

# PHANTASMIC BLOB

Large ooze (undead), chaotic evil

- **Armor Class** 8
- **Hit Points** 47 (5d10 + 20)
- **Speed** 15 ft.

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

- **Damage Immunities** poison
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
- **Senses** blindsight 60ft. (blind beyond this radius), passive Perception 8
- **Languages** understands the languages it knew in life but can't speak
- **Challenge** 2 (450 XP)

**Hybrid Nature.** It has two creature types. It can be affected by a game effect if it works on either of the creature types.

**Ooze Blob.** The blob takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the blob's Phantasmic Engulf and has disadvantage on the saving throw. Creatures inside the blob can be seen but have total cover.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) piercing damage.

**Phantasmic Engulf.** The phantasmic blob moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the blob enters a creature's space, the creature must make a DC 12 Wisdom saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the blob. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the blob enters the creature's space, and the creature takes 10 (3d6) psychic damage and is engulfed. The engulfed creature is deafened, blinded and restrained and must make a Wisdom saving throw at the start of each of the blob's turns. On a failed save, the creature takes 21 (6d6) psychic damage as the phantasmic blob gains access to its thoughts and memories. While the creature is engulfed, the phantasmic blob can use its action to create phantasmal images or illusions that play on the creature's fears, or to suggest false memories that make the creature doubt its own perceptions. The creature must make a DC 12 Wisdom saving throw. On a failed save, the creature becomes either

charmed or frightened, as determined by the GM's choice.

At the start of each of the creature's turns, it can repeat the saving throw, ending the effect on a success. The engulfed creature can also try to escape by taking an action to make a DC 12 Intelligence check. On a success, the creature escapes. On a failure, the creature takes an additional 14 (4d6) psychic damage as its mind is wracked with pain and confusion.

The phantasmic blob can have only one creature, up to Large sized, engulfed at a time, and the engulfed creature moves with the blob when it moves. The engulfed creature can be targeted by spells and other effects, such as a dispel magic spell, that can affect creatures within a specific area.



# LICH'S GEL

Large ooze (undead), chaotic evil

- **Armor Class** 8
- **Hit Points** 76 (8d10 + 32)
- **Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	18 (+4)	10 (+0)	6 (-2)	3 (-4)

- **Damage Immunities** poison
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
- **Senses** blindsight 60ft. (blind beyond this radius), passive Perception 8
- **Languages** understands the languages it knew in life but can't speak
- **Challenge** 3 (700 XP)

**Hybrid Nature.** It has two creature types. It can be affected by a game effect if it works on either of the creature types.

**Ooze Gel.** The gel takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the gel's Necrotic Engulf and has disadvantage on the saving throw. Creatures inside the gel can be seen but have total cover.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) piercing damage.

**Necrotic Engulf.** The gel moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the gel enters a creature's space, the creature must make a DC 12 Wisdom saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the gel. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the gel enters the creature's space, and the creature takes 10 (3d6) necrotic damage and is engulfed. The engulfed creature is deafened, blinded and restrained and must make a Wisdom saving throw at the start of each of the gel's turns. On a failed save, the creature takes 21 (6d6) necrotic damage as the gel drains the life force from its body. While the creature is engulfed, the gel can use its action to manipulate the creature's perceptions of reality, creating illusions of ghastly apparitions, terrifying landscapes, or other macabre scenes that reflect the gel's twisted, bizarre nature. The engulfed creature gains a short-term madness as its mind is twisted by the gel's dark magic.

At the start of each of the creature's turns, it can repeat the Wisdom saving throw, ending the madness effect on a success. The engulfed creature can also try to escape by taking an action to make a DC 12 Wisdom check. On a success, the creature escapes. On a failure, the creature takes an additional 21 (6d6) necrotic damage as its mind and body is wracked with necrotic pain.

The gel can have only one creature, up to Large sized, engulfed at a time, and the engulfed creature moves with the gel when it moves. The engulfed creature can be targeted by spells and other effects, such as a dispel magic spell, that can affect creatures within a specific area.



# CORPSE SLUDGE

*Medium ooze (undead), chaotic evil*

- **Armor Class** 8
- **Hit Points** 95 (10d8 + 50)
- **Speed** 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	20 (+5)	12 (+1)	8 (-1)	8 (-1)

- **Damage Immunities** poison
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
- **Senses** blindsight 60ft. (blind beyond this radius), passive Perception 9
- **Languages** understands the languages it knew in life but speaks only through the use of its corpse mimicry trait
- **Challenge** 5 (1,800 XP)

**Clinging Ooze.** The sludge can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Additionally, when the sludge hits with its Slam attack, it can choose to grapple the target (escape DC 14) instead of dealing damage.

**Corpse Mimicry.** The sludge can mimic the voice of any creature it has killed. It can use this ability to lure prey or deceive potential victims.

**Grave Grasp.** A creature that starts its turn within 5 feet of the sludge must make a DC 14 Strength saving throw or become grappled by the sludge until the start of its next turn.

**Hybrid Nature.** It has two creature types. It can be affected by a game effect if it works on either of the creature types.

