

SNOW OOZE

Medium • Ooze • Unaligned

Armor Class 10

Initiative +1 (11)

Hit Points 60 (8d8 + 24)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	16 (+3)	2 (-4)	6 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities cold, poison

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

Senses blindsight 60 ft. (blind beyond), passive Perception 8

Languages -

CR 3 (XP 700; PB +2)



Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. If the ooze is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the ooze move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the ooze is animate.

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

ACTIONS

Multiattack. The ooze makes three Snowy Tendril attacks.

Snowy Tendril. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 7 (2d6) cold damage, and the target's movement speed is cumulatively reduced by 10 feet until the end of its next turn.

Snowstorm (Recharges after a Rest). *Constitution Saving Throw:* DC 13, each creature in a 10-foot emanation originating from the ooze. *Failure:* 18 (4d8) cold damage. *Success:* Half damage. *Failure or Success:* The area is so heavily obscured for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.

BONUS ACTIONS

Disperse (2/Day). The ooze moves up to its speed without provoking opportunity attacks. This movement can also be vertical, but the ooze falls if it is still aloft at the end of the movement.

SNOW OOZE — WEAKER

Armor Class 10

Initiative +1 (11)

Hit Points 19 (3d8 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	14 (+2)	2 (-4)	6 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities cold, poison

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

Senses blindsight 60 ft. (blind beyond), passive Perception 8

Languages -

CR 1/2 (XP 100; PB +2)



Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. If the ooze is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the ooze move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the ooze is animate.

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

ACTIONS

Multiattack. The ooze makes three Snowy Tendril attacks.

Snowy Tendril. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 3 (1d6) cold damage, and the target's movement speed is cumulatively reduced by 10 feet until the end of its next turn.

Snowstorm (Recharges after a Rest). *Constitution Saving Throw:* DC 12, each creature in a 5-foot emanation originating from the ooze. *Failure:* 7 (2d6) cold damage. *Success:* Half damage. *Failure or Success:* The area is so heavily obscured for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.

BONUS ACTIONS

Disperse (1/Day). The ooze moves up to its speed without provoking opportunity attacks. This movement can also be vertical, but the ooze falls if it is still aloft at the end of the movement.

SNOW OOZE — STRONGER

Armor Class 10

Initiative +1 (11)

Hit Points 102 (12d8 + 48)

Speed 20 ft.

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

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities cold, poison

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

Senses blindsight 60 ft. (blind beyond), passive Perception 8

Languages -

CR 6 (XP 2,300; PB +3)



Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. If the ooze is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the ooze move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the ooze is animate.

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

ACTIONS

Multiattack. The ooze makes three Snowy Tendril attacks.

Snowy Tendril. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 13 (3d8) cold damage, and the target's movement speed is cumulatively reduced by 10 feet until the end of its next turn.

Snowstorm (Recharges after a Rest). *Constitution Saving Throw:* DC 15, each creature in a 15-foot emanation originating from the ooze. *Failure:* 27 (5d10) cold damage. *Success:* Half damage. *Failure or Success:* The area is so heavily obscured for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.

BONUS ACTIONS

Disperse (3/Day). The ooze moves up to its speed without provoking opportunity attacks. This movement can also be vertical, but the ooze falls if it is still aloft at the end of the movement.