

THE CUBONOMICON



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INTRODUCTION

So, you fancy yourself an adventurer do you? Dreaming of delving into dungeons and slaying dragons? Ha! I was like you once. Oh to be young and naive again.

Let me offer you some free advice, rookie. You aren't going to see any dragons. You will most likely die an ignoble and unmarked death at the hands of the real threats to our kind. Sure, you hear the tales of gallant heroes slaying great wyrms, or battling liches or demi-gods. Some of those tales may even be true. But those tales are told by the winners or, more likely, the surviving witnesses. Why is it you never hear tales of slaughtering sprites? Is it because it is less romantic for the bards to croon about, or is it because there are fewer survivors from sprites as there are from dragons? Think about it. Do you know what survivorship bias is? Only the survivors tell tales, so the stories of those that die go untold. The real dangers go unrecorded, and the knowledge that could save you goes unlearned.

No, the real threats aren't dragons. They are the unseen, untold threats that never make the bard songs or pass the gossip's lips. Or if they do, the threats are dismissed, or worse, lampooned as harmless, foppish, or irrelevant. Let me tell you about the creature most likely to end your career youngling, and by heavens, if you laugh I'll slap the grin right off your face.

Gelatinous Cubes are the true dangers of the dungeon. Surely not you say? But they're so 'cute' you say? Ha! That's what they want you to think! What do you know about them? Next to nothing, right? As they intend. They are all but invisible in the dark. They are silent, implacable killers. They swallow you up and sear the flesh from your bones. Once absorbed you die a silent death in their gelatinous depths! Nothing survives but your bones, newly polished like the day your god conceived of you. No survivors and no cautionary tales to pass on. I know what you are going to say next. They are slow and stupid, and harmless if you can stay away from them. No. Those are the least of their kind.

Gelatinous Cubes evolve, taking on the traits of their prey. They vary in size, shape, and ability as we do, but this isn't common knowledge as they leave none alive to carry the tales. I have seen them though, and aye, paid the price too! Sit yourself down and buy me an ale, and I'll tell you of these gelatinous horrors in all their sinister glory...

Valdindara Silverstar, veteran adventurer and cube survivor.

Welcome to the Cubonomicon, a project that is both fun and deadly serious.

Within you'll find around thirty variants of the humble dungeon roaming gelatinous cube. These slow and simple garbage recyclers and pest controllers have garnered a somewhat unwarranted reputation as both 'relatively harmless' and cute. Truthfully they represent a low-level challenge that most adventurers quickly outgrow, and the gelatinous cube becomes something of a dungeon mascot.

With this tome - a slightly sticky work of darkest reimagining - you can once more instill the fear of the cube into veteran adventurers with a veritable horde of slightly comical, but very, very deadly, gelatinous monstrosities.



BINARY CUBES

The origin of binary cubes is unclear, but the creatures have adapted to their unique existence in seemingly intelligent ways. They use their ability to separate to their advantage, hiding the stomach cube somewhere out of visual range while the mouth cube hunts. When the stomach cube is full, the mouth cube will remain nearby to defend it or possibly even try to draw any attackers further away from the stomach if possible.

There are certain visual indicators of binary cubes. The mouth cube, when using its consume ability, will split and open along the side moving towards its victim, emulating the gaping maw of a massive creature. The stomach cube will agitate victims to aid digestion, causing them to tumble about within its confines as if they were trapped within a massive washing machine.

BINARY CUBES

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10+40)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	3 (-4)	6 (-2)	1 (-5)

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

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

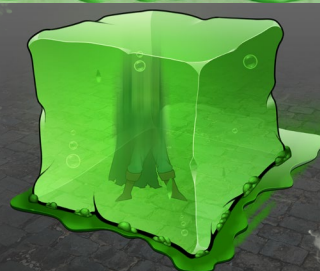
Languages -

Challenge 3 (700 XP)

Paired Cubes. These gelatinous cubes always appear as a linked pair. They exist in a symbiotic relationship, their interiors linked by a magical rift in space. One cube operates as the mouth, attempting to Consume victims which are then immediately teleported to the interior of the second cube, which operates as the stomach.

Binary cubes cannot move more than 500 feet from each other. If either cube begins its turn more than this distance apart, or the other cube has been killed, it immediately takes 7 (2d6) psychic damage. If the other cube is alive it must succeed at a DC 12 Wisdom save or be forced to spend its full action moving back within range of its linked pair.

Mouth Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Consume and has disadvantage on the saving throw. If the stomach cube is full (containing one Large or up to four Medium or smaller creatures), the mouth cube loses its Consume ability.



Stomach Cube. Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the stomach cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage. The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. When either cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod (Mouth and Stomach). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

Consume (Mouth Only). The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

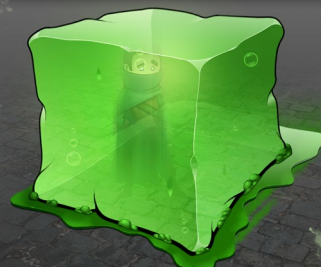
On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature is immediately teleported to the interior of the linked stomach cube, subject to its Digest.

Digest (Stomach Only). Any creature inside the stomach takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns.

When the stomach cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube. Creatures are tumbled about inside the stomach cube while engulfed, leaving them disoriented and confused when they emerge.

After escaping from the cube, the victim suffers disadvantage on all attack rolls and skill checks until the end of their next turn.



BLACKRAZOR CUBE

The legendary sentient greatsword Blackrazor thirsted for souls deep within its hiding spot in the dungeon of White Plume Mountain. When an ordinary gelatinous cube accidentally engulfed Blackrazor in its cut obsidian scabbard, the chaotic greatsword easily took control of the ooze. Together, they steadily slid onward and outward from the dungeon, on the hunt for larger souls to consume.

Now Blackrazor is tired of feeding on the souls of dungeon dwellers. It longs to take control of a more mobile wielder, but a suitable replacement has proven difficult to find. The legendary greatsword empowered the cube to be so lethal that potential replacements cannot survive.

BLACKRAZOR CUBE

Large ooze, chaotic neutral

Armor Class 6

Hit Points 144 (8d10+40, plus 60 temporary hit points)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	17 (+3)	10 (+0)	19 (+4)

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

Senses blindsight 60 ft., hearing 120 ft., darkvision 120 ft., passive Perception 10

Languages common, telepathy 120 ft.

Challenge 9 (5000 XP)

Magical Weapons. Blackrazor cube's weapon attacks are magical and have a +3 bonus to attack and damage rolls (included in attack).

Innate Spellcasting. The blackrazor cube's spellcasting ability is Charisma. It can innately cast the following spell, requiring no material components:

1/day: *haste* (requiring no concentration)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 16 Strength check, and the creature making the attempt takes 60 (19d6 +3) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Engulfing Conflict. Blackrazor can attempt to take control of an engulfed creature. The creature must succeed on a DC 16 Charisma saving throw or be charmed by Blackrazor for 1d12 hours. While charmed, the creature must try to follow the sentient item's commands to release it from the ooze and take it out of the dungeon. A creature charmed by Blackrazor has advantage on Strength checks to escape the cube. If the charmed creature takes damage, it can repeat the saving throw, ending the effect on a success. Whether the attempt to control the engulfed creature succeeds or fails, Blackrazor can't use this power again until the next dawn.

Devour Soul. Whenever the Blackrazor cube reduces a creature to 0 hit points, Blackrazor compels the cube to devour its soul, unless it is a construct or undead. A creature whose soul has been devoured by the Blackrazor cube can only be restored by a *wish* spell.

Soul Hunter. Blackrazor cube is aware of the presence of Tiny or larger creatures within 60 feet of it that aren't constructs or undead, even if the creature is hidden or invisible.

When it devours a soul, Blackrazor cube gains temporary hit points equal to the slain creature's hit point maximum.

Soul Empowered. As long as Blackrazor cube has temporary hit points from its Devour Soul action, it has advantage on attack rolls, saving throws, and ability checks. It begins an encounter with 60 temporary hit points from recently devoured kills.

Undead Averse. If Blackrazor cube hits an undead, it takes 1d10 necrotic damage and the target regains 1d10 hit points. If this necrotic damage reduces Blackrazor cube to 0 hit points, the Blackrazor devours the cube's soul.

Actions

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 60 (19d6 +3) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 16 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 60 (19d6 +3) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns.

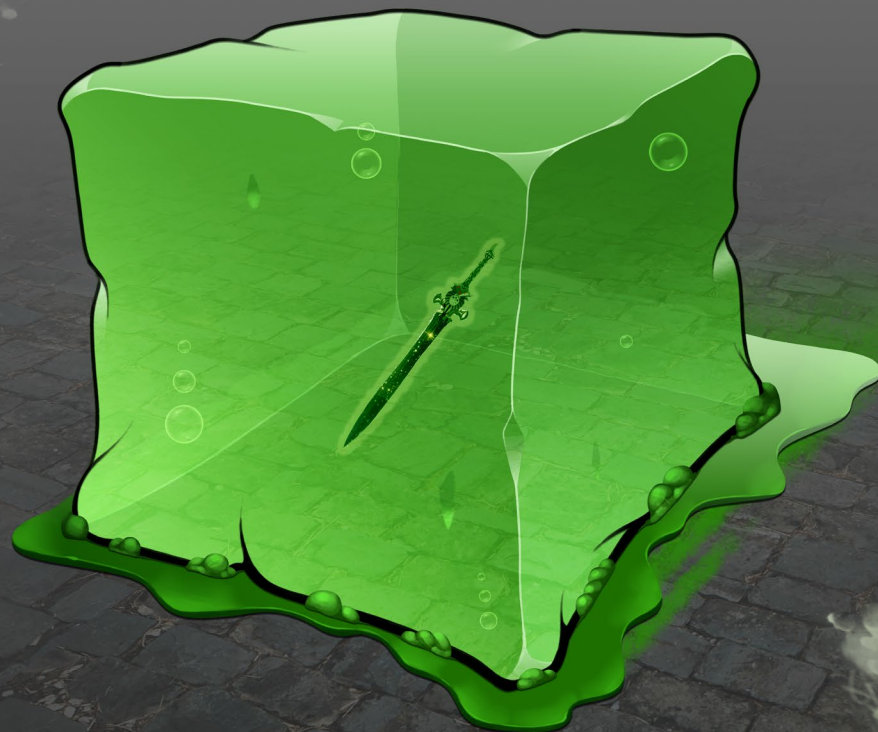
When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Slaying the Blackrazor cube is not the end of the characters' woes, however, as they now must contend with the will of a freed, exceedingly evil, sentient sword. Of course, this may grant the right character an extremely potent weapon for a CR 9 challenge, so caution is advised when using this adversary. If you do not wish the characters to retain the potent weapon suggestions for getting rid of it include using its powerful sentience to force it's owner to slay the other party members, or having a powerful entity arrive to take the weapon by guile, theft or brute force.

