHEAD

When the characters reach the Bonefields, they find the ancient tomb surrounded by bone-filled swamp waters and pieces of armour. Once the party fights past the minions and defeats the ooze knight, the knight uses the bones of the fallen Asterax to transform into an ooze dragon for the final wave of the battle.

**Waves.** The battle is divided into three distinct phases called waves that each introduce new challenges and difficulties. The characters can counter some of them if they unravel what they discover in the clue encounters (see Know Thy Enemy, page 4).

## LAIR: BONEFIELDS

Before Asterax arrived, the Bonefields were the long standing resting place of the Dulloviaans. Now the area seems to attract creatures nearing the end of their life; its waters are filled with the bones of all manner of long-dead creatures, as well as a single, colossal skull. Following the destruction of the Platinum Fist, pieces of rent and broken armour litter its depths, jagged edges a hazard below the murky water.

**Hazard: Graveyard.** The swamp water is filled with bones, weapons, and armour, making it difficult terrain. Creatures knocked prone in the water take **Vdam** piercing damage from the rusted metal and must succeed on a **VDC Constitution saving throw** or be **poisoned** for **1 minute**.

**Sepulchre of Sorrow.** On the northern end of the Bonefields is a cleft in the rock leading to a damp, bone-filled crypt.

**Helping Hand.** If Sir Laris accompanies the characters directly to the Bonefields, he silently slips away into the swamp to watch the results of the battle. If needed, he dashes into the battle to assist a restrained character or provide a *potion of healing* (normal, greater, or superior at 5th, 10th, or 15th level, respectively) at a reasonable time. If Sir Laris doesn't join the characters directly, he follows them to the lair where he waits ready to assist when possible. Afterwards, the undead knight disappears back into the bog awaiting the hunt's outcome.

## ROLEPLAYING THE OOZE KNIGHT

The Rose Knight fell into madness after they were transformed into the ooze knight, and they now see everyone around them as a monster that needs to be destroyed. Their deep, gurgling voice rings hollow from within their armour, their overly-formal speech the only remnant of when they were human. The ooze knight verbally attacks the characters with accusations of being the monsters they are sworn to destroy for the world's safety. Nothing can bring the ooze knight to see the truth of the situation or the corruption around them.

## ENTERING THE BONEFIELDS

When the characters first enter the Bonefields, they arrive at the southern end as the ooze remnants are playing out their battle under the ooze knight's watch. Read aloud or paraphrase the following once they arrive to kick off the first wave:

The screech of metal striking metal carries across the foetid swamp and leads directly to a clearing. Bones of tremendous beasts peek through scum-topped water filled with dozens of skeletons!

In the centre of the clearing is a giant skull nestled between ramps leading up to a cave entrance. A massive knight covered in thick plate armour bound by chains and strands of tar sits on the skull, watching an odd assortment of armoured warriors engaged in a merciless struggle. No eyes are visible beneath the armours' helms, only dark viscous liquid that oozes between the plates' joints.

A deep voice gurgles out from behind the seated knight's closed mask. "Horrible creatures! Thou daarest come here to our innermost sanctum? Thou dost foul this glorious place with thy filth!"

Characters that succeed on a **DC 15 Intelligence (History)** check recognize the bits of armour the oozes are wearing as belonging to the Platinum Fist. If a character says anything about the fallen company to the ooze knight, they receive only roars of anger, and that character becomes the sole focus of the knight's attacks during the first wave.



1 SQUARE = 5 FEET

CARTOGRAPHER:  
CZE & PEKU

MAP 1. THE BONEFIELDS

CZE & PEKU

OGNIEN SPORIN

## Ooze Remnants

The Bonefields are filled with the bones and armour of all those that perished here in battle. Psychically linked pieces of the ooze knight have split from its body and used the armour pieces to form into macabre simulacra of the fallen knights. Every day, they fight each other in a futile battle, reforming to repeat the scene endlessly. When referenced in the adventure text, an ooze remnant appears as an ooze-filled conglomeration of armour pieces and uses the monster statistics as referenced with the following modifications:

- It is an ooze.
- It is **immune** to poison and acid damage.
- It is **immune** to the charmed, exhaustion, and poisoned conditions.
- It has blindsight out to **60 feet** (if not already further) and is blind beyond this radius.
- It doesn't speak or understand any languages.

When a stat block references an ability or trait, the ooze remnant replicates the effect with its ooze body. For example, an ooze remnant roper's tendrils are made from viscous, tar-like appendages. It otherwise has the same traits and abilities as the referenced monster's statistics.

## WAVE 1: THE LEGION OF OOZE

The ooze knight and other oozy creatures attack the party. The ooze knight continues to verbally assault the characters with overly-formal speech, making it clear that their madness skews their world perspective.

## ENEMIES

The ooze remnants (see "Ooze Remnants" sidebar) currently battle in the Bonefields.

**Level 5.** At 5th level, the wave 1 combatants are:

- 2 ooze remnant **animated armors** (CR 1)
- 1 ooze remnant **knight** (CR 3)
- 1 **ooze knight\*** (CR 5)

**Level 10.** At 10th level, the wave 1 combatants are:

- 3 ooze remnant **knight**s (CR 3)
- 1 **ooze knight champion\*** (CR 9)

**Level 15.** At 15th level, the wave 1 combatants are:

- 2 ooze remnant **knight**s (CR 3)
- 1 ooze remnant **gladiator** (CR 5)
- 1 **ooze knight warlord\*** (CR 16)

\*See Appendix C

## TACTICS

The enemies during this phase attempt to overwhelm the characters with constant attacks and fight without any sense of self-preservation. The ooze knight focuses on the character wearing the heaviest armour, alternating its Chain Lash and Acidic Infusion lair actions to bind and dissolve creatures in the swamp's water.

## END OF WAVE

Wave 1 ends when either of the following conditions are met:

- All ooze remnants are defeated.
- The ooze knight is reduced to half their hit points. If this happens, the ooze knight's initiative changes so that they take their turn immediately after the creature that reduced them to half of their hit points (even if they have already taken a turn this round).

On initiative count 20 after the end of wave 1 is triggered, wave 2 begins.



Ooze Remnant

## WAVE 2: ACID CLEANSE

This wave sees the ooze knight exert power over the smaller oozes, reforming them into a single stronger ooze to fight beside them. They call upon the ambient magic in the area to form an acid rainstorm that pummels the battlefield.

The knight releases a roar of pure, unadulterated rage that reverberates across the swamp. In response, tendrils of dark magic swirl out of the filthy waters and rise into the sky as dark clouds form overhead. With a crack of lightning, the sky opens into a pouring rain that sizzles and burns everything it touches—it's acid! At the same time, the sputtering sludge of the creatures you just felled quivers and congeals into an imposing shape.

**Hazard: Acid Rain.** Three **15-foot-radius** acid rain clouds appear above the Bonefields in positions of the GM's choice. On initiative count 10 (losing ties), they each move independently around the map up to **10 feet** towards the closest creature, remaining about 60 feet above the ground. The cloud and below each cloud is heavily obscured, and each creature that ends its turn in the rain or cloud must make a **VDC Constitution saving throw**, taking **Vdam** acid damage on a failed save or half as much damage on a successful one. The rain ceases when the knight is reduced to 0 hit points.

### ENEMIES

The combined ooze remnant (see "Ooze Remnants" sidebar) forms in an unoccupied space central to the spaces where the previous ooze remnants were.

**Level 5.** At 5th level, the wave 2 combatants are:

- 1 ooze remnant **gladiator** (CR 5)
- 1 **ooze knight**\* (CR 5)

**Level 10.** At 10th level, the wave 2 combatants are:

- 1 ooze remnant **assassin** (CR 8)
- 1 **ooze knight champion**\* (CR 9)

**Level 15.** At 15th level, the wave 2 combatants are:

- 1 ooze remnant **stone golem** (CR 10)
- 1 **ooze knight warlord**\* (CR 16)

\*See Appendix C

### TACTICS

The ooze knight and remnant have a great advantage when within the heavily-obscuring rain; they are immune to the acid damage, they can't be seen by creatures with conventional sight, and their blindsight

allows them to see targets within the area. They use this to their advantage, moving with the clouds and focusing on the adventurers most susceptible to their attacks. The ooze knight continues alternating between their Chain Lash and Acidic Infusion lair actions.

