

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 carcase 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 continuing 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.



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 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 attack 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 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 attack 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.

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 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.

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.