The statistics for Blackrazor can be found on page 216 of the *Dungeon Master's Guide*.

OTHER SENTIENT CUBES

The existence of the Blackrazor Cube suggests that the possibility of other such possessed cubes could exist. It is not out of the realm of possibility for any magic item that has sentience and is capable of controlling others creatures through psychic conflict to find itself in a similar situation. Gelatinous cubes sweep up anything left on a dungeon floor, and their low intelligence, wisdom and charisma make them easy prey for powerful personalities. Of course any sentient artifact is unlikely to be satisfied with such a limited vessel for long.



BLINK CUBE OF DOOM

The Blink Cube of Doom lives in cold regions and prefers dark areas to reside. This cube is a translucent blue and is capable of blinking and freezing to avoid predators. It is known for hiding in its ice form in arctic waters and frozen bodies of water in order to travel undetected.

BLINK CUBE OF DOOM

Huge ooze, unaligned

Armor Class 15

Hit Points 150 (13d12+65)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	3 (-4)	20 (+5)	16 (+3)	6 (-2)	1 (-5)

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 6 (2,300 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 15 Strength check, and the creature making the attempt takes 26 (4d12) acid damage.

The cube can hold only two Large creatures or up to six Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 18 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Shock. *Melee spell attack:* +6 to hit, reach 100 ft., targets up to three creatures. *Hit:* 27 (5d10) lightning damage. Each creature must make a Dexterity saving throw. The creature takes full damage on a failed save and half damage on a success.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 16 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 60 (19d6 +3) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns.

When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Freeze. After successfully engulfing a creature or object. The cube can use a free action to freeze solid. Once frozen, the cube's AC becomes 19, it is immune to cold damage, the cube is immobile, and takes no further actions. Engulfed creatures become incapacitated. The cube and creature(s) inside thaws out in 24 hours and regains their normal features and abilities. Creatures that have thawed out will take 27 (6d8) cold damage.

Blink. (Recharge 4-6) The cube can magically teleport, along with anything engulfed by it, up to 150 feet to an unoccupied space. The cube can cast the shock attack immediately before or after teleporting.



BLUE FIRE CUBE

The Blue Fire Cube is bright, translucent blue with blue fire continuously flickering from its slimy, gelatinous membrane, and it leaves a fiery slime trail behind it as it travels. There is a spherical eye in the center of the cube that serves as its arcane focus allowing the cube to cast blue fire bolts. The eye slowly follows the movement of a nearby creature. These gelatinous cubes can merge with other gelatinous cubes to become more powerful!

It is rumored the blue fire cube was created by the drops of slime that landed on the ground from the lord of oozes, the Juiblex.

BLUE FIRE CUBE

Large ooze, neutral evil

Armor Class 13

Hit Points 136 (13d10+65)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	20 (+5)	17 (+3)	6 (-2)	1 (-5)

Damage Immunities fire

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

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

Languages -

Challenge 5 (1,800 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 15 Strength check, and the creature making the attempt takes 27 (5d10) fire damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Actions

Blue Fire Bolt. *Ranged Spell Attack:* +6 to hit, range 150 ft., one target. *Hit:* 31 (7d8) fire damage. If the spell hits flammable objects not being worn or carried, they catch on fire.

Fiery Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) fire damage.

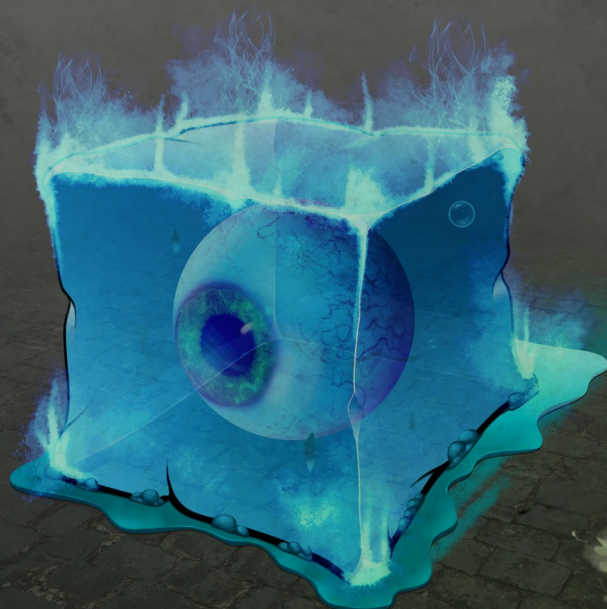
Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 15 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 27 (5d10) fire damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns.

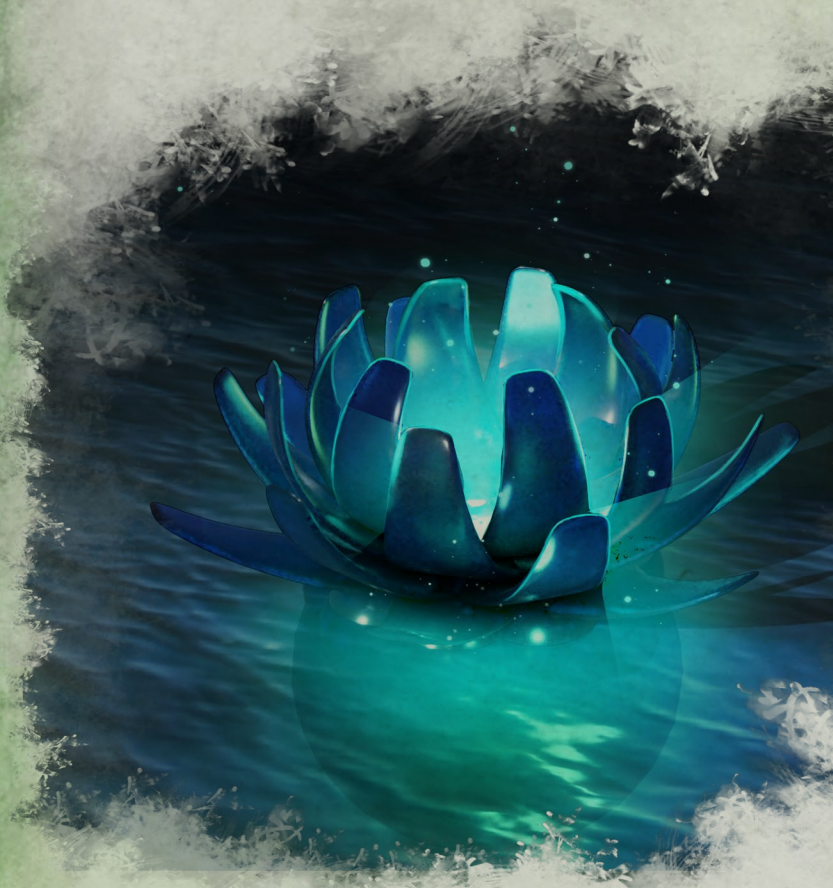
When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Merge. As an action, the blue fire cube can merge with another gelatinous cube in the area, granting it advantage on attack rolls and one additional damage dice when casting the **Blue Fire Bolt**. The current HP and XP of the two cubes is combined, and the cube will maintain all of its blue fire cube features while losing all abilities of the merge creature abilities immediately. The blue fire cube can only merge with one other cube and the merge and effects are permanent.



DEATH JELLY

Purple veins cover the Death Jelly like a meandering net as it slowly drifts in the water beneath the stars. The blue jelly forms a flower-like protrusion at the top of the floating mass. The bones of its host encased within the mass withering away as it releases spores from its bloom under the full moon. These spores drift in the evening air into unsuspecting wells and open water flasks. Those consuming these tiny spores unaware of their lethal fate.



DEATH JELLY

Small ooze, unaligned

Armor Class 8

Hit Points 68 (8d6+40)

Speed 20ft., Swim 20ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances poison

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 6 (2,300 XP)

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

Spider Climb. The death jelly can climb on difficult surfaces, to include surfaces upside down on ceilings, without having to make any ability checks.

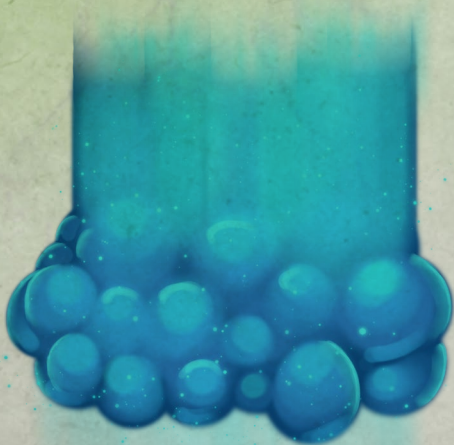
Spore. Spores release from the death jelly every full moon creating a purple, 50 foot sphere of spores which can travel up to a mile passively through the air. If the spores of this ooze are ingested or inhaled by a creature who has entered the cloud, that creature must make a successful DC 13 Constitution saving throw. On a success, the creature is unaffected by death jelly spore clouds for 24 hours. On a failed save, the creature is infected by the spore. The infected are unaware of the infection for 48 hours and then they develop a fever and dark purple rashes appear on the skin. On day 8 the creature becomes incapacitated in a coma and on day 10 the creature dies as the young death jelly emerges from its host. Spells, potions, or abilities that cure disease can destroy the spore inside a host.

Actions

Slimy Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one creature. *Hit:* 14 (4d6) poison. Creatures must make a DC 13 Constitution saving throw or gain the poisoned condition for 1 hour.