### END OF WAVE

This wave ends once the ooze knight is reduced to 0 hit points.

## WAVE 3: THE OOZE DRAGON

Once the ooze knight is reduced to 0 hit points, any remaining ooze remnants die and their armour and body morph to engulf Asterax's bones, transforming into an ooze dragon.

The knight's armour shatters as the tar-like ooze inside bursts out, expanding across the swampy ground and sinking into the water. A moment of silence expands like a ripple across the surface of a calm pond. Suddenly, the bones, armour plating, and a giant lizard-like skull are wrenched together in a spray of foetid, sulphurous swamp mud. A mess of jagged claws and rent metal plating, the dragon roars defiantly and lurches into the sky, dripping black ooze and malice.

### ENEMIES

As the dragon takes off, the ooze remnants (see "Ooze Remnants" sidebar) slough off the dragon's shifting form, appearing in the spaces closest to the ooze dragon.

**Level 5.** At 5th level, the wave 3 combatants are:

- 1 ooze remnant **roper** (CR 5)
- 1 **young ooze dragon**\* (CR 6)

**Level 10.** At 10th level, the wave 3 combatants are:

- 1 ooze remnant **roper** (CR 5)
- 1 **adult ooze dragon**\* (CR 12)

**Level 15.** At 15th level, the wave 3 combatants are:

- 2 ooze remnant **ropers** (CR 5)
- 1 **ancient ooze dragon**\* (CR 17)

\*See Appendix C

### TACTICS

The ooze dragon uses their manoeuvrability to harass the party from all sides and unleash their draconic fury. If forced to the ground, they use wing attacks and other knockdown actions to keep the characters at bay before taking to the air once more.



### END OF WAVE

This wave ends once the ooze dragon is reduced to 0 hit points. When this happens, any remaining ooze remnants instantly dissolve into the swamp, their armour sinking back to the bones beneath.

The dragon crashes to the ground, and its skeletal wings are exposed once more as the ooze begins to slough off. Its steel claws scratch weakly at the ground, digging furrows in the muck and revealing bodies with silver armour buried beneath the mud. The dragon pauses at the sight, the light in its eyes flaring for a split second before fading once more, and with one last roar of pain and despair, the dragon collapses and grows still. The ooze and metal begin to slide off the dragon bones, leaving the skeleton behind as the smoking goo dissolves away.

Read aloud the following if this adventure follows the Motes of the Divine story arc (see page 1).

As the ooze dissolves, cracks begin to appear in the dragon's bones, and a golden light starts to shine through! The cracks spread and the light becomes blinding until it explodes into a beam reaching into the sky, leaving nothing but silence and fractured bones.

### OOZE DRAGON

## OPTIONAL ENDING: THE UNDEAD HORDE

If you are running this as a one-shot adventure, you may wish to up the stakes the characters face after defeating the ooze dragon. An overly-dramatic ending can give the characters a finality to their story beyond just defeating the monster.

For example, the dark power that fuels the oozes dissolves into the swamp water, reanimating the corpses beneath. On initiative count 20 of each round, the following creatures are raised from the swamp and the characters must now race to escape the undead horde before they are consumed by a wave of bones and blades.

**Level 5.** At 5th level, the combatants are:

- 6 **skeletons** (CR 1/4)
- 3 **minotaur skeletons** (CR 2)

**Level 10.** At 10th level, the combatants are:

- 6 **ghouls** (CR 1)
- 3 **wights** (CR 3)

**Level 15.** At 15th level, the combatants are:

- 6 **wights** (CR 3)
- 3 **wraiths** (CR 5)

## AFTERMATH

After defeating the ooze knight, the characters find Sir Laris standing at the edge of the Sepulchre of Sorrow. He kneels before a damaged breastplate decorated with an enamelled black rose. Hood pulled back, Sir Laris' skeletal head has a strong, androgynous face made of golden light; that of the Rose Knight before they were turned to ooze.

If the party hasn't yet met the Rose Knight (disguised as Sir Laris) before this point, they nod gratefully in the party's direction and introduce themselves. They reveal the sacrifice they made in defeating the dragon; that their body was turned to ooze and their bones sustained by necromantic magic. They thank the party for putting their soul at ease and direct them towards the dragon hoard in the sepulchre.

### ROSE KNIGHT'S ARMOUR



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Here are some additional developments that occur after this hunt:

- If you are following the optional Motes of the Divine story arc (see page 1), Sir Laris, now the Rose Knight, also explains that the canny woman who infused them with power has moved on from the swamp, but they believe that there are others on whom she experimented.
- The Rose Knight takes their damaged armour, repairs it, and acts as a vigilante do-gooder throughout the region. They keep their face hidden and live a solitary life.
- The Rose Knight helps reform the Platinum Fist.
- The fallen knights are removed from the swamp and given a proper burial.
- The Bonefields return to the dreary, drizzle-filled expanse.
- The town of Caergannob is rebuilt, and the townsfolk commission a painting of the characters battling the ooze dragon. It's displayed in the town inn, and the tale quickly spreads.
- A bizarre extra-planar creature, the Bonemonger, moves into the Sepulchre of Sorrow (see the hunt: Hare Raising).

## TREASURE

The black dragon Asterax's treasure hoard lies untouched in her old cave. Along with the collection of coins and half-melted valuables is a weapon made of gold and silver and adorned with feathered wings: a *liberator* (see Appendix A). Though this weapon is depicted as a sword, you can change it to any weapon that your party might find useful.

### TREASURE

Hunt Level	Coins	Liberator rarity
5th	3d6 x 50 gp	Uncommon
10th	3d6 x 100 gp	Rare
15th	3d6 x 200 gp	Very rare



DRAGON BONES

## HARVESTING

The following unique components can be harvested from the ooze knight/dragon, in addition to those normal for an ooze.

### OOZE KNIGHT/DRAGON HARVEST TABLE

Component DC	Components
10	Bone (3)
15	Vesicle <sup>E+</sup> (5)
20	Heart (1)

## CRAFTING

The following unique items can be crafted from the ooze knight/dragon's components.

### OOZE KNIGHT/DRAGON CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
Amalgamask	Wondrous item	Uncommon		Ooze (amalgamooze) vesicle	Frail	650 gp
		Rare	Required		Robust	2,100 gp
		Very rare			Potent	11,500 gp
Heartbeater	Weapon (flail)	Uncommon		Ooze (amalgamooze) heart	Frail	800 gp
		Rare	Required		Robust	2,200 gp
		Very rare			Potent	11,000 gp
Maiden's Tower	Armour (shield)	Uncommon		Ooze (amalgamooze) bone	Frail	900 gp
		Rare	Required		Robust	2,800 gp
		Very rare			Potent	12,500 gp

\*This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

CHAOUKI "CIAO" TROUHI



# APPENDIX A - MAGIC ITEMS

## AMALGAMASK

Wondrous item, rare (requires attunement)

In order to remain as impartial bastions of righteousness, the Knights Penitent are forbidden from emotional outbursts or impassioned self-expression. Those most committed to this form of self-sacrifice wear this many-faced mask, which they shift to convey the appropriate emotion and prevent their true thoughts from ever being known.

**Fickle Faces.** While wearing this mask, you have **advantage** on ability checks using a certain skill, depending on which face is at the front. When you first attune to the mask, and each day at dawn while you remain attuned to it, you can select the mask's expression. You can use a bonus action to shift a different expression to the front, but spiked chains drag across your skin when you do so, and you take **2d6** slashing damage.



AMALGAMASK

Expression	Ability Check
Joyous Laughter	Performance
Raging Scream	Intimidation
Sinister Smile	Deception
Focused Frown	Insight
Pitiful Sob	Persuasion

**Uncommon variant:** Once you've used the mask to gain advantage on an ability check, you can't use it to gain advantage on that kind of check again until you shift the expression. Reduce the damage from shifting the expression to **1d6**.

**Very rare variant:** The mask has the Blood of the Guilty property.

**Blood of the Guilty.** As an action while wearing this mask, you can cause blood to pour from the eyes, noses, and mouths of each face. Each creature of your choice within **15 feet** of you that can see you must make a **DC 16 Wisdom saving throw**. On a failed save, a creature takes **2d8** psychic damage and begins to bleed from its eyes as well, becoming **blinded** for **1 minute**. On a successful save, a creature takes half as much damage and isn't blinded. A creature without blood automatically succeeds on this saving throw. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this property of the mask has been used, it can't be used again until the next dawn.

