

UNBOUND GLUTTONY

Gargantuan • Ooze • Unaligned

Armor Class 5

Initiative -5 (5)

Hit Points 430 (21d20 + 210)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	1 (-5)	30 (+10)	2 (-4)	8 (-1)	6 (-2)

Saving Throws Str +14, Con +16

Damage Resistances cold, fire, poison

Damage Immunities acid

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

Senses blindsight 150 ft., tremorsense 300 ft., passive Perception 9

Languages -

CR 18 (XP 20,000; PB +6)



Amorphous. The unbound gluttony can move through a space as narrow as a Medium-sized creature's width without squeezing.

Embodiment of Sin. The unbound gluttony doesn't age and can't be magically aged. If it dies, the unbound gluttony returns to life in 1d4 years and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Immutable Form. The unbound gluttony can't shape-shift.

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

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

Ooze Body. Other creatures can enter the unbound gluttony's space, but a creature that does so is suffocating, can't cast spells with a verbal component, is restrained, and gains total cover. Additionally, a target takes 14 (4d6) acid damage at the start of each of the unbound gluttony's turns. When the unbound gluttony moves, engulfed targets move with it. Engulfed targets can escape with a DC 22 Strength (Athletics) check.

Spell Eater. Whenever the unbound gluttony deals damage to a creature, that creature must expend a spell slot of the target's choice or be unable to cast spells or use magical abilities until the end of its next turn.

Unusual Nature. The unbound gluttony doesn't require air or sleep.

ACTIONS

Multiattack. The unbound gluttony makes two Slimy Maw attacks. It can replace one of those attacks with Suck, if available.

Slimy Maw. *Melee Weapon Attack:* +12, reach 20 ft. *Hit:* 26 (4d8 + 8) acid damage, and the target is grappled (escape DC 22).

Suck (Recharge 4-6). *Strength Saving Throw:* DC 24 (with disadvantage if grappled by the unbound gluttony), each creature in a 90-foot cone. *Failure:* A target is pulled 30 feet toward the unbound gluttony, potentially entering its space.

BONUS ACTIONS

Absorb. The unbound gluttony pulls a [gluttony glob](#) within 20 feet of it and any creature it has currently engulfed into its space. Then it regains hit points equal to the glob's current hit points.

LEGENDARY ACTIONS

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

Digest. *Constitution Saving Throw:* DC 24, each creature inside the unbound gluttony's Ooze Body. *Failure:* 9 (2d8) acid damage. *Success:* Half damage. *Failure or Success:* The unbound gluttony regains hit points equal to the total acid damage dealt.

Fling Part. The unbound gluttony loses 25 hit points and flings part of itself at a point it can see within 150 feet. *Dexterity Saving Throw:* DC 22, one creature occupying the targeted space. *Failure:* 15 (2d6 + 8) bludgeoning damage. Then the part animates into a [gluttony glob](#), and the target fails automatically against the glob's Engulf. *Success:* The part animates into a gluttony glob, and the target moves to the nearest unoccupied space.

Quake. *Strength Saving Throw:* DC 24, each creature standing on the same surface as the unbound gluttony in a 300-foot radius originating from it. *Failure:* The target is knocked prone and must make a saving throw to maintain concentration, if it is concentrating. *Failure or Success:* The unbound gluttony can't take this action again until the start of its next turn.

UNBOUND GLUTTONY — WEAKER

Armor Class 5

Initiative -5 (5)

Hit Points 328 (16d20 + 160)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	1 (-5)	30 (+10)	2 (-4)	8 (-1)	6 (-2)

Saving Throws Str +12, Con +15

Damage Resistances cold, fire, poison

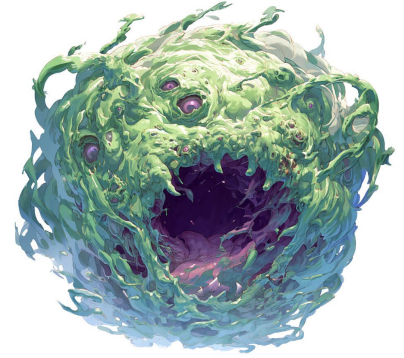
Damage Immunities acid

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

Senses blindsight 150 ft., tremorsense 300 ft., passive Perception 9

Languages -

CR 15 (XP 13,000; PB +5)



Amorphous. The unbound gluttony can move through a space as narrow as a Medium-sized creature's width without squeezing.

Embodiment of Sin. The unbound gluttony doesn't age and can't be magically aged. If it dies, the unbound gluttony returns to life in 1d6 years and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Immutable Form. The unbound gluttony can't shape-shift.

Legendary Resistance (2/Day). If the unbound gluttony fails a saving throw, it can choose to succeed instead.

Magical Resistance. The unbound gluttony has advantage on saving throws against spells and other magical effects.

Ooze Body. Other creatures can enter the unbound gluttony's space, but a creature that does so is suffocating, can't cast spells with a verbal component, is restrained, and gains total cover. Additionally, a target takes 10 (3d6) acid damage at the start of each of the unbound gluttony's turns. When the unbound gluttony moves, engulfed targets move with it. Engulfed targets can escape with a DC 20 Strength (Athletics) check.

Spell Eater. Whenever the unbound gluttony deals damage to a creature, that creature must expend a spell slot of the target's choice or be unable to cast spells or use magical abilities until the end of its next turn.

Unusual Nature. The unbound gluttony doesn't require air or sleep.

ACTIONS

Multiattack. The unbound gluttony makes two Slimy Maw attacks. It can replace one of those attacks with Suck, if available.