DISPLACER CUBE

A variant of the gelatinous cube rumored to have been altered by the ambient magic of the Underdark, the displacer cube appears to be a normal gelatinous cube until it has engulfed a creature. If bothered while digesting its meal, it teleports away to eat in peace.



DISPLACER CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10+40)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

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

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

Languages -

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. When either cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

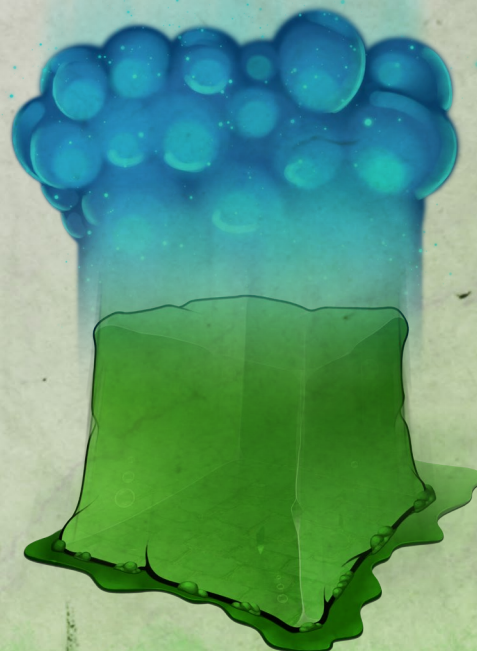
On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns.

When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Reactions

Displace. When hit by an attack or affected by a spell after engulfing a creature, the displacer cube uses its reaction to teleport itself and the engulfed creature 40 feet away from the attacker. This teleportation does not negate the attack's damage nor spell's effect.



FRIGID CUBE

Much like its cousin, the gelatinous cube, the frigid cube consumes prey by slowly digesting it inside its acidic interior. However, the exterior of the frigid cube consists of two feet of hard ice. Depending on the surrounding climate, the cube may leave a damp trail of wet puddles or patches of slick ice wherever it goes.

Creatures attacked by the cube find themselves frozen to its icy surface and typically die of hypothermia long before the cube can absorb the victim into its core for digestion. This process of absorption can take several days, thus a frigid cube is often found with a frozen corpse of its past prey still stuck to its exterior or half absorbed with only a frozen limb or two still jutting from its surface. In natural frozen climes, frigid cubes will often position themselves along cavern walls, camouflaging themselves to appear as simply part of the cave itself until prey comes within striking distance.



FRIGID CUBE

Large ooze, unaligned

Armor Class 12 (natural armor)

Hit Points 84 (8d10+40)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities cold

Damage Vulnerabilities fire

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

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

Languages -

Challenge 3 (700 XP)

Frozen Surface. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Frigid Adhesion and has disadvantage on the saving throw.

A creature within 5 feet of the cube can take an action to pull a creature or object off of the cube. Doing so requires a successful DC 12 Strength check, and the creature so removed takes 10 (3d6) bludgeoning damage, unless the cube took fire damage in the preceding round.

The cube can only adhere up to four Large or smaller creatures around its surface at a time.

Camouflage. In warmer climes the frigid cube is in a constant state of melting and refreezing, giving it a slick near-transparent surface. In colder climes it takes on a blue to white frosted appearance, blending in with the surrounding stone of the caverns it lives in. In either case, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Ice Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing and 7 (2d6) cold damage.

Frigid Adhesion. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) cold damage and becomes frozen to the surface of the cube. The adhered creature is restrained, and takes 21 (6d6) cold damage at the start of each of the cube's turns.

When the cube moves, the adhered creature moves with it. An adhered creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube, and takes 10 (3d6) bludgeoning damage from abrasions incurred by ripping free from the frozen surface. This damage is negated if the cube took any fire damage in the preceding turn.

GARGANTUAN GELATINOUS CUBE

If a gelatinous cube survives long enough, and eats well enough, it can eventually reach titanic proportions. These cubes become more adept at shaping itself to its surroundings as its bulk eventually becomes too great for the naturally narrow spaces of caverns or dungeons.

GARGANTUAN GELATINOUS CUBE

Gargantuanooze, unaligned

Armor Class 6

Hit Points 270 (20d10+160)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	3 (-4)	26 (+8)	1 (-5)	6 (-2)	1 (-5)

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

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

Languages -

Challenge 9 (5,000 XP)

Amorphous. The cube can move through a space as narrow as 1 foot wide without squeezing. Any engulfed creatures are automatically expelled if the cube uses this ability to move through a space smaller than the size of the engulfed creature

Ooze Cube. The cube takes up its entire space (20'x20'x20'). Other creatures can enter the cube's space, but a creature that does so is subject to the cube's Engulf and has disadvantage on the saving throw against that ability.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 16 Strength Check, and the creature making the attempt takes 20 (6d6) acid damage.

The cube can hold two Huge creatures, four Large creatures, or up to sixteen Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Multiattack. The cube makes 2 pseudopod attacks and an engulf action.

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 10 ft, one target. *Hit:* 21 (6d6) acid damage and the target is grappled (escape DC 16) and restrained until the grapple ends. At the beginning of its turn, a grappled creature takes 21 (6d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter the Huge or smaller creature's space, the creature must make a DC 16 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed back suffers the consequences of a failed saving throw.

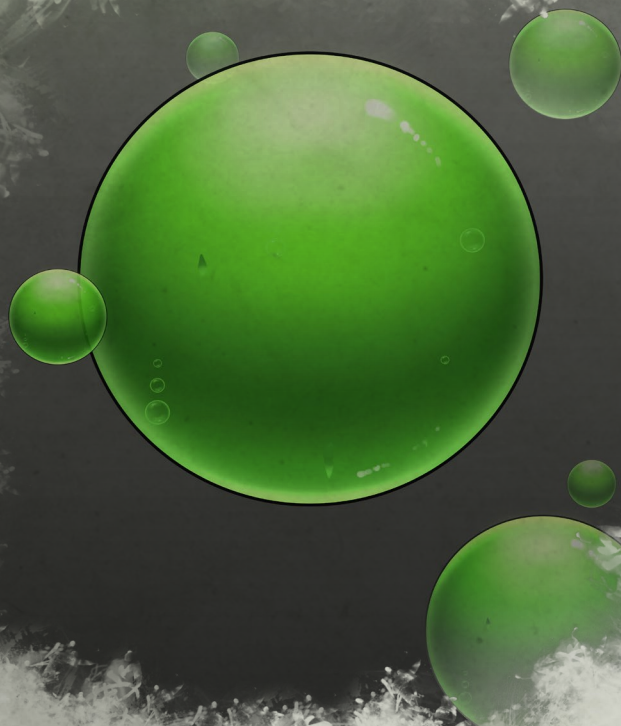
On a failed save, the cube enters the creature's space, and the creature takes 21 (6d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 35 (10d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.



GELATINOUS BUBBLE

A gelatinous bubble floats on the breeze in constant search of its next meal. A bubble adheres to any living tissue it touches, slowly absorbing nutrients. Its ultimate goal is to find a larger gelatinous creature to merge with. When a bubble dies, it cries out with an audible pop and splashes gel onto surrounding surfaces, hoping to attract another gelatinous creature to absorb it.



GELATINOUS BUBBLE

Small ooze, neutral evil

Armor Class 11

Hit Points 5 (2d4)

Speed fly 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	10 (+0)	1 (-5)	6 (-2)	1 (-5)

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

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

Languages -

Challenge 1/8 (1,800 XP)

Combine. If the bubble touches another gelatinous creature, the bubble is immediately absorbed into the creature. The bubble's current hit points are added to the current and total hit points of the creature.

Death Burst. When the bubble dies, it pops in a spray of gel. Each creature within 5 feet of it must succeed on a DC 10 Dexterity saving throw or take 5 (2d4) acid damage. If the bubble is adhered to a creature when it dies, the creature has disadvantage on the saving throw.

Actions

Sticky Touch. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature. *Hit:* 5 (2d4) acid damage, and the bubble is adhered to the target. The bubble is grappled but the target is not. Until this grapple ends, the target takes 5 (2d4) acid damage at the start of each of the bubble's turns.

GELATINOUS CUBE THRALL

All the species of the Underdark at one time or another have been test subjects of the dreaded mind flayers. Most experiments with oozes proved unstable and uncontrollable but the mind flayers were able to create a useful thrall from gelatinous cubes. These thralls act as transport and protectors for the aberrations.

GELATINOUS CUBE THRALL

Large ooze, unaligned

Armor Class 8

Hit Points 94 (9d10+45)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	4 (-3)	6 (-2)	1 (-5)

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only two Large creatures or up to six Medium or smaller creatures inside it at a time.

Thrall. The cube has been modified to be useful to mind flayers. It instantly follows a mind flayer's psychic commands and can carry a mind flayer in an internal, non-acidic pocket of air. Air is provided to the pocket through small air holes. The cube can open a hole through its body to allow the passage of a mind flayer's mental blast before resealing. A creature with experience mentally conversing with a mind flayer and able to mentally communicate with the cube (such as with a *telepathy* spell) can attempt to command the cube. Duplicating the aberrant mind waves of a mind flayer requires a successful DC 20 Charisma (Deception) check. On a success, the creature can issue a one-word command to the cube that the cube follows; however, the cube will not attack a mind flayer.

Transparent. Even when the cube is in plain sight, it takes a successful DC 18 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod. *Melee weapon attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

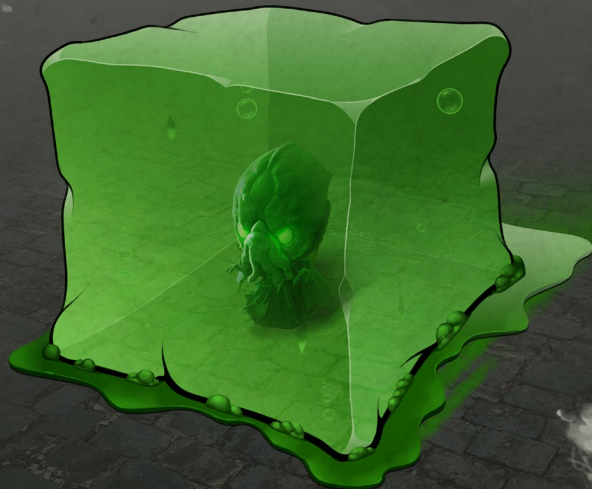
Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 16 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 60 (19d6 +3) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns.

