

# Gray Ooze

March 8, 2023



Medium ooze, unaligned

**Armor Class** 8

**Hit Points** 22 (3d8 + 9)

**Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

**Saving Throws**

**Skills** Stealth +2

**Damage Resistances** acid, cold, fire

**Damage Immunities**

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

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

**Languages** --

**Challenge** 44928 (100 XP)

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

**Corrode Metal.** Any nonmagical weapon made of metal that hits the

ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

**False Appearance.** While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

## Actions

**Pseudopod.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.