Slimy Maw. *Melee Weapon Attack:* +12, reach 20 ft. *Hit:* 20 (3d8 + 7) acid damage, and the target is grappled (escape DC 20).

Suck (Recharge 4-6). *Strength Saving Throw:* DC 23 (with disadvantage if grappled by the unbound gluttony), each creature in a 60-foot cone. *Failure:* A target is pulled 30 feet toward the unbound gluttony, potentially entering its space.

BONUS ACTIONS

Absorb. The unbound gluttony pulls a [gluttony glob](#) within 20 feet of it and any creature it has currently engulfed into its space. Then it regains hit points equal to the glob's current hit points.

LEGENDARY ACTIONS

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

Digest. *Constitution Saving Throw:* DC 23, each creature inside the unbound gluttony's Ooze Body. *Failure:* 7 (2d6) acid damage. *Success:* Half damage. *Failure or Success:* The unbound gluttony regains hit points equal to the total acid damage dealt.

Fling Part. The unbound gluttony loses 25 hit points and flings part of itself at a point it can see within 150 feet. *Dexterity Saving Throw:* DC 20, one creature occupying the targeted space. *Failure:* 10 (1d6 + 7) bludgeoning damage. Then the part animates into a [gluttony glob](#), and the target fails automatically against the glob's Engulf. *Success:* The part animates into a gluttony glob, and the target moves to the nearest unoccupied space.

Quake. *Strength Saving Throw:* DC 23, each creature standing on the same surface as the unbound gluttony in a 300-foot radius originating from it. *Failure:* The target is knocked prone and must make a saving throw to maintain concentration, if it is concentrating. *Failure or Success:* The unbound gluttony can't take this action again until the start of its next turn.

UNBOUND GLUTTONY — STRONGER

Armor Class 5

Initiative -5 (5)

Hit Points 533 (26d20 + 260)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	1 (-5)	30 (+10)	2 (-4)	8 (-1)	6 (-2)

Saving Throws Str +16, Con +17

Damage Resistances cold, fire, poison

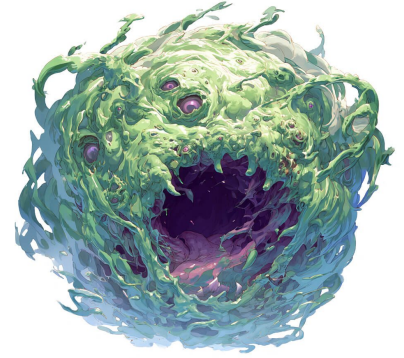
Damage Immunities acid

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

Senses blindsight 150 ft., tremorsense 300 ft., passive Perception 9

Languages -

CR 21 (XP 33,000; PB +7)



Amorphous. The unbound gluttony can move through a space as narrow as a Medium-sized creature's width without squeezing.

Embodiment of Sin. The unbound gluttony doesn't age and can't be magically aged. If it dies, the unbound gluttony returns to life in 1d4 years and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Immutable Form. The unbound gluttony can't shape-shift.

Legendary Resistance (4/Day). If the unbound gluttony fails a saving throw, it can choose to succeed instead.

Magical Resistance. The unbound gluttony has advantage on saving throws against spells and other magical effects.

Ooze Body. Other creatures can enter the unbound gluttony's space, but a creature that does so is suffocating, can't cast spells with a verbal component, is restrained, and gains total cover. Additionally, a target takes 17 (5d6) acid damage at the start of each of the unbound gluttony's turns. When the unbound gluttony moves, engulfed targets move with it. Engulfed targets can escape with a DC 24 Strength (Athletics) check.

Spell Eater. Whenever the unbound gluttony deals damage to a creature, that creature must expend a spell slot of the target's choice or be unable to cast spells or use magical abilities until the end of its next turn.

Unusual Nature. The unbound gluttony doesn't require air or sleep.

ACTIONS

Multiattack. The unbound gluttony makes two Slimy Maw attacks. It can replace one of those attacks with Suck, if available.

Slimy Maw. *Melee Weapon Attack:* +14, reach 20 ft. *Hit:* 31 (5d8 + 9) acid damage, and the target is grappled (escape DC 24).

Suck (Recharge 4-6). *Strength Saving Throw:* DC 25 (with disadvantage if grappled by the unbound gluttony), each creature in a 120-foot cone. *Failure:* A target is pulled 30 feet toward the unbound gluttony, potentially entering its space.

BONUS ACTIONS

Absorb. The unbound gluttony pulls a [gluttony glob](#) within 20 feet of it and any creature it has currently engulfed into its space. Then it regains hit points equal to the glob's current hit points.

LEGENDARY ACTIONS

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

Digest. *Constitution Saving Throw:* DC 25, each creature inside the unbound gluttony's Ooze Body. *Failure:* 11 (2d10) acid damage. *Success:* Half damage. *Failure or Success:* The unbound gluttony regains hit points equal to the total acid damage dealt.

Fling Part. The unbound gluttony loses 25 hit points and flings part of itself at a point it can see within 150 feet. *Dexterity Saving Throw:* DC 24, one creature occupying the targeted space. *Failure:* 19 (3d6 + 9) bludgeoning damage. Then the part animates into a [gluttony glob](#), and the target fails automatically against the glob's Engulf. *Success:* The part animates into a gluttony glob, and the target moves to the nearest unoccupied space.

Quake. *Strength Saving Throw:* DC 24, each creature standing on the same surface as the unbound gluttony in a 300-foot radius originating from it. *Failure:* The target is knocked prone and must make a saving throw to maintain concentration, if it is concentrating. *Failure or Success:* The unbound gluttony can't take this action again until the start of its next turn.