## HEARTBEATER

Weapon (flail), rare (requires attunement)

Carrying a heartbeater is an honour bestowed upon the most devoted of the Knights Penitent. It symbolises their eternal punishment, which is both an agonising cage and a source of great power. Only those willing to suffer for their convictions and sacrifice their own humanity can unlock the true power of this macabre weapon.

This flail has **3 charges** and regains **1d3** expended charges daily at dawn.

**Rip Cage.** While holding the flail, you can use an action to magically rip your own heart from your chest and transfer it to the cage in the weapon without killing yourself, taking **2d6** necrotic damage in the

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process. This damage can't be reduced or prevented in any way. While your heart is in the cage, your creature type is undead, and the flail deals an extra **1d6** necrotic damage on a hit. Your heart remains in the cage until you use a bonus action to take it back into yourself, or until you finish a short or long rest.

**Hollow Beat.** While your heart is in the cage, you can cast the *chill touch* cantrip at will (**save DC 15**). When cast in this way, the spell creates a ghostly heart with writhing blood vessels instead of a skeletal hand. In addition, when you hit a creature with an attack using the flail, you can expend **1 charge** to immediately cast the *chill touch* cantrip targeting that creature (**save DC 15**; no action required).

**Uncommon variant:** The item doesn't have any charges or the Hollow Beat property. Reduce the extra damage dealt by the flail to **1d4**, and the damage to yourself to **2d4**.

**Very rare variant:** Increase the charges to **8**, the recharge to **1d6 + 2**, the extra damage dealt by the flail to **1d8**, and the damage to yourself to **2d8**.

## LIBERATOR

Weapon (any sword), uncommon

Component: pouch of celestial feathers

It is said that in times of great oppression, divine messengers seek out those willing to rise up against their tormentors. These would-be heroes are presented with a gleaming blade, sharp enough to cut through the chains that bind them and light enough to let their spirits soar. Liberators have helped many revolutionaries and freedom seekers leave their mark throughout history.

**Chainbreaker Strike.** You have **advantage** on attack rolls made with this sword against creatures that are grappling an unwilling target. The first time each turn you hit such a creature, you deal an extra **2d6** radiant damage to it, and the grappled creature can use its reaction to automatically escape from the grapple.

**Rare variant:** Increase the damage to **4d6**. The sword has the To the Rescue! property.

**To the Rescue!** Once on each of your turns, you can move up to half your speed toward a hostile creature that is grappling an unwilling target, without expending any movement.

**Very rare variant:** Increase the damage to **6d6**. The sword has the To the Rescue! property. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

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HEARTBEATER



LIBERATOR



## MAIDEN'S TOWER

*Armour (shield), rare (requires attunement)*

The Order of the Knights Penitent believes that only constant punishment can keep sinful impulses at bay and lead to a life of righteousness. Perched atop this shield's spiked exterior is a serene, silver face. When the shield encases a creature, bloody tears pour from its empty eyes, and its cold metallic lips occasionally twitch into a smile when it causes a victim especially great agony.

**Share the Pain.** When a creature hits you with a melee attack while you're holding the shield, its spikes extend to pierce that creature in return, dealing **1d8** piercing damage to it. Once this happens, it can't happen again until the end of your next turn.

**Locked In.** While holding the shield, you can use an action to force a creature within **5 feet** of you to make a **DC 15 Charisma saving throw**. On a failure, the shield opens like an iron maiden and swallows the target, which is transported to a torturous demiplane, as per the *banishment* spell, for **1 minute** or until your concentration ends (as if concentrating on a spell). Once this property of the shield is used, it can't be used again until the next dawn.

**Uncommon variant:** The shield doesn't have the Locked In property.

**Very rare variant:** The Locked In property can be used twice, regaining all expended uses daily at dawn.

MAIDEN'S TOWER

## APPENDIX B - SPELLS

### ACID RAIN

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 90 feet (20-foot-radius, 60-foot-tall cylinder)

**Components:** V, S, M (a drop of acid)

**Duration:** Concentration, up to 1 minute

**Class:** Druid, Sorcerer, Warlock, Wizard

With a gentle patter, corrosive raindrops build to an acidic deluge in a **20-foot-radius, 60-foot-tall cylinder**, centred on a point within range. When the rain begins, each creature in the area must make a **Dexterity saving throw**, taking **4d6** acid damage on failure or half as much damage on a success. For the duration, a creature must also make this saving throw when it enters the spell's area for the first time on its turn or ends its turn there.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the acid damage increases by **1d6** for each slot level above 3rd.

### SHACKLE

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a manacle's link)

**Duration:** Concentration, up to 1 minute

**Classes:** Bard, Cleric, Sorcerer, Paladin, Warlock, Wizard

You point at a creature you can see within range, conjuring ethereal manacles that attempt to bind its limbs. The target must succeed on a **Strength saving throw** or, for the duration, its speed is halved, it has **disadvantage** on attack rolls and Dexterity saving throws, and attack rolls against it have **advantage**. In addition, standing up from prone costs the creature twice as much movement as usual. A creature immune to being restrained automatically succeeds on its saving throw against this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

### REACTIVE MUTATION

*3rd-level biomancy\* (\*can be replaced with transmutation)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (some bone marrow)

**Duration:** Concentration, up to 10 minutes

**Classes:** Druid, Sorcerer, Tamer, Warlock, Wizard

You touch a willing creature, altering its defensive capabilities for the duration. Immediately after the next time the creature takes damage of one of the following types, it gains **resistance** to that damage type and **vulnerability** to the paired damage type:

- bludgeoning and piercing
- cold and fire
- force and psychic
- lightning and thunder
- necrotic and radiant

The spell ends on a creature **1 minute** after it gains this resistance and vulnerability.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

### TRUE REACTIVE MUTATION

*7th-level biomancy\* (\*can be replaced with transmutation)*

**Casting Time:** 1 minute

**Range:** 10 feet

**Components:** V, S, M (some bone marrow)

**Duration:** 10 minutes

**Classes:** Druid, Sorcerer, Tamer, Warlock, Wizard

For the duration, you enhance the defensive capabilities of up to six willing creatures you can see within range, for the duration. Immediately after the next time each creature takes damage, it gains **resistance** to that damage type for **1 minute** and then the spell ends on it.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level, the duration increases to 1 hour, and the spell ends on a creature 1 minute after it gains a second damage resistance type, instead of the first. When you cast this spell using a slot of 9th level, it lasts for **24 hours** and ends 1 minute after a creature gains a third damage resistance type, instead of the first.

# APPENDIX C - CREATURES

## ASSIMALOOZES

When strong biomantic magic is enhanced by the spark of a divine ooze and introduced to living tissue, that tissue is quickly assimilated into an ooze-like substance. The new creature retains its strongest memories as an overarching reason for existence but, as with biomantic polyhedroozes, is easily moulded by the strong psyches and emotions that inhabit its environs.

**Variformed.** The form an assimalooze takes depends on both its form before oozification as well as its environment: principally the available hard matter around which it can arrange itself. An assimalooze in a graveyard might animate the bones of the dead, while one on a battlefield might inhabit the armoured plates of a knight, and another in an abandoned building could build a skeleton of rusted pipes and a carapace of broken glass.

**Habitat.** Assimaloozes create their lair wherever they form, and thus have no typical habitat. Their effects on the region depend on the psyches influencing their creation. However, without fail, assimaloozes always acidify nearby water sources: a byproduct of their presence and, when threatened, as a defence mechanism.

## OOZE KNIGHT

The ooze knight has two major influences: the Rose Knight's yearning to bind and defeat the dragon, Asterax, and that same dragon's cruelty, greed, and malice.

### LAIR ACTIONS

While the ooze knight is in its lair, it can use the following lair actions. The saving throw DC and damage of the lair actions depend on the level of the adventure, as shown in the Variable Lair Action Statistics table.

#### VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam
5th	13	5 (2d4)
10th	15	10 (3d6)
15th	17	21 (6d6)

**Lair Actions.** On initiative count 20 (losing initiative ties), the ooze knight can take a lair action to cause one of the following effects; they can't use the same effect two rounds in a row:

- **Acid Infusion.** The lair's water becomes a corrosive acid until initiative count 20 of the next round. A creature that enters the acid for the first time on a turn or starts its turn there must make a **VDC Constitution saving throw**, taking **Vdam** acid damage on a failed save or half as much damage on a successful one.
- **Chain Lash.** Iron chains lash out from the water, wrapping around a creature of the ooze knight's choice. The creature must succeed on a **VDC Strength saving throw** or be pulled into the nearest patch of water and **restrained** by the chain. A creature can use its action to make a **VDC Strength check**, freeing itself or another restrained creature from the chain on a success.
- **Overwhelming Dragopathy (Ooze Dragon Form Only).** The ooze dragon chooses a target it can see and sends a telepathic wave across the lair. The target and each creature within **10 feet** of it must succeed on a **VDC Charisma saving throw** or become afflicted with a random intense emotion for **1 minute** or until the ooze dragon uses another lair action. An afflicted creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

1. **Greed.** The creature sees allies as competition for glory and treasure, and it can only take actions that hinder or harm other creatures attacking the ooze dragon.
2. **Pride.** The creature believes itself to be the only one capable of defeating the ooze dragon. It can't take or accept the Help action, can't be the willing target of any spell cast by another creature, can't benefit from flanking, and can't assist restrained or grappled creatures.
3. **Anger.** The creature is filled with rage, and it can only take actions that allow it to attack the ooze dragon or force the ooze dragon to make a saving throw.
4. **Sloth.** The creature becomes lethargic and unwilling to fight, and it can only take the Disengage action and can't take reactions.

### GM TIP

Write down the information in this table for your hunt level, so you don't have to keep flicking back and forth!

### REGIONAL EFFECTS

The region containing the ooze knight's lair is warped by the infusion of Asterax's malice, creating one or more of the following effects:

- Open water sources within 1 mile of the ooze knight's lair are supernaturally sulphuric and acidic. Extended exposure to their fumes and corrosion is fatal.
- A humanoid that spends at least 1 hour within 1 mile of the ooze knight's lair must succeed on a **VDC Wisdom saving throw** or gain a short-term

madness effect. A creature that succeeds on its save can't be affected by this regional effect again for 24 hours.

- The land within 6 miles of the lair takes twice as long as normal to traverse; twisted plants obscure safe paths, diverting wanderers into the swamp's reeking mud.

If the ooze knight dies, vegetation remains as it has grown, but other effects fade over **1d10** days.



OPPOSITE: OGNEN SPORIN

## OOZE KNIGHT

Large ooze, chaotic neutral

**Armour Class** 16 (natural armour, shield)

**Hit Points** 85 (10d10 + 30)

**Speed** 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	11 (+0)	12 (+1)	14 (+2)

**Saving Throws** Str +6, Dex +3

**Skills** Athletics +6, Perception +7

**Damage Immunities** acid, poison

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

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 17

**Languages** Common, Draconic

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Acidic Weapons.** The ooze knight's melee weapon attacks are magical. When the ooze knight hits with any weapon attack, the attack deals an extra 2 (1d4) acid damage on a hit (included in the attacks below).

**Corrode Metal.** Any nonmagical weapon made of metal that hits the ooze knight corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze knight is destroyed after dealing damage.

The ooze knight can eat through 2-inch-thick, nonmagical metal in 1 round.

**Legendary Resistance (2/Day).** If the ooze knight fails a saving throw, it can choose to succeed instead.

**Ooze Nature.** The ooze knight doesn't require air or sleep.

**Opposing Reactive Mutations.** Whenever the ooze knight takes a certain type of damage, it gains **resistance** to that damage type and **vulnerability** to the opposing damage type. This effect lasts for **1 minute** or until this trait is used again. The damage type pairs are as follows: bludgeoning and piercing; cold and fire; force and psychic; lightning and thunder; necrotic and radiant.

## ACTIONS

**Multiattack.** The ooze knight makes two attacks: one with its Sword and one with its Shield Bash. It can replace one of these with its Slime Ball.

**Sword.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 2 (1d4) acid damage.

**Shield Bash.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage plus 2 (1d4) acid damage. If the target is a creature, it must succeed on a **DC 14 Strength saving throw** or be knocked **prone**.

**Slime Ball (Recharge 5–6).** *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (2d6) acid damage. If the target is a creature, it must succeed on a **DC 14 Strength saving throw** or have its speed halved for **1 minute**. The creature can repeat the saving throw at the start of each of its turns, ending the effect on a success.

## LEGENDARY ACTIONS

The ooze knight can take 3 legendary actions, 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. The ooze knight regains spent legendary actions at the start of its turn.

**Ground Slam.** The ooze knight slams the ground with its shield, creating a shockwave. Each creature on the ground within **15 feet** of the ooze knight must succeed on a **DC 14 Dexterity saving throw** or be knocked **prone**.

**Recharge Slime Ball.** The ooze knight recharges its Slime Ball attack.

**Rush (Costs 2 Actions).** The ooze knight moves up to half its speed without provoking opportunity attacks and makes one Sword attack.

## OOZE KNIGHT CHAMPION

Large ooze, chaotic neutral

**Armour Class** 16 (natural armour, shield)

**Hit Points** 123 (13d10 + 52)

**Speed** 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	13 (+1)	14 (+2)	14 (+2)

**Saving Throws** Str +8, Dex +4, Con +8

**Skills** Athletics +8, Perception +10

**Damage Immunities** acid, poison

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

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 20

**Languages** Common, Draconic

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Acidic Weapons.** The ooze knight's melee weapon attacks are magical. When the ooze knight hits with any weapon attack, the attack deals an extra 2 (1d4) acid damage on a hit (included in the attacks below).

**Corrode Metal.** Any nonmagical weapon made of metal that hits the ooze knight corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze knight is destroyed after dealing damage.

The ooze knight can eat through 2-inch-thick, nonmagical metal in 1 round.

**Legendary Resistance (2/Day).** If the ooze knight fails a saving throw, it can choose to succeed instead.

**Ooze Nature.** The ooze knight doesn't require air or sleep.

**Opposing Reactive Mutations.** Whenever the ooze knight takes a certain type of damage, it gains **resistance** to that damage type and **vulnerability** to the opposing damage type. This effect lasts for **1 minute** or until this trait is used again. The damage type pairs are as follows: bludgeoning and piercing; cold and fire; force and psychic; lightning and thunder; necrotic and radiant.

## ACTIONS

**Multiattack.** The ooze knight makes three attacks: two with its Sword and one with its Shield Bash. It can replace one of these with its Slime Ball.

**Sword.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 2 (1d4) acid damage.

**Shield Bash.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage plus 2 (1d4) acid damage. If the target is a creature, it must succeed on a **DC 16 Strength saving throw** or be knocked **prone**.

**Slime Ball (Recharge 5–6).** *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 10 (3d6) acid damage. If the target is a creature, it must succeed on a **DC 16 Strength saving throw** or have its speed halved for **1 minute**. The creature can repeat the saving throw at the start of each of its turns, ending the effect on a success.

## LEGENDARY ACTIONS

The ooze knight can take 3 legendary actions, 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. The ooze knight regains spent legendary actions at the start of its turn.

**Ground Slam.** The ooze knight slams the ground with its shield, creating a shockwave. Each creature on the ground within **15 feet** of the ooze knight must succeed on a **DC 16 Dexterity saving throw** or be knocked **prone**.

**Recharge Slime Ball.** The ooze knight recharges its Slime Ball attack.

**Rush (Costs 2 Actions).** The ooze knight moves up to half its speed without provoking opportunity attacks and makes one Sword attack.

## OOZE KNIGHT WARLORD

Large ooze, chaotic neutral

**Armour Class** 18 (natural armour, shield)

**Hit Points** 200 (16d10 + 112)

**Speed** 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	15 (+2)	16 (+3)	14 (+2)

**Saving Throws** Str +14, Dex +6, Con +13

**Skills** Athletics +14, Perception +15

**Damage Immunities** acid, poison

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

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 25

**Languages** Common, Draconic

**Challenge** 17 (18,000 XP)

**Proficiency Bonus** +6

**Acidic Weapons.** The ooze knight's melee weapon attacks are magical. When the ooze knight hits with any weapon attack, the attack deals an extra 3 (1d6) acid damage (included in the attacks below).

