



# Ooze Cubes

**Gelatinous cubes** can mutate to become magnetic, necrotic, or even regenerative!

## HEAL CUBE

A massive cube of clear slime with a faint, pink color. Plump mice and centipedes drift around inside.

**AC 11, HP 24, ATK 1 touch +4 (engulf + heal), MV near S +3, D +1, C +2, I -4, W +1, Ch -4, AL N, LV 5**

**Engulf.** DC 12 STR or trapped inside cube. DC 12 STR on turn to escape.

**Heal.** Creatures in cube heal 1 HP per round. Treat as if underwater.

**Rubber.** Half damage from stabbing weapons.

## MAGNETIC CUBE

A gray cube of wobbly, translucent ooze. Dented helms and chipped swords float around inside it.

**AC 11, HP 24, ATK 1 touch +4 (1d8 + engulf), MV near S +3, D +1, C +2, I -4, W +1, Ch -4, AL N, LV 5**

**Engulf.** DC 12 STR or trapped inside cube. Touch attack auto-hits engulfed targets each round. DC 12 STR on turn to escape.

**Magnetic.** DC 12 STR each round to hold onto large metal objects in near range or they are engulfed (creatures in armor also engulfed).

**Rubber.** Half damage from stabbing weapons.

## NECROTIC CUBE

A green-tinted cube of clear jelly with bleached skeletons adrift inside.

**AC 11, HP 24, ATK 1 touch +4 (1d8 + engulf), MV near S +3, D +1, C +2, I -4, W +1, Ch -4, AL N, LV 5**

**Engulf.** DC 12 STR or trapped inside cube. Touch attack auto-hits engulfed targets each round. DC 12 STR on turn to escape.

**Necrotic.** A creature who dies while engulfed becomes a skeleton.

**Rubber.** Half damage from stabbing weapons.

**Skeletons.** Necrotic cubes have 1d6 skeletons inside them. Each round, one escapes to attack the cube's enemies on a d6 roll of 1-3.