

OOZE STRIDER

Huge • Ooze • Unaligned

Armor Class 8

Initiative -2 (8)

Hit Points 157 (15d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	19 (+4)	2 (-4)	6 (-2)	5 (-3)

Damage Resistances cold, fire, poison

Damage Immunities acid

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

Senses blindsight 60 ft., passive Perception 8

Languages -

CR 7 (XP 2,900; PB +3)



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

Oozeplosion. When the strider is reduced to 0 hit points, its body falls apart and creates 4d4 **grey oozes** (HP 10, no Corrosive Form trait, and the Pseudopod attack just deals acid damage without additional effect) in random spaces in a 15-foot emanation originating from it.

Slimy Ground. The ground in a 15-foot emanation originating from the strider is difficult terrain. *Dexterity Saving Throw:* DC 15, any creature that enters the area or ends its turn inside the area. *Failure:* The target is knocked prone.

Sticky Stand. The strider has advantage on saving throws against being knocked prone.

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

ACTIONS

Stomp. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 33 (6d10) bludgeoning damage, or 44 (8d10) bludgeoning damage if the target is prone.

BONUS ACTIONS

Eat Ooze. The strider kills an Ooze of CR 4 or lower within 5 feet of it. It then regains hit points equal to the killed Ooze's remaining hit points. It gains any excess hit points as temporary hit points.

Grasping Sludge (Recharge 5-6). *Dexterity Saving Throw:* DC 15, each prone creature inside the Slimy Ground's area.

Failure: The target becomes restrained (escape DC 15). The condition ends early if a creature is no longer inside the area. For example, when the strider moves away.

OOZE STRIDER — WEAKER

Armor Class 8

Initiative -2 (8)

Hit Points 85 (9d12 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	17 (+3)	2 (-4)	6 (-2)	5 (-3)

Damage Resistances cold, fire, poison

Damage Immunities acid

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

Senses blindsight 60 ft., passive Perception 8

Languages -

CR 4 (XP 1,100; PB +2)



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

Oozeplosion. When the strider is reduced to 0 hit points, its body falls apart and creates 2d4 **grey oozes** (HP 10, no Corrosive Form trait, and the Pseudopod attack just deals acid damage without additional effect) in random spaces in a 10-foot emanation originating from it.

Slimy Ground. The ground in a 10-foot emanation originating from the strider is difficult terrain. *Dexterity Saving Throw:* DC 13, any creature that enters the area or ends its turn inside the area. *Failure:* The target is knocked prone.

Sticky Stand. The strider has advantage on saving throws against being knocked prone.

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

ACTIONS

Stomp. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 27 (6d8) bludgeoning damage, or 36 (8d8) bludgeoning damage if the target is prone.

BONUS ACTIONS

Eat Ooze. The strider kills an Ooze of CR 2 or lower within 5 feet of it. It then regains hit points equal to the killed Ooze's remaining hit points. It gains any excess hit points as temporary hit points.

Grasping Sludge (Recharge 5-6). *Dexterity Saving Throw:* DC 13, each prone creature inside the Slimy Ground's area.

Failure: The target becomes restrained (escape DC 13). The condition ends early if a creature is no longer inside the area. For example, when the strider moves away.

OOZE STRIDER — STRONGER

Armor Class 8

Initiative -2 (8)

Hit Points 201 (13d20 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	7 (-2)	21 (+5)	2 (-4)	6 (-2)	5 (-3)

Damage Resistances cold, fire, poison

Damage Immunities acid

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

Senses blindsight 60 ft., passive Perception 8

Languages -

CR 10 (XP 5,900; PB +4)



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

Oozeplosion. When the strider is reduced to 0 hit points, its body falls apart and creates 6d4 **grey oozes** (HP 10, no Corrosive Form trait, and the Pseudopod attack just deals acid damage without additional effect) in random spaces in a 20-foot emanation originating from it.

Slimy Ground. The ground in a 20-foot emanation originating from the strider is difficult terrain. *Dexterity Saving Throw:* DC 17, any creature that enters the area or ends its turn inside the area. *Failure:* The target is knocked prone.

Sticky Stand. The strider has advantage on saving throws against being knocked prone.

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

ACTIONS

Multiattack. The strider makes two Stomp attacks.

Stomp. *Melee Weapon Attack:* +11, reach 5 ft. *Hit:* 27 (5d10) bludgeoning damage, or 38 (7d10) bludgeoning damage if the target is prone.

BONUS ACTIONS

Eat Ooze. The strider kills an Ooze of CR 5 or lower within 5 feet of it. It then regains hit points equal to the killed Ooze's remaining hit points. It gains any excess hit points as temporary hit points.

Grasping Sludge (Recharge 5-6). *Dexterity Saving Throw:* DC 17, each prone creature inside the Slimy Ground's area. *Failure:* The target becomes restrained (escape DC 17). The condition ends early if a creature is no longer inside the area. For example, when the strider moves away.