**Corrode Metal.** Any nonmagical weapon made of metal that hits the ooze knight corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze knight is destroyed after dealing damage.

The ooze knight can eat through 2-inch-thick, nonmagical metal in 1 round.

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

**Ooze Nature.** The ooze knight doesn't require air or sleep.

**Opposing Reactive Mutations.** Whenever the ooze knight takes a certain type of damage, it gains **resistance** to that damage type and **vulnerability** to the opposing damage type. This effect lasts for **1 minute** or until this trait is used again. The damage type pairs are as follows: bludgeoning and piercing; cold and fire; force and psychic; lightning and thunder; necrotic and radiant.

## ACTIONS

**Multiattack.** The ooze knight makes three attacks: two with its Sword and one with its Shield Bash. It can replace one of these with its Slime Ball.

**Sword.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 3 (1d6) acid damage.

**Shield Bash.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (3d4 + 8) bludgeoning damage plus 3 (1d6) acid damage. If the target is a creature, it must succeed on a **DC 22 Strength saving throw** or be knocked **prone**.

**Slime Ball (Recharge 5–6).** *Ranged Weapon Attack:* +14 to hit, range 30/120 ft., one target. *Hit:* 14 (4d6) acid damage. If the target is a creature, it must succeed on a **DC 21 Strength saving throw** or have its speed halved for **1 minute**. The creature can repeat the saving throw at the start of each of its turns, ending the effect on a success.

## LEGENDARY ACTIONS

The ooze knight can take 3 legendary actions, 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. The ooze knight regains spent legendary actions at the start of its turn.

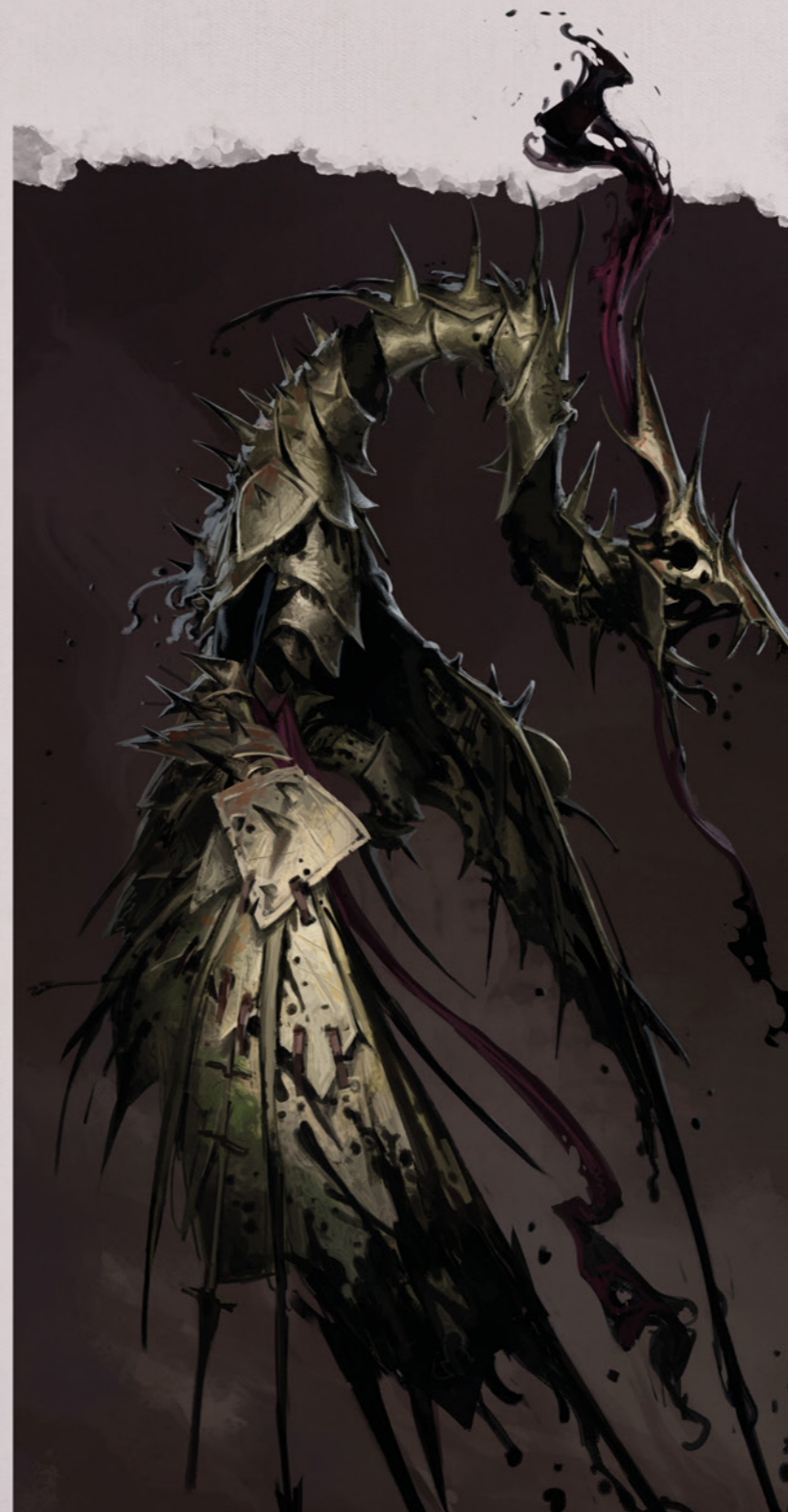
**Ground Slam.** The ooze knight slams the ground with its shield, creating a shockwave. Each creature on the ground within **15 feet** of the ooze knight must succeed on a **DC 22 Dexterity saving throw** or be knocked **prone**.

**Recharge Slime Ball.** The ooze knight recharges its Slime Ball attack.

**Rush (Costs 2 Actions).** The ooze knight moves up to half its speed without provoking opportunity attacks and makes one Sword attack.

## OOZE DRAGON

The bones and scales of a dragon, as well as the armour of fallen dragon-slayers, are brought together in this sinuous, oily drake. Combining the corrosive nature of an ooze with the malice, strength, and terrifying presence of a dragon, these horrifying amalgamoozes possess incredible avarice untempered by any self-preservation instinct. Ooze dragons are beyond rare: dragons are uncommon, and divine-enhanced biomantic ooze even more so; to find such a creature is a dracologist's dream and an ecologist's nightmare.



## OOZE DRAGON WYRMLING

Medium ooze, chaotic neutral

**Armour Class** 14 (natural armour)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

**Saving Throws** Str +4, Con +4

**Skills** Athletics +4, Perception +4

**Damage Immunities** acid, poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, poisoned, prone

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14

**Languages** Common, Draconic

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Acidic Weapons.** The dragon's melee weapon attacks are magical. When the dragon hits with any melee weapon attack, the attack deals an extra 2 (1d4) acid damage (included in the attacks below).

**Corrode Metal.** Any nonmagical weapon made of metal that hits the dragon corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the dragon is destroyed after dealing damage.

The dragon can eat through 2-inch-thick, nonmagical metal in 1 round.

**Ooze Nature.** The dragon does not require air or sleep.

**Opposing Reactive Mutations.** Whenever the dragon takes a certain type of damage, it gains **resistance** to that damage type and **vulnerability** to the opposing damage type. This effect lasts for **1 minute** or until this trait is used again. The damage type pairs are as follows: bludgeoning and piercing; cold and fire; force and psychic; lightning and thunder; necrotic and radiant.

## ACTIONS

**Multiattack.** The dragon makes two attacks: one with its Bite and one with its Tail.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage.

**Tail.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 2 (1d4) acid damage.

**Ooze Breath (Recharge 5–6).** The dragon exhales a spray of corrosive ooze in a **5-foot-wide, 15-foot-long line**. Each creature in that line must make a **DC 14 Dexterity saving throw**, taking 14 (4d6) acid damage and becoming **restrained** in the ooze on a failed save, or half as much damage and not being restrained on a successful one. A creature can use its action to make a **DC 14 Strength** check, ending the restrained condition on itself or another creature within its reach on a success. Nonmagical metal in the area corrodes as if it hit the dragon as described in the Corrode Metal trait.