**Ooze Sludge.** The sludge takes up its entire space. Other creatures can enter the space, but a creature that does so becomes restrained.

**Putrid Stench.** All creatures within 5 feet of the sludge must make a DC 14 Constitution saving throw or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## ACTIONS

**Slam.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

**Death Glare.** If a creature is grappled by the sludge, the head inside the ooze can use its action to fix its gaze upon the creature. The creature must succeed on a DC 14 Constitution saving throw or take 27 (6d8) necrotic damage and become frightened for 1 minute. A frightened creature can repeat the saving

throw at the end of each of its turns, ending the effect on a success. A creature that fails the saving throw by 5 or more also ages 1d4 x 10 years. This aging can be reversed with *greater restoration*, *heal*, or similar magic.

## REACTIONS

**Death Engulf.** The sludge can use this reaction when a creature within 5 feet of it drops to 0 hit points. The sludge engulfs the creature, immediately killing it and absorbing it into the ooze. The sludge regains 18 (4d8) hit points in the process.



# GELATINOUS APPARITION

Medium ooze (undead), chaotic evil

- **Armor Class** 8
- **Hit Points** 123 (13d8 + 65)
- **Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (-2)	20 (+5)	12 (+1)	8 (-1)	8 (-1)

- **Damage Resistances** necrotic
- **Damage Immunities** poison
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
- **Senses** blindsight 60ft. (blind beyond this radius), passive Perception 9
- **Languages** understands the languages it knew in life but can't speak
- **Challenge** 7 (2,900 XP)

**Haunted Form.** The undead ooze has advantage on saving throws against spells and effects that would attempt to banish it to another plane of existence.

**Hybrid Nature.** It has two creature types. It can be affected by a game effect if it works on either of the creature types.

**Ominous Presence.** The undead ooze radiates an aura of fear, causing all creatures within 30 feet of it to make a DC 15 Wisdom saving throw. On a failed save, a creature is frightened of the undead ooze for 1 minute. On a successful save, the creature becomes immune to this ability for the next 24 hours.

**Undead Ooze.** The undead ooze takes up its entire space. Other creatures can enter the space, but a creature that does so becomes restrained.

## ACTIONS

**Ectoplasmic Pseudopod.** *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 22 (4d10) necrotic damage and the target is grappled (escape DC 15). While the target is grappled, the undead ooze can use its bonus action to deal an additional 11 (2d10) necrotic damage to the target. The grapple ends if the undead ooze moves or if the target is pulled more than 10 feet away from the undead ooze.

**Ectoplasmic Drain (3/Day).** The undead ooze extends tendrils of ghostly ectoplasm towards creatures within 10 feet of it. Each creature in that area must make a DC 15 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save. The undead ooze regains hit points equal to the damage dealt.



# UNDEATHMIRE

*Huge ooze (undead), chaotic evil*

- **Armor Class** 8
- **Hit Points** 184 (16d12 + 80)
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (-2)	20 (+5)	19 (+4)	8 (-1)	11 (+0)

- **Skills** Arcana +8, Perception +3
- **Damage Resistances** necrotic
- **Damage Immunities** poison
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
- **Senses** blindsight 120ft. (blind beyond this radius), passive Perception 13
- **Languages** Common plus up to four other languages, telepathy 120 ft.
- **Challenge** 11 (7,200 XP)

**Elastic Form.** The undead ooze can contort and stretch its body to become small in size, allowing it to squeeze through tight spaces or gaps. As an action, the undead ooze can change its size to Small or revert back to its original size. While in its Small form, the undead ooze's speed is reduced by 10 feet and its damage dice for attacks are reduced by one step (e.g. d8 becomes d6). The undead ooze can end its Small form at any time, and doing so requires no action, but it cannot do so if there is not enough space for it to expand back to its original size. The undead ooze cannot use this ability if it is currently grappling or restraining a creature.

**Ghastly Presence.** The giant skull inside the Undeathmire's body glows with red light, unnerving any creature that looks into its eyes. The undead ooze radiates an aura of fear, causing all creatures within 30 feet of it to make a DC 16 Wisdom saving throw. On a failed save, a creature is frightened of the undead ooze for 1 minute. On a successful save, the creature becomes immune to this ability for the next 24 hours.

**Hybrid Nature.** It has two creature types. It can be affected by a game effect if it works on either of the creature types.

**Undead Ooze.** The undead ooze takes up its entire space. Other creatures can enter the space, but a creature that does so becomes restrained.

**Undeath Aura.** The undead ooze radiates an aura of undeath, causing all creatures within 30 feet of it to have disadvantage on death saving throws.

## ACTIONS

**Undeath Ray.** *Ranged Spell Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 44 (10d8) necrotic damage. The target must make a DC 16 Wisdom saving throw. On a failed save, the creature is cursed for 1 hour (See the Expanded Afflictions chapter). If this damage reduces the target to 0 hit points, its body is disintegrated, and the soul of the creature is bound to the Undeathmire, rising as a ghost under its control for 1 minute before vanishing.



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