

## CONTAMINATED GOOP

Large • Ooze • Unaligned

**Armor Class** 9

**Initiative** -1 (9)

**Hit Points** 110 (13d10 + 39)

**Speed** 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	1 (-5)	7 (-2)	1 (-5)

**Damage Resistances** slashing; acid, cold

**Damage Immunities** poison

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

**Senses** blindsight 60 ft., passive Perception 8

**Languages** -

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



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

**Bloodied - Split.** When the goop becomes bloodied, it splits into two Medium-sized versions of itself. Each new goop has hit points equal to half the original goop's current hit points, rounded down.

**Contamination.** While the goop is submerged in a liquid, that liquid becomes contaminated within a 1000-foot radius.

**Constitution Saving Throw:** DC 13, a creature ingesting contaminated liquid. **Failure:** The target contracts the *sight rot* disease. Additionally, any liquid within 10 feet of the goop that is in contact with the goop becomes heavily obscured.

**Constitution Saving Throw:** DC 13, any creature ending its turn inside the heavily obscured area. **Failure:** The target becomes poisoned until the end of its next turn.

**Potion Sense.** The ooze can sense the presence of any potion or liquid poison, but it doesn't know or understand the effects such a potion has.

**Unusual Nature.** The goop doesn't require air or sleep.

## CONTAMINATED GOOP — WEAKER

**Armor Class** 9

**Initiative** -1 (9)

**Hit Points** 58 (9d10 + 9)

**Speed** 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	1 (-5)	7 (-2)	1 (-5)

**Damage Resistances** slashing; acid, cold

**Damage Immunities** poison

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

**Senses** blindsight 60 ft., passive Perception 8

**Languages** -

**CR** 3 (XP 700; PB +2)



### ACTIONS

**Multiattack.** The goop makes two Pseudopod attacks. It can replace one of those attacks with a use of Steal Potion.

**Pseudopod.** *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 22 (4d10) poison damage. If the target is a Huge or smaller creature, it is grappled (escape DC 14).

**Steal Potion.** *Strength Saving Throw:* DC 14, one creature grappled by the goop. *Failure:* The goop steals a potion that the target carries directly on its person (not inside a bag or similar container) and assimilates it into its body. As an action, a creature within 5 feet of the goop can retrieve the potion with a successful DC 14 Strength (Athletics) check. At the start of the goop's next turn, if not retrieved by then, the goop imbibes the potion, gaining its effect, if any.

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

**Bloodied - Split.** When the goop becomes bloodied, it splits into two Medium-sized versions of itself. Each new goop has hit points equal to half the original goop's current hit points, rounded down.

**Contamination.** While the goop is submerged in a liquid, that liquid becomes contaminated within a 300-foot radius. *Constitution Saving Throw:* DC 11, a creature ingesting contaminated liquid. *Failure:* The target contracts the *sight rot* disease. Additionally, any liquid within 10 feet of the goop that is in contact with the goop becomes heavily obscured. *Constitution Saving Throw:* DC 11, any creature ending its turn inside the heavily obscured area. *Failure:* The target becomes poisoned until the end of its next turn.

**Potion Sense.** The ooze can sense the presence of any potion or liquid poison, but it doesn't know or understand the effects such a potion has.

**Unusual Nature.** The goop doesn't require air or sleep.

## CONTAMINATED GOOP — STRONGER

**Armor Class** 9

**Hit Points** 144 (17d10 + 51)

**Speed** 20 ft., swim 30 ft.

**Initiative** -1 (9)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	1 (-5)	7 (-2)	1 (-5)

**Damage Resistances** slashing; acid, cold

**Damage Immunities** poison

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

**Senses** blindsight 60 ft., passive Perception 8

**Languages** -

**CR** 9 (XP 5,000; PB +4)



### ACTIONS

**Multiattack.** The goop makes two Pseudopod attacks. It can replace one of those attacks with a use of Steal Potion.

**Pseudopod. Melee Weapon Attack:** +4, reach 5 ft. *Hit:* 11 (2d10) poison damage. If the target is a Huge or smaller creature, it is grappled (escape DC 12).

**Steal Potion. Strength Saving Throw:** DC 12, one creature grappled by the goop. *Failure:* The goop steals a potion that the target carries directly on its person (not inside a bag or similar container) and assimilates it into its body. As an action, a creature within 5 feet of the goop can retrieve the potion with a successful DC 14 Strength (Athletics) check. At the start of the goop's next turn, if not retrieved by then, the goop imbibes the potion, gaining its effect, if any.

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

**Bloodied - Split.** When the goop becomes bloodied, it splits into two Medium-sized versions of itself. Each new goop has hit points equal to half the original goop's current hit points, rounded down.

**Contamination.** While the goop is submerged in a liquid, that liquid becomes contaminated within a 1000-foot radius. *Constitution Saving Throw:* DC 15, a creature ingesting contaminated liquid. *Failure:* The target contracts the *sight rot* disease. Additionally, any liquid within 10 feet of the goop that is in contact with the goop becomes heavily obscured. *Constitution Saving Throw:* DC 15, any creature ending its turn inside the heavily obscured area. *Failure:* The target becomes poisoned until the end of its next turn.

**Potion Sense.** The ooze can sense the presence of any potion or liquid poison, but it doesn't know or understand the effects such a potion has.

**Unusual Nature.** The goop doesn't require air or sleep.

### ACTIONS

**Multiattack.** The goop makes two Pseudopod attacks. It can replace one of those attacks with a use of Steal Potion.

**Pseudopod. Melee Weapon Attack:** +8, reach 5 ft. *Hit:* 33 (6d10) poison damage. If the target is a Huge or smaller creature, it is grappled (escape DC 16).

**Steal Potion. Strength Saving Throw:** DC 16, one creature grappled by the goop. *Failure:* The goop steals a potion that the target carries directly on its person (not inside a bag or similar container) and assimilates it into its body. As an action, a creature within 5 feet of the goop can retrieve the potion with a successful DC 14 Strength (Athletics) check. At the start of the goop's next turn, if not retrieved by then, the goop imbibes the potion, gaining its effect, if any.