## YOUNG OOZE DRAGON

Large ooze, chaotic neutral

**Armour Class** 15 (natural armour)

**Hit Points** 102 (12d10 + 36)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	12 (+1)	11 (+0)	14 (+2)

**Saving Throws** Str +7, Con +6

**Skills** Athletics +7, Perception +6

**Damage Immunities** acid, poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, poisoned, prone

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 16

**Languages** Common, Draconic

**Challenge** 6 (1,800 XP)

**Proficiency Bonus** +3

**Acidic Weapons.** The dragon's melee weapon attacks are magical. When the dragon hits with any melee weapon attack, the attack deals an extra 2 (1d4) acid damage (included in the attacks below).

**Corrode Metal.** Any nonmagical weapon made of metal that hits the dragon corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the dragon is destroyed after dealing damage.

The dragon can eat through 2-inch-thick, nonmagical metal in 1 round.

**Legendary Resistance (2/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Ooze Nature.** The dragon does not require air or sleep.

**Opposing Reactive Mutation.** Whenever the dragon takes a certain type of damage, it gains **resistance** to that damage type and **vulnerability** to the opposing damage type. This effect lasts for **1 minute** or until this trait is used again. The damage type pairs are as follows: bludgeoning and piercing; cold and fire; force and psychic; lightning and thunder; necrotic and radiant.

## ACTIONS

**Multiattack.** The dragon makes two attacks: one with its Bite and one with its Tail.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 2 (1d4) acid damage.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 2 (1d4) acid damage.

**Ooze Breath (Recharge 5–6).** The dragon exhales a spray of corrosive ooze in a **5-foot-wide, 30-foot-long line**. Each creature in that line must make a **DC 14 Dexterity saving throw**, taking 21 (6d6) acid damage and becoming **restrained** in the ooze on a failed save, or half as much damage and not being restrained on a successful one. A creature can use its action to make a **DC 14 Strength** check, ending the restrained condition on itself or another creature within its reach on a success. Nonmagical metal in the area corrodes as if it hit the dragon as described in the Corrode Metal trait.

## LEGENDARY ACTIONS

The dragon can take 2 legendary actions, 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. The dragon regains spent legendary actions at the start of its turn.

**Tail.** The dragon makes a Tail attack.

**Psychic Blast (Costs 2 Actions).** The dragon implants false memories into the minds of three creatures it can see within **60 feet** of it. Each target must succeed on a **DC 13 Intelligence saving throw** or immediately use its reaction to make one attack against a randomly-determined target within reach/range other than the dragon.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of it must succeed on a **DC 15 Dexterity saving throw** or take 8 (1d8 + 4) bludgeoning damage and be knocked **prone**. The dragon can then fly up to half its flying speed.

## ADULT OOZE DRAGON

Huge ooze, chaotic neutral

**Armour Class** 16 (natural armour)

**Hit Points** 168 (16d12 + 64)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	13 (+1)	11 (+0)	15 (+2)

**Saving Throws** Str +9, Dex +5, Con +8, Wis +4

**Skills** Athletics +9, Perception +8

**Damage Immunities** acid, poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, poisoned, prone

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 18

**Languages** Common, Draconic

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Acidic Weapons.** The dragon's melee weapon attacks are magical. When the dragon hits with any melee weapon attack, the attack deals an extra 3 (1d6) acid damage (included in the attacks below).

**Corrode Metal.** Any nonmagical weapon made of metal that hits the dragon corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the dragon is destroyed after dealing damage.

The dragon can eat through 2-inch-thick, nonmagical metal in 1 round.

**Legendary Resistance (2/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Ooze Nature.** The dragon does not require air or sleep.

**Opposing Reactive Mutation.** Whenever the dragon takes a certain type of damage, it gains **resistance** to that damage type and **vulnerability** to the opposing damage type. This effect lasts for **1 minute** or until this trait is used again. The damage type pairs are as follows: bludgeoning and piercing; cold and fire; force and psychic; lightning and thunder; necrotic and radiant.

## ACTIONS

**Multiattack.** The dragon can use its Frightful Presence. It then makes two attacks: one with its Bite and one with its Tail.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 3 (1d6) acid damage.

**Tail.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 3 (1d6) acid damage.

**Frightful Presence.** Each creature of the dragon's choice that is within **120 feet** of the dragon and aware of it must succeed on a **DC 14 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 the dragon's Frightful Presence for the next 24 hours.

**Ooze Breath (Recharge 5–6).** The dragon exhales a spray of corrosive ooze in a **5-foot-wide, 60-foot line**. Each creature in that line must make a **DC 16 Dexterity saving throw**, taking 35 (10d6) acid damage and becoming **restrained** in the ooze on a failed save, or half as much damage and not being restrained on a successful one. A creature can use its action to make a **DC 16 Strength** check, ending the restrained condition on itself or another creature within its reach on a success. Nonmagical metal in the area corrodes as if it hit the dragon as described in the Corrode Metal trait.

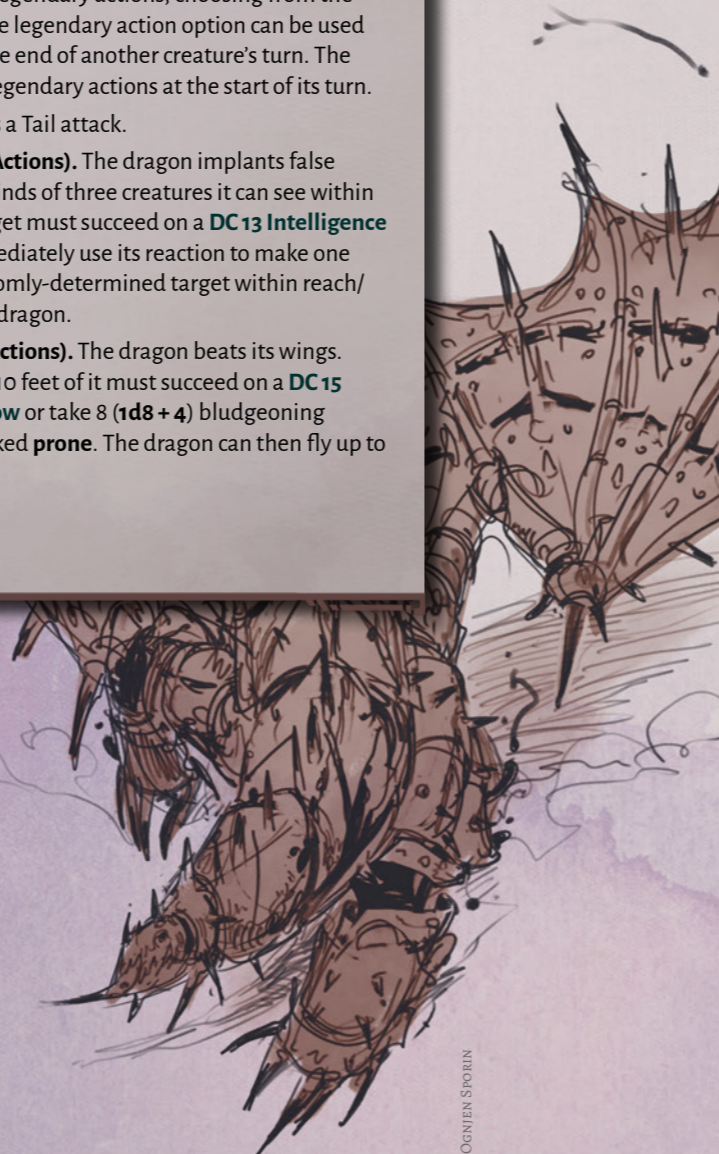
## LEGENDARY ACTIONS

The dragon can take 3 legendary actions, 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. The dragon regains spent legendary actions at the start of its turn.

**Tail.** The dragon makes a Tail attack.

**Psychic Blast (Costs 2 Actions).** The dragon implants false memories into the minds of three creatures it can see within **60 feet** of it. Each target must succeed on a **DC 14 Intelligence saving throw** or immediately use its reaction to make one attack against a randomly-determined target within reach/range other than the dragon.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of it must succeed on a **DC 17 Dexterity saving throw** or take 9 (1d8 + 5) bludgeoning damage and be knocked **prone**. The dragon can then fly up to half its flying speed.



