

FLOATING DOOM

Gargantuan • Ooze • Unaligned

Armor Class 5

Initiative -5 (5)

Hit Points 409 (21d20 + 189)

Speed 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	1 (-5)	28 (+9)	1 (-5)	8 (-1)	6 (-2)

Saving Throws Con +15, Wis +5, Cha +4

Skills Athletics +9

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities acid, poison

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

Senses blindsight 300 ft., passive Perception 9

Languages -

CR 17 (XP 18,000; PB +6)



Acid Rain. The sky within 1 mile of the floating doom is covered in clouds, drizzling acidic rain, slowly damaging plant life, and reducing the fertility of the ground. *Constitution Saving Throw:* DC 23, any creature without full cover starting its turn in a 300-foot emanation from the floating doom. *Failure:* 4 (1d8) acid damage.

Aerial Ooze Body. Other creatures can enter the floating doom's space, which is heavily obscured. A creature inside the floating doom's space has its speed halved and takes 33 (6d10) acid damage at the start of each of its turns. If that creature breathes, it is also poisoned.

Amorphous. The floating doom can move through a space as narrow as 5 feet wide without squeezing.

Grasping Tendrils. The floating doom can have up to twelve tendrils at a time. Each tendril can be attacked (AC 10; 30 hit points; immunity to acid, poison, and psychic damage). Destroying a tendril deals no damage to the floating doom, which can extrude a replacement tendril on its next turn.

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

Unusual Nature. The ooze doesn't require air or sleep.

ACTIONS

Multiattack. The ooze makes four Tendril attacks and uses its Reel once.

FLOATING DOOM — WEAKER

Armor Class 5

Initiative -5 (5)

Hit Points 277 (15d20 + 120)

Speed 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	1 (-5)	26 (+8)	1 (-5)	8 (-1)	6 (-2)

Saving Throws Con +13, Wis +4, Cha +3

Skills Athletics +7

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities acid, poison

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

Senses blindsight 300 ft., passive Perception 9

Languages -

CR 14 (XP 11,500; PB +5)



Tendril. Melee Weapon Attack: +9, reach 100 ft. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 17). While grappled this way, the target is restrained.

Reel. The floating doom pulls each creature grappled by it up to 50 feet straight toward it or inside its space.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the floating doom can expend a use to take one of the following actions. The floating doom regains all expended uses at the start of each of its turns.

Acid Drop. Dexterity Saving Throw: DC 23, each creature in a 10-foot-radius sphere centered on a point on the ground that floating doom can see below it. *Failure:* 13 (3d8) acid damage. *Success:* Half damage.

Corroding Cloud. Constitution Saving Throw: DC 23, each creature in a 60-foot emanation originating from the floating doom. *Failure:* The target takes 25 (10d4) acid damage. *Success:* Half damage. *Failure or Success:* The area is heavily obscured until the end of the next creature's turn, and the floating doom can't take this action again until the start of its next turn.

Single Reel. The ooze pulls one creature grappled by it up to 50 feet straight toward it or inside its space.

Acid Rain. The sky within 1 mile of the floating doom is covered in clouds, drizzling acidic rain, slowly damaging plant life, and reducing the fertility of the ground. *Constitution Saving Throw:* DC 21, any creature without full cover starting its turn in a 300-foot emanation from the floating doom. *Failure:* 3 (1d6) acid damage.

Aerial Ooze Body. Other creatures can enter the floating doom's space, which is heavily obscured. A creature inside the floating doom's space has its speed halved and takes 22 (4d10) acid damage at the start of each of its turns. If that creature breathes, it is also poisoned.

Amorphous. The floating doom can move through a space as narrow as 5 feet wide without squeezing.

Grasping Tendrils. The floating doom can have up to twelve tendrils at a time. Each tendril can be attacked (AC 10; 20 hit points; immunity to acid, poison, and psychic damage). Destroying a tendril deals no damage to the floating doom, which can extrude a replacement tendril on its next turn.

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

Unusual Nature. The ooze doesn't require air or sleep.

ACTIONS

Multiattack. The ooze makes four Tendril attacks and uses its Reel once.

FLOATING DOOM — STRONGER

Armor Class 5

Initiative -5 (5)

Hit Points 512 (25d20 + 250)

Speed 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	1 (-5)	30 (+10)	1 (-5)	8 (-1)	6 (-2)

Saving Throws Con +16, Wis +5, Cha +4

Skills Athletics +10

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities acid, poison

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

Senses blindsight 300 ft., passive Perception 9

Languages -

CR 20 (XP 25,000; PB +6)

Tendril. *Melee Weapon Attack:* +7, reach 100 ft. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 15). While grappled this way, the target is restrained.

Reel. The floating doom pulls each creature grappled by it up to 40 feet straight toward it or inside its space.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the floating doom can expend a use to take one of the following actions. The floating doom regains all expended uses at the start of each of its turns.

Acid Drop. *Dexterity Saving Throw:* DC 21, each creature in a 10-foot-radius sphere centered on a point on the ground that floating doom can see below it. *Failure:* 9 (2d8) acid damage. *Success:* Half damage.

Corroding Cloud. *Constitution Saving Throw:* DC 21, each creature in a 60-foot emanation originating from the floating doom. *Failure:* The target takes 20 (8d4) acid damage. *Success:* Half damage. *Failure or Success:* The area is heavily obscured until the end of the next creature's turn, and the floating doom can't take this action again until the start of its next turn.

Single Reel. The ooze pulls one creature grappled by it up to 40 feet straight toward it or inside its space.



Acid Rain. The sky within 1 mile of the floating doom is covered in clouds, drizzling acidic rain, slowly damaging plant life, and reducing the fertility of the ground. *Constitution Saving Throw:* DC 24, any creature without full cover starting its turn in a 300-foot emanation from the floating doom. *Failure:* 5 (1d10) acid damage.

Aerial Ooze Body. Other creatures can enter the floating doom's space, which is heavily obscured. A creature inside the floating doom's space has its speed halved and takes 44 (8d10) acid damage at the start of each of its turns. If that creature breathes, it is also poisoned.

Amorphous. The floating doom can move through a space as narrow as 5 feet wide without squeezing.

Grasping Tendrils. The floating doom can have up to twelve tendrils at a time. Each tendril can be attacked (AC 10; 40 hit points; immunity to acid, poison, and psychic damage). Destroying a tendril deals no damage to the floating doom, which can extrude a replacement tendril on its next turn.

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

Unusual Nature. The ooze doesn't require air or sleep.

ACTIONS

Multiattack. The ooze makes four Tendril attacks and uses its Reel once.

Tendril. *Melee Weapon Attack:* +10, reach 100 ft. *Hit:* 14 (3d6 + 4) bludgeoning damage, and the target is grappled (escape DC 18). While grappled this way, the target is restrained.

Reel. The floating doom pulls each creature grappled by it up to 50 feet straight toward it or inside its space.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the floating doom can expend a use to take one of the following actions. The floating doom regains all expended uses at the start of each of its turns.

Acid Drop. *Dexterity Saving Throw:* DC 24, each creature in a 10-foot-radius sphere centered on a point on the ground that floating doom can see below it. *Failure:* 18 (4d8) acid damage. *Success:* Half damage.

Corroding Cloud. *Constitution Saving Throw:* DC 24, each creature in a 60-foot emanation originating from the floating doom. *Failure:* The target takes 30 (12d4) acid damage. *Success:* Half damage. *Failure or Success:* The area is heavily obscured until the end of the next creature's turn, and the floating doom can't take this action again until the start of its next turn.

Single Reel. The ooze pulls one creature grappled by it up to 50 feet straight toward it or inside its space.