When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

When engulfed, a mind flayer is placed into the thrall's internal air pocket and does not suffer any damage. The mind flayer can also leave without taking damage.



GELATINOUS CUBELET

A Gelatinous Cubelet is a miniature gelatinous cube between 6 and 12 inches to a side. These quick, voracious oozes are predators by nature, usually hunting rats and other small vermin, but will fearlessly attempt to absorb any creature of any size if given the opportunity.

GELATINOUS CUBELET

Tiny ooze, unaligned

Armor Class 11

Hit Points 11 (2d4+6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

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

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

Languages -

Challenge 1/8 (25 XP)

Transparent. Even when the cubelet is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cubelet that has neither moved nor attacked. A creature that tries to enter the cubelet's space while unaware of the cubelet is surprised by it.

Actions

Attachment. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature. *Hit:* 3 (1d6) acid damage. On a successful hit, the cubelet attaches itself to the target, automatically dealing 3 (1d6) acid damage at the start of each of its turns. An attached cubelet can be removed by using an action to scrape it off with a successful DC 10 Strength ability check. On a successful save, the cubelet drops free into the creature's space. Cubelets also drop free if slain.

GELATINOUS CUBELET SWARM

A Gelatinous Cubelet Swarm is a cluster of miniature gelatinous cubes between 6 and 12 inches to a side. Usually lone predators, these cubelets have developed a pack hunting technique that efficiently gathers up its prey for absorption. A cubelet swarm can often appear as a semi-translucent wave of tiny animal carcasses and small debris, but larger objects are simply left in its wake.

GELATINOUS CUBELET SWARM

Medium Swarm of Tiny oozes, unaligned

Armor Class 11

Hit Points 76 (8d8+40)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

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

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

Languages -

Challenge 2 (450 XP)

Transparent. Even when the cubelet swarm is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cubelet swarm that has neither moved nor attacked. A creature that tries to enter the swarm's space while unaware of the cubelet swarm is surprised by it.

Actions

Swarm. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature. *Hit:* 14 (4d6) acid damage, or 7 (2d6) acid damage if the swarm has half of its hit points or fewer. On a successful hit, several of the cubelets attach themselves to the target, automatically dealing 7 (2d6) acid damage at the start of each of its turns and reducing its movement rate by half. Attached cubelets can be removed by using an action to scrape them off with a successful DC 12 Strength check. On a successful check, the cubelets drop free into the creature's space, and seek to rejoin the swarm. Multiple successful strikes by the swarm do not accumulate damage, and a single check is sufficient to remove all attached cubelets. Alternately, dealing 10 points of damage to the attached cubes (removed from the swarm's hit point total) causes them to die and drop off.



GELATINOUS CUBEPOCOLYPSE SWARM

A Gelatinous Cubepocalypse Swarm is a titanic wave of miniature gelatinous cubes that swarm forth and devastate wide regions as it passes, absorbing and consuming living matter like locusts. The wake of a Cubepocalypse Swarm is utterly devoid of life, leaving behind immaculately clean stone, metal, and other large inanimate objects.

GELATINOUS CUBEPOCOLYPSE SWARM

Gargantuan Swarm of Tiny oozes, unaligned

Armor Class 11

Hit Points 310 (20d20+100)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	1 (–5)	6 (–2)	1 (–5)

Damage Immunities acid

Damage Resistances slashing, piercing and bludgeoning damage from nonmagical weapons

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

Senses blindsight 300 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 20 (25,000 XP)

Amorphous. The swarm can move through a space as narrow as 1 foot wide without squeezing. Any engulfed creatures are automatically expelled if the cube uses this ability to move through a space smaller than the size of the engulfed creature

Ooze Cube Swarm. The cube swarm takes up its entire space (40'x40'x40'). Other creatures can enter the space, but a creature that does so is subject to the swarm's Engulf and has disadvantage on the saving throw against that ability.

Creatures inside the swarm can be seen but have total cover.

A creature within 5 feet of the swarm can take an action to pull a creature or object out of the mass. Doing so requires a successful DC 19 Strength check, and the creature making the attempt takes 28 (8d6) acid damage.

The swarm can hold one Gargantuan creature, four Huge creatures, sixteen Large creatures, or up to sixty-four Medium or smaller creatures inside it at a time.

Actions

Multiattack. The cubepocalypse swarm can lash out with 4 mini-swarms, and engulf as many creatures as it can move over.

Mini-Swarm. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one creature. *Hit:* 56 (16d6) acid damage, or 28 (8d6) acid damage if the swarm has half of its hit points or fewer. On a successful hit, several of the cubelets attach themselves to the target, automatically dealing 14 (4d6) acid damage at the start of each

of its turns and reducing its movement rate by half. Attached cubelets can be removed by using an action to make a successful DC 19 Strength saving throw. On a successful save, the cubelets drop free into the creature's space, and seek to rejoin the swarm. Multiple successful attacks do not accumulate damage, and a single saving throw is sufficient to remove all attached cubelets

Engulf. The cubepocalypse swarm moves up to its speed. While doing so, it can enter any creatures' spaces that fit within its massive 40 foot by 40 foot size. Whenever the cubepocalypse swarm enters a creature's space, the creature must make a DC 19 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cubepocalypse swarm. A creature that chooses not to be pushed back suffers the consequences of a failed saving throw.

On a failed save, the cubepocalypse swarm enters the creature's space, and the creature takes 56 (16d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 56 (16d6) acid damage at the start of each of the cubepocalypse swarm's turns. When the cubepocalypse swarm moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 19 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cubepocalypse swarm.

Reactions

Engulf Attacker. The cubepocalypse swarm can use its reaction to make an engulf attack on a creature that has successfully struck it with a melee attack.

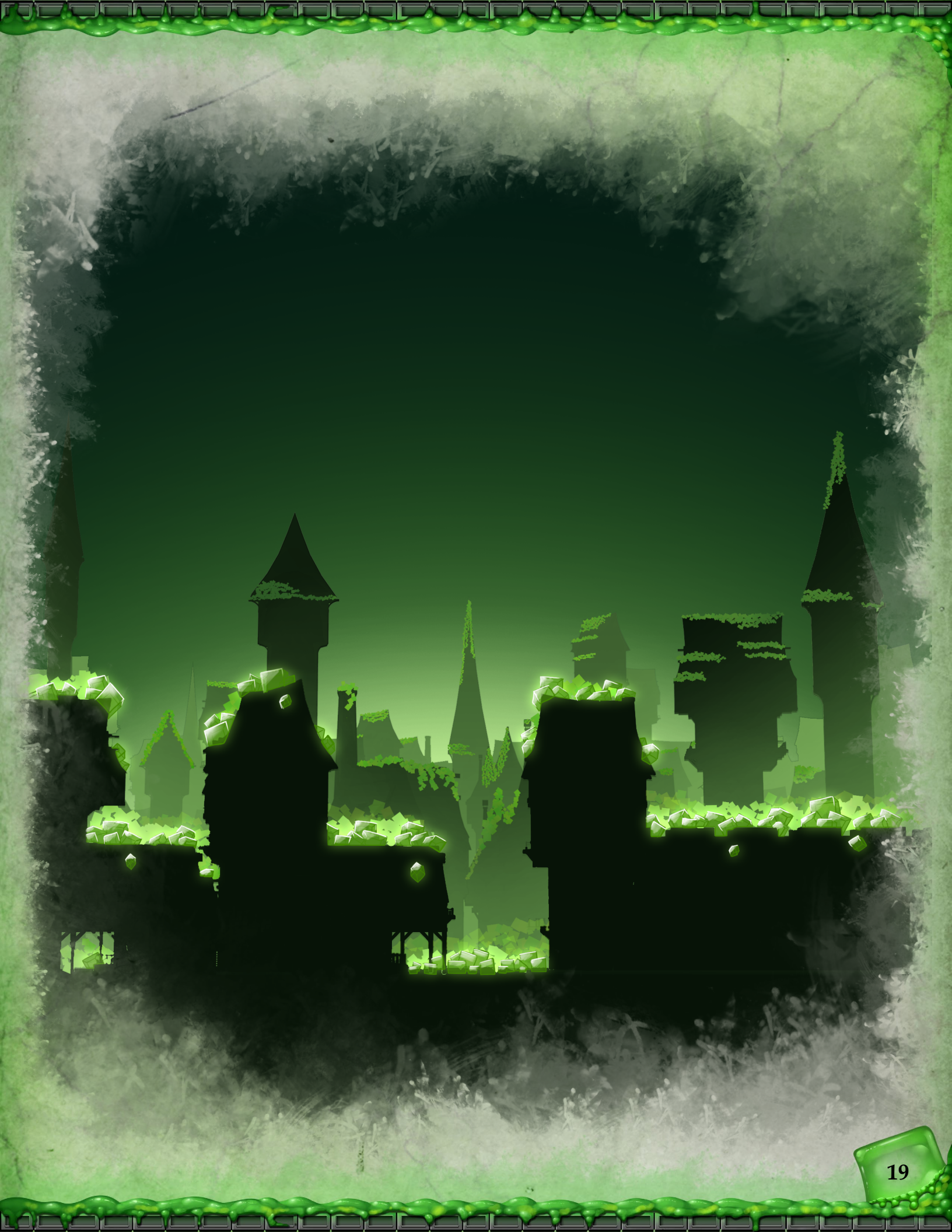
Legendary Actions

The gelatinous cubepocalypse swarm can take 3 legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The cubepocalypse swarm regains spent legendary actions at the start of its turn.

Surge. The cubepocalypse swarm can move 40 feet in a single direction, making an engulf attack against each creature it moves over.

Digest. The cubepocalypse swarm deals 56 acid damage to a single engulfed creature.

Reconstitute (2 actions). The cubepocalypse swarm can reabsorb the gelatinous material from destroyed cubelets. If the swarm is damaged it regenerates 40 hit points, or 80 hit points if below half health, up to its uninjured hit point maximum.