OGNIEN SPORIN

## ANCIENT OOZE DRAGON

Gargantuan ooze, chaotic neutral

**Armor Class** 17 (natural armour)

**Hit Points** 245 (14d20 + 98)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	24 (+7)	15 (+2)	14 (+2)	17 (+3)

**Saving Throws** Str +13, Dex +8, Con +12, Wis +7

**Skills** Athletics +13, Perception +12

**Damage Immunities** acid, poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, poisoned, prone

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22

**Languages** Common, Draconic

**Challenge** 16 (15,000 XP) Proficiency Bonus +5

**Acidic Weapons.** The dragon's melee weapon attacks are magical. When the dragon hits with any melee weapon attack, the attack deals an extra 4 (1d8) acid damage (included in the attacks below).

**Corrode Metal.** Any nonmagical weapon made of metal that hits the dragon corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the dragon is destroyed after dealing damage.

The dragon can eat through 2-inch-thick, nonmagical metal in 1 round.

**Legendary Resistance (2/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Ooze Nature.** The dragon doesn't require air or sleep.

**Opposing Reactive Mutation.** Whenever the dragon takes a certain type of damage, it gains **resistance** to that damage type and **vulnerability** to the opposing damage type. This effect lasts for **1 minute** or until this trait is used again. The damage type pairs are as follows: bludgeoning and piercing; cold and fire; force and psychic; lightning and thunder; necrotic and radiant.

## ACTIONS

**Multiattack.** The dragon can use its Frightful Presence. It then makes two attacks: one with its Bite and one with its Tail.

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 4 (1d8) acid damage.

**Tail.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 14 (1d12 + 8) bludgeoning damage plus 4 (1d8) acid damage.

**Frightful Presence.** Each creature of the dragon's choice that is within **120 feet** of the dragon and aware of it must succeed on a **DC 16 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 the dragon's Frightful Presence for the next 24 hours.

**Ooze Breath (Recharge 5–6).** The dragon exhales a spray of corrosive ooze in a **5-foot-wide, 90-foot line**. Each creature in that line must make a **DC 20 Dexterity saving throw**, taking 42 (12d6) acid damage and becoming **restrained** in the ooze on a failed save, or half as much damage and not being restrained on a successful one. A creature can use its action to make a **DC 20 Strength** check, ending the restrained condition on itself or another creature within its reach on a success. Nonmagical metal in the area corrodes as if it hit the dragon as described in the Corrode Metal trait.

## LEGENDARY ACTIONS

The dragon can take 3 legendary actions, 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. The dragon regains spent legendary actions at the start of its turn.

**Tail.** The dragon makes a Tail attack.

**Psychic Blast (Costs 2 Actions).** The dragon implants false memories into the minds of three creatures it can see within **60 feet** of it. Each target must succeed on a **DC 16 Intelligence saving throw** or immediately use its reaction to make one attack against a randomly-determined target within reach/range other than the dragon.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within **10 feet** of it must succeed on a **DC 21 Dexterity saving throw** or take 15 (2d6 + 8) bludgeoning damage and be knocked **prone**. The dragon can then fly up to half its flying speed.

## BIOMANTIC POLYHEDROOZES

When Dr. Stein left his lab at short notice (following a pitchfork-wielding-mob related

event), he left an entire pool of his patent-pending Mut-x exposed to the elements. Things fell into it; those things had brains, and those brains, their memories, and the sum of their intelligence fused with gelatinous cubes into biomantic polyhedroozes.

**Empathetic.** When a biomantic polyhedrooze

enters a creature's space, the creature must make a **DC 13 Dexterity saving throw**. On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the ooze enters the creature's space, and the creature takes 7 (2d6) acid damage and is engulfed. The engulfed creature can't breathe, is **restrained**, and takes 14 (4d6) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a **DC 13 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) acid damage and the target suffers one of the following random effects (roll a d6):

1. The target takes 3 (1d6) force damage.
2. The target takes 3 (1d6) bludgeoning damage.
3. The target takes 3 (1d6) piercing damage.
4. The target takes 3 (1d6) slashing damage.
5. The target takes 3 (1d6) cold damage.
6. The target takes 3 (1d6) fire damage.

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

## HEXAHEDROOZE

Small ooze, unaligned

**Armor Class** 12 (natural armour)

**Hit Points** 58 (9d6 + 27)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	17 (+3)	3 (-4)	6 (-2)	1 (-5)

**Saving Throws** Dex +0, Con +5

**Damage Resistances** see Reactive Mutations

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

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

**Languages** —

**Challenge** 3 (700 XP)

Proficiency Bonus +2

**Reactive Mutations.** Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to two resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

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

## ACTIONS

**Multiattack.** The ooze makes two Pseudopod attacks. It can replace one attack with Engulf.

**Engulf.** The ooze moves up to its speed. While doing so, it can enter Small or smaller creatures' spaces. Whenever the ooze

## LEGENDARY ACTIONS

The ooze can take 1 legendary action, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

**Attack.** The ooze makes one Pseudopod attack.

## OCTAHEDROOZE

Medium ooze, unaligned

**Armour Class** 12 (natural armour)

**Hit Points** 110 (13d8 + 52)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	19 (+4)	5 (-3)	6 (-2)	2 (-4)

**Saving Throws** Dex +1, Con +7

**Damage Resistances** see Reactive Mutations

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

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

**Languages** —

**Challenge** 6 (5,000 XP)

**Proficiency Bonus** +3

**Reactive Mutations.** Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to three resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

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

### ACTIONS

**Multiattack.** The ooze makes two Pseudopod attacks. It can replace one attack with Engulf.

**Engulf.** The ooze moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 14 Dexterity saving throw**.

On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 9 (**2d8**) acid damage and is engulfed. The engulfed creature can't breathe, is **restrained**, and takes 18 (**4d8**) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 14 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

**Pseudopod.** *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 4 (**1d8**) acid damage and the target suffers one of the following random effects (roll a **d8**):

1. The target takes 4 (**1d8**) force damage.
2. The target takes 4 (**1d8**) bludgeoning damage.
3. The target takes 4 (**1d8**) piercing damage.
4. The target takes 4 (**1d8**) slashing damage.
5. The target takes 4 (**1d8**) cold damage.
6. The target takes 4 (**1d8**) fire damage.
7. The target takes 4 (**1d8**) lightning damage.
8. The target takes 4 (**1d8**) thunder damage.

### LEGENDARY ACTIONS

The ooze can take 1 legendary action, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

**Attack.** The ooze makes one Pseudopod attack.

## DECAHEDROOZE

Large ooze, unaligned

**Armour Class** 13 (natural armour)

**Hit Points** 136 (13d10 + 65)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	21 (+5)	7 (-2)	6 (-2)	2 (-4)

**Saving Throws** Dex +3, Con +9

**Damage Resistances** see Reactive Mutations

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

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

**Languages** —

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Reactive Mutations.** Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to four resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

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

### ACTIONS

**Multiattack.** The ooze makes two Pseudopod attacks. It can replace one attack with Engulf.

**Engulf.** The ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 16 Dexterity saving throw**.

On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 11 (**2d10**) acid damage and is engulfed. The engulfed creature can't breathe, is **restrained**, and takes 22 (**4d10**) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 16 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

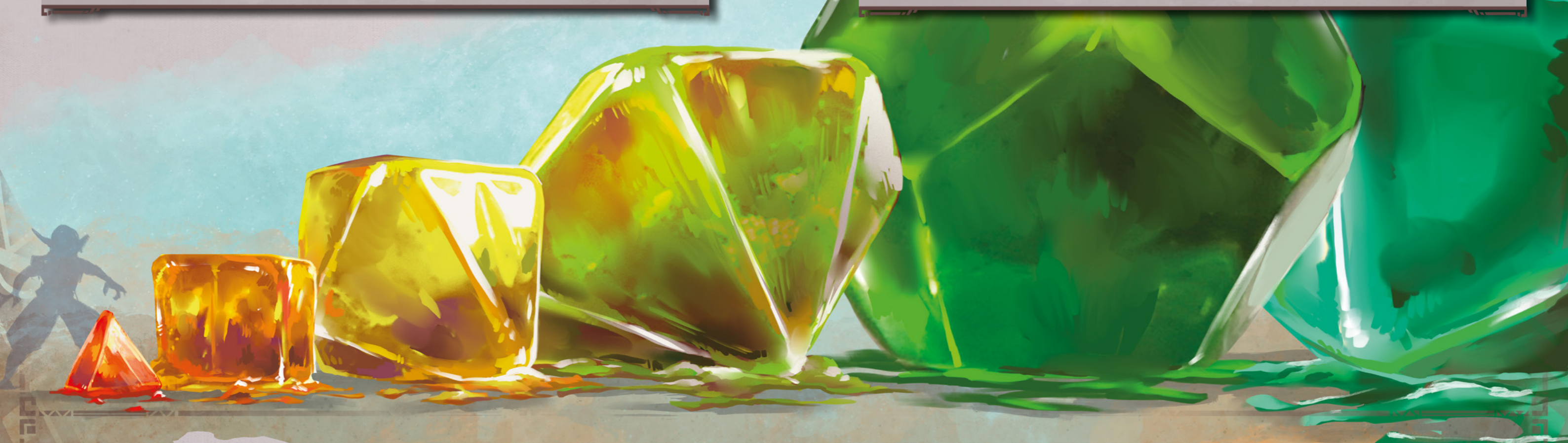
**Pseudopod.** *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 9 (**2d8**) acid damage and the target suffers one of the following random effects (roll a **d10**):

