



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.

Rubbery. 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).

Rubbery. 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.

Rubbery. 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.