GELATINOUS PYRAMID

The innards of this four-sided gel swirl with arcane energy. It is instinctively attracted to creatures and magic items capable of casting spells. It feeds off spells, absorbing their arcane energy and storing the spell. As it lacks the mass of a gelatinous cube, it can only hold a finite amount of spells. Once the pyramid is at arcane capacity, any new spell it absorbs causes an old spell to instantly digest and cast out from the pyramid.

GELATINOUS PYRAMID

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10+40)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	4 (-3)	6 (-2)	1 (-5)

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

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

Perception 8

Languages -

Challenge 4 (1,100 XP)

Magic Sense. The pyramid can sense the presence of magic within 60 feet of it. It is attracted to creatures and items capable of casting a spell.

Ooze Pyramid. The pyramid takes up less space than a cube due to its tapering top, but occupies all of its space at surface level. Other creatures can enter the space, but a creature that does so is subjected to the pyramid's Engulf and has disadvantage on the saving throw.

Creatures inside the pyramid can be seen but have total cover.

A creature within 5 feet of the pyramid can take an action to pull a creature or object out of the pyramid. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to two Medium or smaller creatures inside it at a time.

Spell Storing. The pyramid stores spells that are cast targeting it. As a reaction, it can store a spell targeting an area within 20 feet of it (see Reactions). The spell is automatically countered and its normal effects do not manifest. Spells stored in this way do not affect the pyramid.

The pyramid can store up to 4 levels worth of spells at a time. Cantrips are stored as a level 1 spell. It cannot store a spell higher than 4th level. When encountered, it contains

1d4 levels of stored spells chosen by the DM.

When targeted by a spell that would cause it to store more than 4 levels worth of spells, the pyramid immediately casts the fewest number of stored spells required to make room for the incoming spell.

If the cube tries to absorb a spell of 5th level or higher, it automatically fails and has vulnerability to any damage from the spell.

The pyramid's spellcasting ability is Constitution (spell save DC 15, +7 to hit with spell attacks).

Example stored spells

1st level: *magic missile*, *witch bolt*

2nd level: *shatter*

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 28 (8d6) acid damage.

Engulf. The pyramid moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the pyramid enters a creature's space, the creature must make a DC 14 Dexterity saving throw.

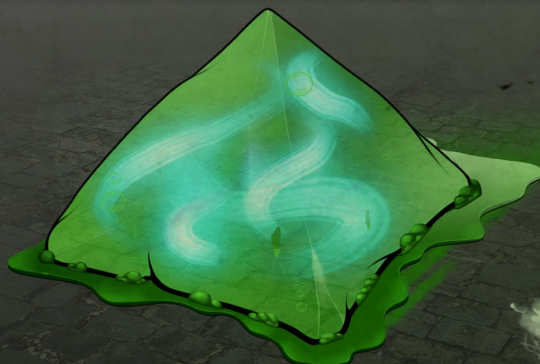
On a successful save, the creature can choose to be pushed 5 feet back or to the side of the pyramid. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the pyramid enters the creature's space, and is subject to the effects of a random spell the pyramid has stored (the spell is not spent), and is engulfed. If the pyramid has no spells stored, the creature takes 10 (3d6) acid damage. The engulfed creature can't breathe, is restrained, and is subjected to the effects of a random spell or takes 21 (6d6) acid damage at the start of each of the pyramid's turns if no spells are stored.

When the pyramid moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the pyramid.

Reactions

Spell Siphon. The pyramid lashes a pseudopod out to absorb a spell targeting a point within 20 feet of it.



GELATINOUS SPHERE

The gelatinous sphere is a variant that is more or less effective based on the slope of the terrain. A sphere traveling on an upward grade is easy to outpace, but one moving downward is a terrifying sight to behold, swallowing everything in its path. A Gelatinous Sphere is also capable of an occasional surge of speed that may surprise unwary prey

GELATINOUS SPHERE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (9d10+45)

Speed 15ft. (uphill 5ft., downhill 30ft.), swim 10ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	4 (-3)	6 (-2)	1 (-5)

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 3 (700 XP)

Ooze Sphere. The sphere takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the sphere's Engulf and has disadvantage on the saving throw.

Creatures inside the sphere can be seen but have total cover.

A creature within 5 feet of the sphere can take an action to pull a creature or object out of the sphere. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The sphere can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the sphere is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a sphere that has neither moved nor attacked. A creature that tries to enter the sphere's space while unaware of the sphere is surprised by the sphere.

Spherical. The sphere moves 15 feet when on a flat grade. If moving on an upward angle its speed is reduced to 5 feet, and moving on downward angle increases the speed to 30 feet. It can even move across or through water by rapid rotation.

Actions

Pseudopod. *Melee weapon attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

Surge (Recharge 5-6). The sphere is able to surge ahead, increasing its speed by an additional 40 feet for a single turn but only in a straight line. Any creature in its path is subject to its engulf ability, and the saving throw to resist is made at disadvantage.

Engulf. The sphere moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the sphere enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the sphere. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the sphere enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the sphere's turns.

When the sphere moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the sphere. If taken more than 30 feet in the sphere, when a creature exits the sphere it has disadvantage on attack rolls and skill checks on its next turn due to disorientation



HADAR'S CUBE

In very rare circumstances, an incantation of the spell *hunger of Hadar* may collapse in on itself, condensing into a persistent ten foot cube that takes on a form of rudimentary sentience. Appearing as a black void which no light can penetrate, it moves about with disturbing slurping noises and soft indistinguishable whispers. When it comes near any living prey it lashes out with dark black tentacles, attempting to pull its victims into its inky dark interior.

HADAR'S CUBE

Large ooze, unaligned

Armor Class 7

Hit Points 105(10d10+50)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities acid, cold, lightning

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

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

Languages -

Challenge 4 (1,100 XP)

Void Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Consume and has disadvantage on the saving throw.

The interior of the cube is complete darkness, even darkvision cannot discern the interior of the cube from without, and creatures inside the cube are blinded. Even the ability to see through magical darkness or truesight reveals the interior as nothing but inky darkness.

A creature within 5 feet of the cube can take an action to reach inside it and attempt to pull a victim back out of the cube. Doing so requires a successful DC 13 Dexterity check to locate and grab hold of a victim, followed by a DC 13 Strength check to pull them free. Failing the latter, the creature may choose to maintain the hold until next round to reattempt the Strength test, but will make the creature susceptible to the cube's Consume attack on its turn with disadvantage on the saving throw.

Creatures who die within the cube leave no mortal remains on this plane of existence, even if the cube itself is destroyed.

Actions

Multiattack. Hadar's Cube attacks with four tentacles each round, less any tentacles currently grappling a victim.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) acid damage. Size Large or smaller creatures hit by a tentacle are grappled (escape DC 13). Until the grapple ends, the target is restrained, and the cube can't use this tentacle on another target.

Consume. At the start of the cube's turn, it attempts to draw any creature grappled by one of its tentacles into its dark interior. The target creature must make a DC 13 Strength saving throw to avoid being pulled into the cube.

On a successful save, the creature remains grappled but avoids being pulled into the cube. It may on its turn attempt to escape the grapple.

On a failed save, the target enters the cube's space and takes 10 (3d6) acid damage and is consumed. The consumed creature can't breathe, is restrained, blinded, and takes 21 (6d6) acid damage at the start of each of the cube's turns as it is torn to pieces by many unseen writhing tentacles and unknown horrors.

A consumed creature can try to escape by taking an action to make a DC 13 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.



HOST CUBE

This gelatinous cube has several intact skeletons of various creatures within its form. These skeletons seem to move and twitch as the cube moves, or perhaps of their own volition.

The skeletons are without substantial weapons, but at the DM's discretion could be armed, substituting claw damage for appropriate weapon damage.

HOST CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10+40)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 3 (700 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Skeletal Passengers. Held within the cube are four undead skeletons in scattered parts. They can share space with other creatures, and attack any engulfed creatures, or reach out to strike nearby targets through the sides of the cube on the cube's turn. Engulfed creatures can attack the skeletons, but are penalised on such attacks by their restrained condition. If the cube is slain any surviving skeletons are disgorged, automatically assemble, and are free to move and attack at will.

Optional Variants - Optionally the host cube could carry four **flying swords** or a suit of **animated armor**. The variant would replace it's two claw attacks with attacks appropriate to the carried creatures.

Actions

Multattack. the host cube makes one pseudopod and two claw attacks, or one engulf and two claw attacks.

Pseudopod. *Melee weapon attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

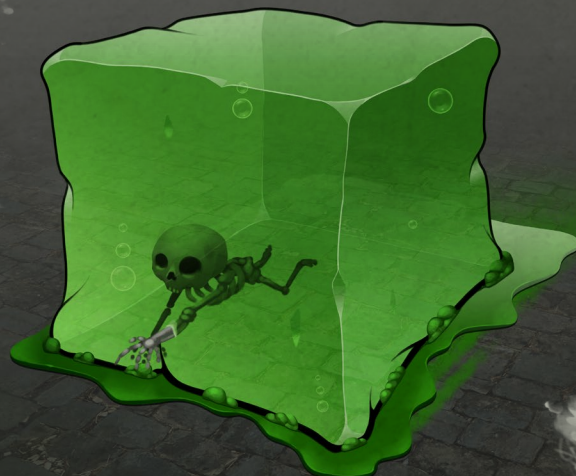
Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) slashing damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns.

When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.



HOST CUBE, HORDE

This gargantuan gelatinous cube has almost a dozen skeletons of various creatures within its form, scattered but still animated. These skeletons seem to move and twitch as the cube moves, or perhaps of their own volition.

The skeletons are without substantial weapons, but at the DM's discretion could be armed, substituting claw damage for appropriate weapon damage.

HOST CUBE, HORDE

Gargantuan ooze, unaligned

Armor Class 6

Hit Points 190 (10d20+80)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	3 (-4)	26 (+8)	1 (-5)	6 (-2)	1 (-5)

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

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

Perception 8

Languages -

Challenge 9 (5,000 XP)

Ooze Cube. The cube takes up its entire space 40 foot space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 16 Strength check, and the creature making the attempt takes 21 (6d6) acid damage.