1. The target takes 5 (**1d10**) force damage.
2. The target takes 5 (**1d10**) bludgeoning damage.
3. The target takes 5 (**1d10**) piercing damage.
4. The target takes 5 (**1d10**) slashing damage.
5. The target takes 5 (**1d10**) cold damage.
6. The target takes 5 (**1d10**) fire damage.
7. The target takes 5 (**1d10**) lightning damage.
8. The target takes 5 (**1d10**) thunder damage.
9. The target takes 5 (**1d10**) necrotic damage.
10. The target takes 5 (**1d10**) radiant damage.

### LEGENDARY ACTIONS

The ooze can take 2 legendary actions, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

**Attack.** The ooze makes one Pseudopod attack.







TAMER  
LEVEL

1

**GROWTH I**

PREREQUISITE: BECOME COMPANION

"Aww, it wants to grow big like me..."

3

**ARMOUR THIEF I**

PREREQUISITE: —

"You won't miss it."

**ASSIMILATE I**

PREREQUISITE: —

"Take it all in..."

5

**GROWTH II**

PREREQUISITE: GROWTH I

"...wow, it got there quick..."

**MULTIATTACK**

PREREQUISITE: —

"The ol' one-two!"

**ACIDIC BURST**

PREREQUISITE: —

"Pet at your own peril."

9

**ARMOUR THIEF II**

PREREQUISITE: ARMOUR THIEF I

"...looks better on it anyway."

**ASSIMILATE II**

PREREQUISITE: —

"...no, not literally!"

13

**GROWTH III**

PREREQUISITE: GROWTH II

"...you might have overshot it a bit."

**IRON SHELL**

PREREQUISITE: TRAILBLAZER I

"Can't touch this."

17

**ASSIMILATE III**

PREREQUISITE: WHITE HOT

"...You spit that out this instant!"



**FAMILIAR:  
BLACK PUDDLING**

"Impeccable posture... rippling muscles... a winning, can-do attitude... A black pudding is only ever as good as that which it emulates. And this one chose very wisely."

— Heliana, Immodest

Extracted from the remains of assimiloozes, these curious creatures are subjected to intricate biomantic procedures to limit their dangerous adaptive powers. As a side effect of the time spent around biomancers, they develop a strong fascination with humanoids, especially adventurers. Black puddlings can often be seen mimicking interesting characters or attempting to replicate particularly impressive feats of wit or strength, with... varying degrees of success.

If any of the black pudding's traits or actions require a saving throw, it is always against the black pudding's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the black pudding's Constitution modifier

**Type:** Ooze

**Creature Component:** Any assimilooze

**Bonus Tamer Improvement:** Growth I and +2 Hit Dice

## MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the black pudding the following improvements using your Monster Trainer feature:

### GROWTH I

**Prerequisite:** Become a tamer's companion

**Type:** Passive (companion)

The black pudding's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the bludgeoning damage die of its Slam attack increases to a **d6**.

## BLACK PUDDLING

*Tiny ooze, unaligned*

**Armour Class** 12 (natural armour)

**Hit Points** 5 (1d4 + 3)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	7 (-2)	10 (+0)	10 (+0)

**Damage Immunities** acid

**Senses** passive Perception 10

**Languages** —

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Accidental Acid.** The black pudding is very excitable and may try to celebrate victory in combat by hugging or high-fiving a friendly creature. That creature must succeed on a **Constitution saving throw** or take **1d4** acid damage.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 2 (1d4) acid damage.

### REACTIONS

**Adapt (3/Day).** When the black pudding takes damage, it can gain **resistance** to the triggering damage type until the end of its next turn.

### ARMOUR THIEF I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

Once on each of the black pudding's turns, when it hits a creature made of metal or wearing nonmagical metal armour, it can attempt to steal some of that armour. The creature must make a **Strength saving throw**. On a failed save, if it's wearing nonmagical metal armour, the armour takes a permanent **-1 penalty** to the AC it offers, or, if the target is made of metal, it takes a **-1 penalty** to AC until it finishes a long rest. Either way, the black pudding gains a cumulative **+1 bonus** to its AC, which lasts until its tamer finishes a long rest, at which point the stolen armour corrodes.

Once a creature has made a saving throw against this feature, it automatically succeeds on them for the next 24 hours. This feature can't cause the black pudding's AC to exceed **10** + the maximum value of its Hit Die.

### ASSIMILATE I

**Prerequisite:** 3rd-level tamer

**Type:** Active (10 minutes)

Over the course of **10 minutes**, the black pudding can study the corpse of a creature within its reach that has been dead for less than 24 hours, adapting itself to copy some of its traits. It gains one of the following benefits (tamer's choice):

- It learns up to two languages the creature knew and can speak them.
- It gains up to two of the creature's skill proficiencies.
- It gains **resistance** to a damage type the creature had resistance or immunity to.
- It gains one of the creature's special senses, with the same range, to a maximum of **30 feet**.
- It gains one of the creature's speeds, growing appropriate limbs to use it (such as wings or flippers). This speed can't exceed the black pudding's walking speed.

The black pudding can only have one benefit at a time, and if it would gain another, the first one is lost. Once the black pudding has studied a corpse in this way, it can't do so again until its tamer finishes a short or long rest. The same corpse can't be studied twice. The black pudding loses all benefits when its tamer finishes a long rest.

### GROWTH II

**Prerequisite:** 5th-level tamer, Growth I

**Type:** Passive (companion)

The black pudding's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the bludgeoning damage die of its Slam attack increases to a **d8**.

### MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the black pudding can make two Slam attacks.

### ACIDIC BURST

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

Whenever a creature within **5 feet** of the black pudding hits it with a melee attack, that creature must succeed on a **Dexterity saving throw** or take **2d6** acid damage. Once this feature has triggered, it can't do so again until the start of the black pudding's next turn.

### ARMOUR THIEF II

**Prerequisite:** 9th-level tamer, Armour Thief I

**Type:** Passive (companion)

The penalty to AC increases to **-2** and the bonus to AC increases to **+2** each time the black pudding successfully steals another creature's armour.

### ASSIMILATE II

**Prerequisite:** 9th-level tamer, Assimilate I

**Type:** Passive (companion)

Studying a corpse only takes **1 minute** instead of 10. The black pudding can have up to two benefits at the same time. If it gains another, its tamer chooses which one it replaces.

### GROWTH III

**Prerequisite:** 13th-level tamer, Growth II

**Type:** Passive (companion)

The black pudding's size increases to Large, its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the bludgeoning damage die of its Slam attack increases to a **d10**.

### IRON SHELL

**Prerequisite:** 13th-level tamer

**Type:** Active (bonus action)

While the black pudding is wearing armour or has a bonus to AC from the Armour Thief feature, it can use a bonus action to retreat fully into its armour, gaining an additional **+5 bonus** to AC which lasts until it moves, or takes an action, bonus action, or reaction.

### ASSIMILATE III

**Prerequisite:** 17th-level tamer, Assimilate II

**Type:** Passive (companion)

Studying a corpse only takes an action, instead of 1 minute, and there is no limit to the number of times the black pudding can do so. The black pudding can have up to three benefits at the same time. If it gains another, its tamer chooses which one it replaces.

When the black pudding would lose its benefits due to its tamer finishing a long rest, the tamer can choose one of them for the black pudding to keep.





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