

GLUTTONY GLOB

Medium • Ooze • Unaligned

Armor Class 8 (15; when engulfing)

Initiative -2 (8)

Hit Points 25 (3d8 + 12)

Speed 15 ft., climb 15 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 20 (+5) | 6 (-2) | 19 (+4) | 1 (-5) | 6 (-2) | 1 (-5) |

Damage Resistances cold, fire

Damage Immunities acid

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

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 8

Languages -

CR 0 (XP 10, PB +2)

Amorphous. The glob can move through a space as narrow as 1 inch wide without squeezing, while it doesn't have a creature engulfed.

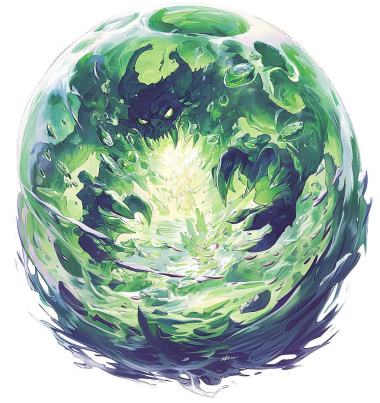
Magic Resistance. The glob has advantage on saving throws against spells and other magical effects.

Ooze Body. Other creatures can enter the glob's space, but a creature that does so is subjected to the glob's Engulf and has disadvantage on the saving throw. Creatures inside the glob have total cover, and the cube can hold one Medium or smaller creature inside itself at a time. As an action, a creature within 5 feet of the glob can pull a creature or an object out of the glob by succeeding on a DC 15 Strength (Athletics) check.

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

ACTIONS

Engulf. The glob moves up to its speed without provoking opportunity attacks. The glob can move through the spaces of Medium or smaller creatures if it has room inside itself to contain them (see the Ooze Body trait). *Dexterity Saving Throw:* DC 15, each creature whose space the glob enters for the first time during this move. *Failure:* The target is engulfed. An engulfed target is suffocating, can't cast spells with a verbal component, and is restrained. When the glob moves, the engulfed target moves with it. An engulfed target can try to escape by taking an action to make a DC 15 Strength (Athletics) check. On a successful check, the target escapes and enters the nearest unoccupied space. *Success:* The target moves to an unoccupied space within 5 feet of the glob. If there is no unoccupied space, the target fails the save instead.



GLUTTONY GLOB — WEAKER

Armor Class 8 (15; when engulfing)

Initiative -2 (8)

Hit Points 25 (3d8 + 12)

Speed 15 ft., climb 15 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 20 (+5) | 6 (-2) | 19 (+4) | 1 (-5) | 6 (-2) | 1 (-5) |

Damage Resistances cold, fire

Damage Immunities acid

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

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 8

Languages -

CR TBD



GLUTTONY GLOB — STRONGER

Armor Class 8 (15; when engulfing)

Initiative -2 (8)

Hit Points 25 (3d8 + 12)

Speed 15 ft., climb 15 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 20 (+5) | 6 (-2) | 19 (+4) | 1 (-5) | 6 (-2) | 1 (-5) |

Damage Resistances cold, fire

Damage Immunities acid

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

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 8

Languages -

CR TBD



