TENEBROUS OOZE

Medium • Ooze • Unaligned



Armor Class 11
Initiative +1 (11)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	2 (-4)	8 (-1)	1 (-5)

Skills Stealth +5
Damage Resistances acid
Condition Immunities charmed, deafened, exhaustion, frightened, grappled, prone, restrained
Senses blindsight 60 ft., passive Perception 9
Languages -
CR 2 (XP 450; PB +2)

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

Shadow Camouflage. While dim light or darkness, the ooze has advantage on Dexterity Stealth checks.

Sunlight Weakness. While in sunlight, the ooze has disadvantage on ability checks and attack rolls.

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

ACTIONS

Multiattack. The ooze makes two Pseudopod attacks. It can replace one of these attack with a use of Consume Shadow.

Pseudopod. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) acid damage.

Consume Shadow. *Charisma Saving Throw:* DC 12, one creature within 5 feet of the ooze. *Failure:* The ooze absorbs the target's shadow and assumes a shadowy form resembling the target. For the duration, the ooze and the target have advantage on attack rolls against each other, and each has disadvantage, on ability checks and attack rolls that don't target the other, and on saving throws against effects created by creatures other than the other.
The ooze and the target must occupy adjacent spaces at all times, and neither can willingly move in a way that would separate them. If either is moved against its will, the other moves with it to maintain their relative positions. The effect ends when the ooze dies, restoring the target's shadow to normal.

TENEBROUS OOZE — WEAKER



Armor Class 10
Initiative +0 (10)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	2 (-4)	8 (-1)	1 (-5)

Skills Stealth +4
Damage Resistances acid
Condition Immunities charmed, deafened, exhaustion, frightened, grappled, prone, restrained
Senses blindsight 60 ft., passive Perception 9
Languages -
CR 1/4 (XP 50; PB +2)

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

Shadow Camouflage. While dim light or darkness, the ooze has advantage on Dexterity Stealth checks.

Sunlight Weakness. While in sunlight, the ooze has disadvantage on ability checks and attack rolls.

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) acid damage.

Consume Shadow. *Charisma Saving Throw:* DC 11, one creature within 5 feet of the ooze. *Failure:* The ooze absorbs the target's shadow and assumes a shadowy form resembling the target. For the duration, the ooze and the target have advantage on attack rolls against each other, and each has disadvantage, on ability checks and attack rolls that don't target the other, and on saving throws against effects created by creatures other than the other.
The ooze and the target must occupy adjacent spaces at all times, and neither can willingly move in a way that would separate them. If either is moved against its will, the other moves with it to maintain their relative positions. The effect ends when the ooze dies, restoring the target's shadow to normal.

TENEBROUS OOZE — STRONGER



Armor Class 12
Initiative +2 (12)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	2 (-4)	8 (-1)	1 (-5)

Skills Stealth +8
Damage Resistances acid
Condition Immunities charmed, deafened, exhaustion, frightened, grappled, prone, restrained
Senses blindsight 60 ft., passive Perception 9
Languages -
CR 5 (XP 1,800; PB +3)

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

Shadow Camouflage. While dim light or darkness, the ooze has advantage on Dexterity Stealth checks.

Sunlight Weakness. While in sunlight, the ooze has disadvantage on ability checks and attack rolls.

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

ACTIONS

Multiattack. The ooze makes two Pseudopod attacks. It can replace one of these attack with a use of Consume Shadow.

Pseudopod. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 17 (4d6 + 3) acid damage.

Consume Shadow. *Charisma Saving Throw:* DC 12, one creature within 5 feet of the ooze. *Failure:* The ooze absorbs the target's shadow and assumes a shadowy form resembling the target. For the duration, the ooze and the target have advantage on attack rolls against each other, and each has disadvantage, on ability checks and attack rolls that don't target the other, and on saving throws against effects created by creatures other than the other.
The ooze and the target must occupy adjacent spaces at all times, and neither can willingly move in a way that would separate them. If either is moved against its will, the other moves with it to maintain their relative positions. The effect ends when the ooze dies, restoring the target's shadow to normal.