The cube can hold two Huge creatures, four Large creatures or up to sixteen Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Skeletal Passengers. Held within the cube are ten undead skeletons in scattered parts. They can share space with other creatures, and attack any engulfed creatures, or reach out to strike nearby targets through the sides of the cube on the cube's turn. Engulfed creatures can attack the skeletons, but are penalised on such attacks by their restrained condition. If the cube is slain any surviving skeletons are disgorged, automatically assemble, and are free to move and attack at will.

Optional Variants - Optionally the horde cube could carry ten **flying swords**, five suits of **animated armor** or **ogre skeletons**, three **minotaur skeletons**, or a single **frost giant skeleton**. When using these options the claw attacks would be replaced with attacks appropriate to the carried creatures.

Actions

Multattack. the horde cube makes one pseudopod and six claw attacks, or one engulf and six claw attacks.

Pseudopod. *Melee weapon attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 21 (6d6) acid damage, and the target is grappled (escape DC 16) and restrained until the grapple ends. At the beginning of its turn a grappled creature takes 21 (6d6) acid damage.

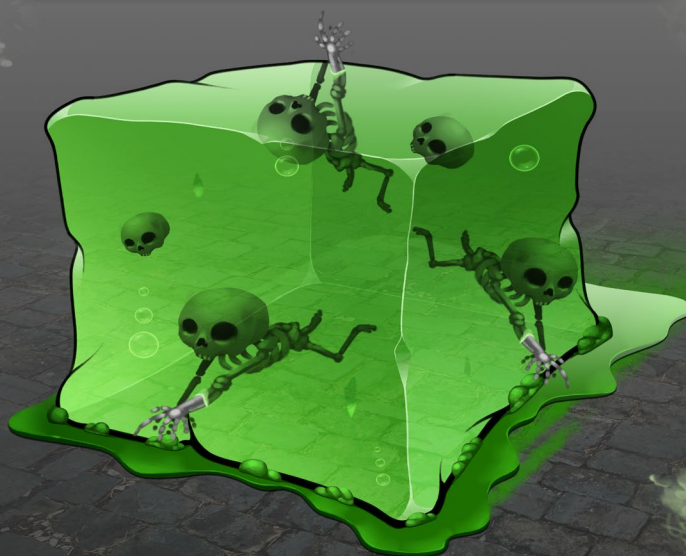
Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) slashing damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 16 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 21 (6d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 35 (10d6) acid damage at the start of each of the cube's turns.

When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.



INVASIVE CUBE

This strange mutation of the gelatinous cube is formed inside-out, with its digestive material coating the outside of the cube rather than contained within its core. The creature reproduces by attacking prey with its detachable invasive pseudopods, which digest the victim from the inside out before eventually bursting forth as a new fully grown invasive cube.

While usually found sliding noiselessly through dungeon corridors much like normal gelatinous cubes, they may sometimes be encountered in a previous feeding ground, bursting forth to attack from the bloated corpses of their prior victims.



INVASIVE CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (9d10+45)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 2 (450 XP)

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Detachable Pseudopods. Each pseudopod that detaches from the cube reduces its total volume slightly. The cube can have up to ten detached pseudopods at a time. A detached pseudopod that is not actively invading a target will move 15 feet per round back to the cube to be reabsorbed and become ready for reuse.

Actions

Invasive Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage. When hit the pseudopod detaches and attempts to force itself into any available orifice of its victim. The victim must make a DC 13 Constitution saving throw, or the pseudopod forces itself into the victim's mouth, ears, and nose and begins to digest the victim from the inside out.

Each round an Invaded creature has a pseudopod inside them they must make a DC 13 Constitution saving throw to attempt to expel the pseudopod. On success, the pseudopod is expelled to a space within 5' of the victim and will on the cube's turn attempt to return to the cube. On failure the victim takes 21 (6d6) acid damage as it is digested from the inside out.

A victim killed by a pseudopod will be slowly digested over a day, appearing to become extremely bloated before finally bursting forth a new fully grown invasive cube.

A *create or destroy water* spell cast on an invaded victim will completely dry out and kill the invading pseudopod, causing the victim to immediately cough up its withered remains.

JUMPING JELLY

The jumping jelly is a gelatinous dodecahedron that lives in many types of terrain and avoids dry arid regions. They enjoy perching near large stones while waiting for prey. These jellies can be many different colors, and tend to be a color similar to their terrain in order to blend in. Their gelatinous bodies tend to be full of stones and sand, and they roll or jump around when making movements.

JUMPING JELLY

Large ooze, unaligned

Armor Class 17

Hit Points 126 (12d10+60)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	1 (–5)	6 (–2)	1 (–5)

Damage Resistances bludgeoning, slashing and piercing

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

Senses blindsight 160 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 10 (5,900 XP)

Ooze Dodecahedron. This ooze takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the dodecahedron's Engulf and has disadvantage on the saving throw.

Creatures inside the dodecahedron can be seen but have total cover.

A creature within 5 feet of the dodecahedron can take an action to pull a creature or object out of the dodecahedron. Doing so requires a successful DC 16 Strength check, and the creature making the attempt takes 27 (6d8) acid damage.

The dodecahedron can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the dodecahedron is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a dodecahedron that has neither moved nor attacked. A creature that tries to enter the dodecahedron's space while unaware of the dodecahedron is surprised by the dodecahedron.

Actions

Multattack. The jumping jelly makes two jumping slam attacks.

Jumping Slam. Ranged Weapon Attack: +8 to hit, range 150 ft., one creature. **Hit:** 27 (5d10) bludgeoning damage, and the target is subject to the dodecahedron's Engulf ability.

Earth Shake (recharge 6). The dodecahedron jumps 30 ft in the air and slams into the ground with a mighty force. Creatures in a 50 ft radius must make a DC 17 Dexterity saving throw. On a failed save, creature(s) take 44 (8d10) bludgeoning damage and are knocked prone. On a success, creatures take half damage.

Engulf. The dodecahedron moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the dodecahedron enters a creature's space, the creature must make a DC 16 Dexterity saving throw.

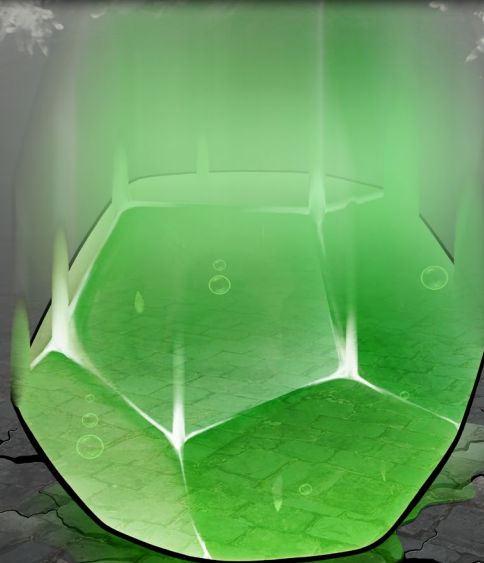
On a successful save, the creature can choose to be pushed 5 feet back or to the side of the dodecahedron. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the dodecahedron enters the creature's space, and the creature takes 27 (6d8) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 27 (6d8) acid damage at the start of each of the dodecahedron's turns.

When the dodecahedron moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the dodecahedron.

Reactions

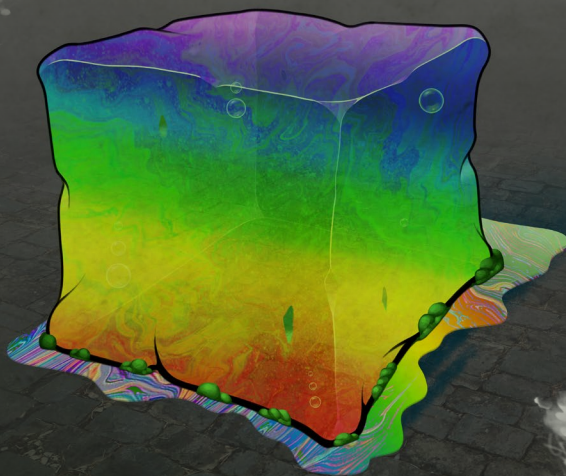
Jumping Retreat. If hit with an attack, the jumping jelly can jump up to 20 ft. away, causing the attack to miss. This movement does not provoke attacks of opportunity.



LUBRICOUS CUBE

While similar in size and shape to the gelatinous cube, lubricous cubes are easy to spot due to their coloration, an oily sheen of chaotic colors that shift in the light. They leave a similarly colored trail wherever they go, and the dried up residue is often an indicator of nearby activity.

Unlike the gelatinous cube, the lubricous cube is only able to absorb residual nutrients left on surfaces it comes in contact with and does not engulf entire creatures. It may be found near or in the company of other more aggressive creatures, scavenging meals from the sites of violent conflicts after the victors have left.



LUBRICOUS CUBE

Medium ooze, unaligned

Armor Class 6

Hit Points 38 (5d8+15)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances fire, bludgeoning from nonmagical weapons

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

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

Languages -

Challenge 1 (200 XP)

Oily Ooze. The lubricous cube is constantly expelling a slick oily substance, covering enemies struck by its pseudopods and leaving a slimy trail wherever it goes. The ground within 10' of the cube is considered difficult terrain, and any creature beginning its turn within 5' of the cube must succeed at a DC 12 Dexterity save or slip and fall prone.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) bludgeoning damage. Any target successfully struck must succeed at a DC 12 Dexterity save to avoid dropping any held items as it is coated in a slick, greasy residue. Torches or other fire sources that come in contact with the cube are immediately doused.

MEMORY CUBE

This opaque pink cube has a supernatural memory. It retains the personality of the last sentient creature it engulfs. The cube molds to form the faces of those poor creatures on its sides. Its pseudopod strikes constantly evolve to match the damage it receives, sculpting itself into a visual facsimile of the creature that last struck it

MEMORY CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10+40)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

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

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

Languages -

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Adaptive Damage. As a reaction, the cube adapts its pseudopod to match the last damage type that hit it. This is involuntary and the cube must expend its reaction to alter its damage type to the type last struck with until its next reaction is available.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) damage. The damage type matches that currently determined by its Adaptive Damage feature. When first encountered the cube may display any damage type the DM deems appropriate

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns.

When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Reactions

Adaptive Damage. As a reaction to taking damage, the cube adapts its pseudopod to match the last damage type that hit it.



MIRROR CUBE

The result of magical experimentation with a gelatinous cube, the surface of a mirror cube reflects all images as well as the occasional spell. Rumors suggest that the first of these cubes actually acted as a magical gateway for the one who possessed the proper key. It was a guardian and door all in one.

Additionally, it is possible that some mirror cubes may distort or otherwise alter the images they reflect. In a song popular in different taverns, Curious Georgos And His Twin, a drunken farmer stumbles into an old wizard's tower and encounters a mirror cube. In the song, the reflected image of the clean-shaven farmer boasts a goatee and an evil grin.

MIRROR CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10+40)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

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

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

Languages -

Challenge 3 (700 XP)

Living Mirror. The outer surface of the mirror cube reflects all images. In dim light, a creature must succeed on a DC 15 Wisdom (Perception) check or mistake its own image for another creature.

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns.

When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Reactions

Spell Reflection. If the mirror cube makes a successful saving throw against a spell that targets it, or a spell attack misses it, and the spellcaster is within 60 feet, the mirror cube reflects the spell back at the spellcaster as a reaction. The spell targets the spellcaster instead of the mirror cube. If the spell requires a saving throw, the spellcaster makes its save against its own spellcasting DC. If the spell was an attack, the attack roll is rerolled against the spellcaster.



POISON CUBE

The poison cube is a nasty variant of the gelatinous cube that is not only acidic, but is toxic to most creatures, debilitating them with its poisonous substance.

POISON CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10+40)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

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

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

Languages -

Challenge 4 (1,100 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage. The creature must also make a DC 12 Constitution saving throw or gain the poisoned condition for 1 minute.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

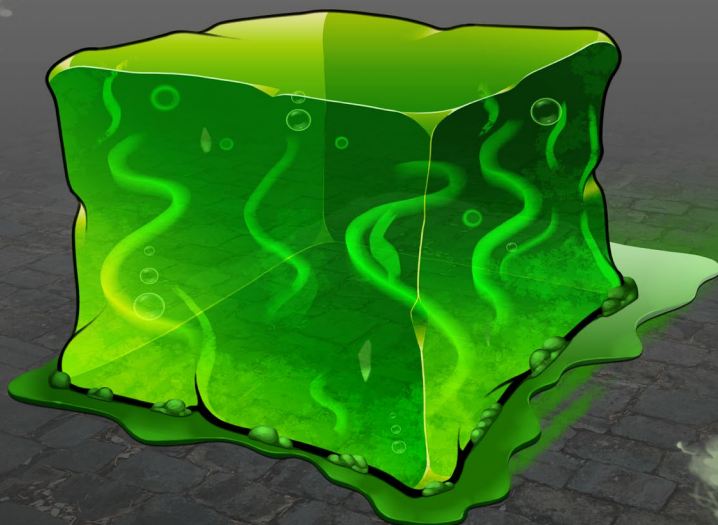
Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) damage. Any creature struck by this attack must make a DC 12 Constitution saving throw or gain the poisoned condition for 1 minute.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is poisoned and restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns.

When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.



SHOCK SPHERE

Gelatinous cubes have adapted to a variety of environments, including the secluded and dark depths of the oceans. Without tunnel walls to constrain them, they evolved into spheres instead of cubes. To hunt the quick, darting prey living in the deep water, the oozes developed electric shocks to subdue them. To differentiate this form from its land cousin, sages coined the term, shock sphere

SHOCK SPHERE

Large ooze, unaligned

Armor Class 6

Hit Points 94 (9d10+45)

Speed 10ft., swim 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities lightning

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 3 (700 XP)

Ooze Cube. The sphere takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the sphere's Engulf and has disadvantage on the saving throw.

Creatures inside the sphere can be seen but have total cover.

A creature within 5 feet of the sphere can take an action to pull a creature or object out of the sphere. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The sphere can hold only one Large or smaller creature inside it at a time.

Transparent. Even when the sphere is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a sphere that has neither moved nor attacked. A creature that tries to enter the sphere's space while unaware of the sphere is surprised by the sphere.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 7 (2d6) lightning damage and the target may be subject to the sphere's lightning jolt.

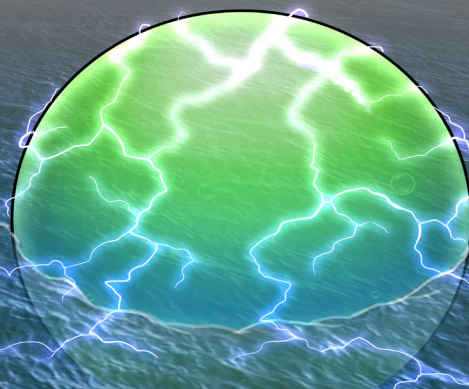
Engulf. The sphere moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the sphere enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the sphere. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the sphere enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the sphere's turns.

When the sphere moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the sphere.

Lightning Jolt (Recharge 5-6). As a bonus action after a successful pseudopod attack in water, the shock sphere can emit an electric jolt. Each creature within 15 feet of the pseudopod target and the target creature itself must make a DC 12 Constitution saving throw. On failed save, a target takes 13 (3d8) lightning damage. If the target takes any of this damage, the target is stunned until the end of the sphere's next turn. On a successful save, a target takes half as much damage and isn't stunned.



SPITTING CUBE

The spitting cube launches globules of its substance at nearby creatures that adhere to and slow potential prey for the cube to slowly overtake and absorb.

SPITTING CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10+40)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

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

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

Languages -

Challenge 3 (700 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Multiattack. The cube makes one pseudopod attack and one spit attack.

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

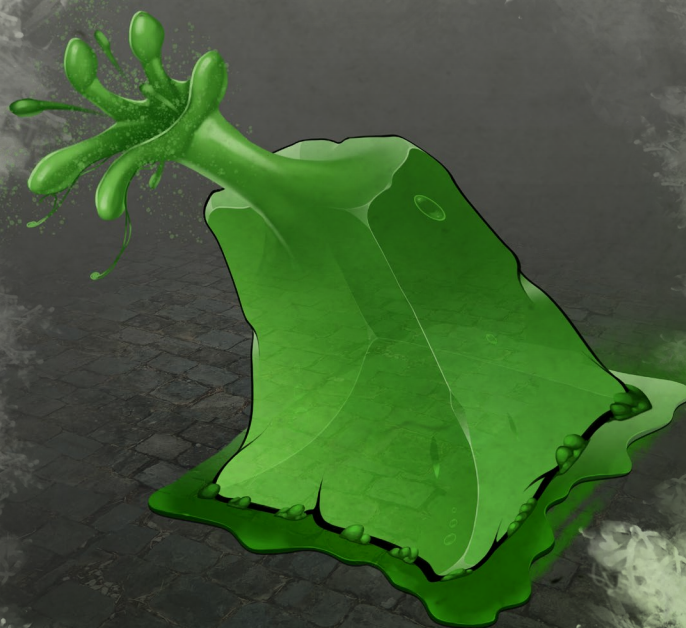
Spit. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 7 (2d6) acid damage. A creature struck by the gelatinous spit must make a successful DC 12 Dexterity saving throw or have its movement reduced by half. It may make a new saving throw at the end of each of its turns to negate the effect.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage, loses 1d100 gp worth of treasure, and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns.

When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.



SULFURIC CUBE

A sulfuric cube is a gelatinous cube that has evolved a stronger acid, similar to sulfuric acid. Given time, it can dissolve metal and bones as well as living tissue, but still has no effect on rock. When dissolving metal, the cube froths with the flammable hydrogen gas released by the chemical reaction.

SULFURIC CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10+40)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

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

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

Languages -

Challenge 3 (700 XP)

Corrode Metal. Any nonmagical weapon made of metal that hits the sulfuric cube 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 cube is destroyed after dealing damage.

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. Any nonmagical ferrous metal object engulfed by the cube is also subject to its acid. If the object is either metal armor or a metal shield, it takes a permanent and cumulative -1 penalty to the AC it offers at the end of the sulfuric cube's turn. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object is a metal weapon, it takes a permanent and cumulative -1 penalty to damage rolls at the end of the sulfuric cube's turn. If its penalty drops to -5, the weapon is destroyed. As a side effect of this chemical reaction, bubbles of hydrogen gas violently swirl around the engulfed metal objects.

When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Reactions

Flammable Gas. When engulfing at least one metal object and hit by an attack dealing slashing or piercing damage, the sulfuric cube ejects hydrogen gas in a 10-foot cone toward the attacker. If a source of fire (like a torch) is within this cone, the gas explodes and each creature in the cone must make a DC 14 Dexterity saving throw. A creature takes 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.



THE INCREDIBLE SHRINKING CUBE

While the Incredible Shrinking Cube appears and behaves just like a normal gelatinous cube, it has adapted an unusual magical trait to help it successfully hunt for meals. When hunting, the Incredible Shrinking Cube's goal is to engulf a victim, then shrink to tiny size and escape with its meal to complete digestion. Once shrunk it will actively seek to evade attackers and find a small safe place to hide and complete digestion, after which it returns to normal size and the hunting cycle begins again

SHRINKING CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 63 (6d10+30)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

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

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

Languages -

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

The cube can hold only one Large or smaller creature inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Slippery Escape. When the cube has shrunk to its tiny size, it can take the Disengage action as a bonus action on its turn.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 7 (2d6) damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that

chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is poisoned and restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns.

When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Shrink. As soon as the cube has engulfed a victim, it immediately shrinks to 1/20th its normal size as a *free action*, becoming a 6" cube. When shrunk to this size the cube is no longer able to attack with pseudopods nor engulf further victims, and its speed doubles to 30 feet. Its sole drive while this size is to escape with its meal. It will not return to normal size until it has fully digested its victim, which normally takes a full day for a Medium sized creature, or 2 days for a Large creature.

The engulfed victim also shrinks with the cube to 1/20th normal size - a normally 5' tall humanoid would become merely 3" tall. While shrunk the victim has disadvantage on all Strength checks and saving throws, excluding the check required to escape the cube. All equipment on the victim likewise shrinks, and all weapons shrunk to this size have their damage reduced to 1.

Should the cube be destroyed or the victim escape the cube while in this state, the victim remains shrunk for 1 minute. At the start of each turn, the victim may attempt a Constitution saving throw at DC 12 to return to normal size.

THE NEVERENDING CUBE

A translucent cube that replicates every time it takes damage. This cube naturally creates a toxic alcohol throughout its gelatinous body making this cube highly flammable. This cube can be found in a wide variety of terrains and locations. It tends to avoid hot or fiery areas

THE NEVERENDING CUBE

Large ooze, unaligned

Armor Class 12

Hit Points 126 (12d10+60)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities bludgeoning, piercing and slashing from nonmagical weapons (these attacks cause it to duplicate, see below)

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 12 (8,400 XP)

Duplicate. Each time this cube is hit with a nonmagical weapon attack, it duplicates into two never ending cubes and the total Hit Points is divided evenly between the divided cubes

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 17 Strength check, and the creature making the attempt takes 55 (10d10) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Fire Sensitivity. Never ending cubes are very sensitive to fire due to their flammable gelatinous composition. In addition to vulnerability to fire damage, a fire source immediately lights the cube on fire. While on fire, the cube takes 11 (2d10) fire damage at the start of its turn. Once on fire, the cube will die in a fiery, slime explosion after 1d4 rounds.

Fiery Slime Explosion. If the never ending cube reaches 0 hit points while on fire, it erupts into fiery slime. All creatures in a 10 ft radius must make a DC 16 Dexterity saving throw. They take 31 (7d8) fire damage on a failed save and half damage on a success.

Transparent. Even when the cube is in plain sight, it takes a successful DC 19 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Multiattack. The neverending cube can make three pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (3d10) acid damage, plus 11 (2d10) fire damage if the cube is on fire.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 17 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 15 (3d10) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 55 (10d10) acid damage at the start of each of the cube's turns. Engulfed creatures take 11 (2d10) fire damage per round if the cube is on fire.

When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 17 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.



TRAP JELLY

The trap jelly settles in crevices and holes in the forest, wetlands, and caverns. It is capable of casting illusion spells to help it camouflage with its surroundings. These creatures pick up lost coins or gems to use to bait unsuspecting adventures to be engulfed by the jelly. Creatures retrieving the treasure lure step into the jelly and the jelly attempts to engulf them.

TRAP JELLY

Large ooze, unaligned

Armor Class 11

Hit Points 126 (12d10+60)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	20 (+5)	14 (+2)	10 (+0)	1 (-5)

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

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

Languages -

Challenge 5 (1,800 XP)

Ooze. The ooze takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the ooze's Engulf and has disadvantage on the saving throw.

Creatures inside the ooze can be seen but have total cover.

A creature within 5 feet of the ooze can take an action to pull a creature or object out of the ooze. Doing so requires a successful DC 15 Strength check, and the creature making the attempt takes 27 (5d10) acid damage.

The ooze can hold only one Large or smaller creature inside it at a time.

Transparent. Even when the ooze is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot an ooze that has neither moved nor attacked. A creature that tries to enter the ooze's space while unaware of the ooze is surprised by the ooze.

Innate Spellcasting. The trap jelly's innate spell casting ability is Intelligence with a spell save of DC 13. The trap jelly can innately cast the *minor illusion* cantrip.

Actions

Multiattack. The trap jelly can make two sticky pseudopod attacks, a reel, and engulf.

Sticky Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 30 ft., one creature. Hit: 7 (2d6) acid damage, and the target is grappled (escape DC 15). If both sticky pseudopods are grappling the same creature, escape checks are at disadvantage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 15 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 27 (5d10) acid damage and is engulfed. The engulfed creature can't breathe, is poisoned and restrained, and takes 27 (5d10) acid damage at the start of each of the cube's turns.

When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Reel. The jelly can pull the grappled creature 15 feet closer to it.



TREASURE CUBE

This cube feeds on precious metals and gemstones, leaving a shimmering trail of gem glitter and gold dust in its wake. It digests treasures slowly, giving the false appearance of a pile of gold coins or floating jewels. Valuables recovered from a treasure cube corpse are partially digested and worth a tithe of their initial value

TREASURE CUBE

Large ooze, unaligned

Armor Class 12

Hit Points 84 (8d10+40)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

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

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

Languages -

Challenge 3 (700 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Treasure Sense. The cube can sense the presence of coins, gemstones, or items crafted with precious metals within 60 feet of it. It can sense creatures holding or storing such treasure, but cannot sense, or pickpocket, items stored in an extradimensional space, such as a *bag of holding*.

Treasure Transparency. Undigested treasure sinks to the bottom of the cube and is visible at all times, but the cube itself isn't. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Worth Less. Items recovered from inside a treasure cube partially digested by acid and worth 1/10th their standard value.

Actions

Pseudopod Pickpocket. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage. If the creature is carrying or holding coins, gemstones, or items crafted with precious metals, the treasure cube takes 1d100 gp worth of treasure. The cube accesses containers such as coin purses or backpacks, but does not destroy them. The DM chooses which treasure the cube digests. A creature may use its reaction to pull the treasure away from the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes an additional 10 (3d6) acid damage.

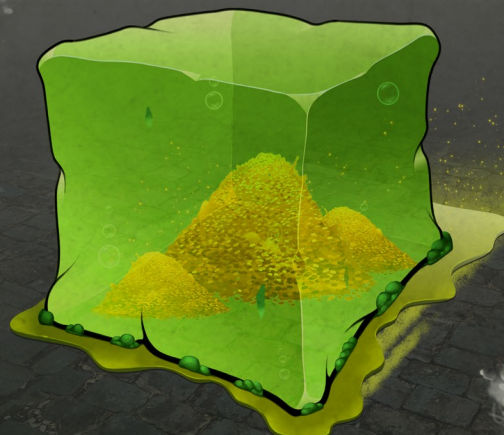
Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage, loses 1d100 gp worth of treasure, and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage and loses 2d100 gp worth of treasure at the start of each of the cube's turns. An engulfed creature with no treasure takes 21 (6d6) acid damage and is ejected from the cube at the start of the cube's turn.

The cube accesses containers such as coin purses or backpacks, but does not destroy them. The DM chooses which treasure the cube digests.

When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.



VENUS SLIME TRAP

The cave is filled with the sweet smell of lilies and lilacs. Thick mucus drips from the ceiling as a gelatinous body detaches from the ceiling to fall on the unsuspecting victim below. It quickly engulfs the victim to feed as its slimy tentacles begin moving in waves around the victim.

The venus slime trap falls from cavern ceilings and high spaces to trap prey that enter caves or underground terrain where it resides. This creature infests entire cave systems.

VENUS SLIME TRAP

Huge ooze, unaligned

Armor Class 16 (natural armor)

Hit Points 230 (20d12+100)

Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances acid, poison

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

Senses blindsight 120 ft. (blind beyond this radius), passive

Perception 8

Languages -

Challenge 9 (5,000 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 16 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large or smaller creature inside it at a time.

Spider Climb. The venus slime trap can climb on difficult surfaces to include ceilings and upside down positions without needing to make an ability check.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Multiattack. The venus slime trap can make three attacks; two with its venomous pseudo tentacles and one with its sticky pseudo tentacle. If a creature is grappled the sticky pseudo tentacle attack is replaced by contract tentacle.

Venomous Pseudo Tentacle. *Melee Weapon Attack:* +8 to hit, reach 50 ft., one creature. *Hit:* 18 (4d8) poison damage.

Sticky Pseudo Tentacle. *Melee Weapon Attack:* +8 to hit, reach 25 ft., one creature. *Hit:* the target is grappled (escape DC 16). While grappled the target is restrained. Once a creature is grappled the ooze cannot use this attack until the creature is released.

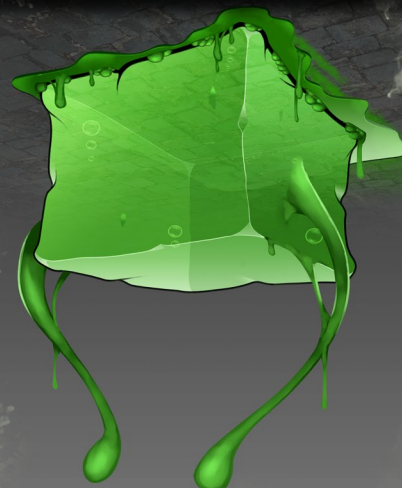
Contract Tentacle. The venus slime trap can move a grappled creature with its tentacle 25 ft. in any direction toward itself or into the air. If the creature is in the air, the venus slime trap can use a free action to drop the creature. If a target is brought into contact with the venus slime trap, it is automatically subject to its Engulf.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 16 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is poisoned and restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns.

When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.



CONCLUSION

"And so ends my lessons. I hope you listened well and took heed of my warnings, lest you end up a limb shorter, or worse, for your trouble. Forget dragons. You aren't ready. Learn to survive the true threats and then one day, maybe, just maybe, you'll live to regale some new foolish young bravos with your tales of empty glory. As for me, my crusade against the true evil, the inexorable, implacable foe continues. I'll slaughter those gelatinous fiends in the dark, one by one, striving to keep the endless tides of viscous annihilation at bay. I'll do so till the day I fall and all that's left is my bleached bones and magic leg. That's true heroism right there. Now... one last round before the descent into umbral hell... your shout."



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KERRY JORDAN

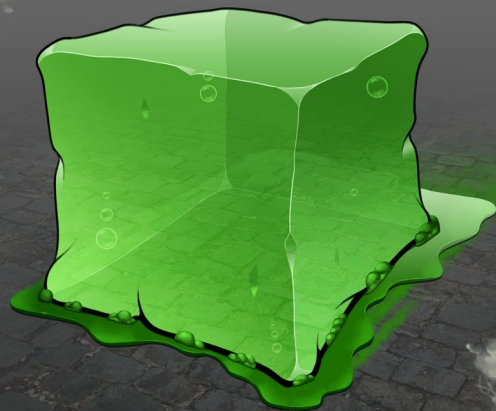
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