



POLYHEDROOZE

AN ADVENTURE FOR
1ST, 6TH, 11TH LEVEL

“DID YOU ALWAYS
HAVE WEBBED HANDS?”

HELIANA



CONTENTS

USING THIS BOOK	2
HUNT — POLYHEDROOZE	3
INTRODUCTION	3
BACKGROUND	3
Summary	4
Adventure Hooks	4
Bogbolz	5
GETTING THERE	5
Tracking	5
Unique Flora & Fauna	5
KNOW THY ENEMY	6
Clue 1: Engulfing Oozes	6
Clue 2: Reactive Mutations	6
Clue 3: Traps!	8
BIG BAD BASE	9
Traps	9
THE BATTLE AHEAD	17
The Motherload's Lair	17
Wave 1: Opportunists	18
Wave 2: Polyhedroozes	19
Wave 3: The Motherload	21
Optional Ending: Rising Tide	22
AFTERMATH	22
TREASURE	23
Harvesting	23
Crafting	23
APPENDICES	24
APPENDIX A — MAGIC ITEMS	24
APPENDIX B — SPELLS	31
APPENDIX C — CREATURES	34
APPENDIX D — FAMILIARS	40
APPENDIX E — SOUNDS	43
LEGAL	43

CREDITS

Lead Designers: Mohamed “Aggi” Bellafquih, Jesse Jackdaw Burns, Max Wartelle

Lead Writer: Max Wartelle

Additional Writing: João Araújo

Editing: Phylea, Max Wartelle

Formatting: Sally Kay Clark, Max Wartelle

Proofing: João Araújo, Sally Kay Clark, Jessica Gombart, Victor Matyiku

Art Directors: Mohamed “Aggi” Bellafquih, Jesse Jackdaw Burns

Layout: Max Wartelle, Kwanpo “Ari” Cheng

Cover Illustrator: Jesse Jackdaw Burns

Interior Illustrators: Mohammed “Aggi” Bellafquih, Jesse Jackdaw Burns, Cze & Peku, Rastislav Le, Michelle Mueller, Ognjen Sporin, Chaouki “Ciao” Titouhi

Special Thanks: Ethen Adams, Sally Kay Clark, Ricardo Evangelho, Kevin “Smood” McDonnell, Piotr “Narb” Wiśnios

USING THIS BOOK

Get ready to dive into a world of dangerous hunts, challenges, and monsters. This book presents all the tools you will need to run an entertaining adventure.

RULE ZERO

You are encouraged to use whichever pieces of this book you like and change the ones you don't. If there is a DC that seems off, a name that doesn't fit, or a quest hook that seems incongruous, then make it your own. Remember: if you're all having fun, you're doing it right.

RUNNING THE HUNT

The adventure in this book is referred to as a hunt. It is a type of adventure in which you find clues, prepare for the fight ahead, and then have a big battle. This hunt can be run at a variety of different average party levels (APLs), listed in the hunt's introduction. The hunt uses the following structure:

Introduction. The name and level of the hunt, as well as a brief synopsis.

Background. The information the GM needs to know about why a monster needs to be hunted! This includes:

- A summary of the monster
- Three quest hooks: curiosity, morality, and compensation
- Monetary and XP rewards
- Brief biographies of key NPCs

Location. The location where the hunt takes place, sometimes containing descriptions of unique flora and fauna or other rules.

Know Thy Enemy. Clues about the monster that, if discovered by the player characters, help them prepare for the battle.

The Battle Ahead. The creature's lair actions, any environmental effects, composition of each wave, and triggers for moving between waves.

Aftermath. This section wraps up each quest hook of the hunt and suggests ways this story can continue and shape your world. The Loot Tavern's bard, Cacophonics, has the link to the song he writes for the party here.

Treasure. Discoverable loot related to the specific boss monster, as well as information related to the optional Tracking and Crafting rules found in the *Heliana's Guide to Monster Hunting* book.

Beyond Deadly. Death is inevitable. In this book, it is a little *more* inevitable than usual, especially if your party doesn't pick up on the clues and prepare accordingly.

If you have fewer than four player characters or a lower APL than that for which the hunt is balanced, consider lowering the difficulty. This can be achieved by removing some creatures, replacing them with lower CR versions, or using the 'Helping Hand' paragraphs within each hunt to reduce the difficulty. The hunt's boss fight is designed to use a party's entire resources for a day's adventuring, which exceeds the daily XP budget at higher levels.

AVERAGE DAILY XP BUDGET PER HUNT

Level	Daily XP Budget Used per Hunt
1-4	100%
5-10	130%
11-16	160%
17-20	200%

Clues. This hunt contains at least three clues that can be conveyed to the players before combat starts. Understanding the clues is the key to your players preparing for the fight ahead and feeling empowered when their preparations pay off. Every clue has at least one example of how you can convey the information to your players. Note, these are examples! It's still up to you as the GM to make any necessary changes to the story and roleplay interactions to make sure your players understand these clues.

Be obvious when delivering clues. The more you can repeat and illustrate a clue, the more the players will understand it. In addition, prompting the adventurers to summarise what they've learnt by using an NPC to ask questions can engender a much-needed dialogue between players. Furthermore, player characters need time to prepare in a way that allows them to meaningfully act on the clues. It is often both enjoyable and less deadly for players to take a long rest to recover resources, prepare spells, and design a plan that exploits a monster's weaknesses. Be sure to give them the opportunity to prepare!

INTRODUCTION

This hunt, *Polyhedrooze*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average player level (APL) of 1, 6, or 11. Characters who complete this hunt should earn enough experience to progress all the way to 2nd level, or one-third of the way to 7th level, or three-quarters of the way to 12th level. The adventurers must find the Frockit clan, a group of goblins that build dungeons for mysterious underlords, and rid their latest project of its gelatinous inhabitants.

After finding the dungeon deep in the jungle, the party must navigate a series of traps before testing their mettle against an ooze capable of rapid adaptation. The ability to deal a plethora of different types of damage, as well as characters capable of identifying and disabling traps, will prove greatly advantageous in this hunt!

BACKGROUND

Years ago, an anonymous set of chambers could be found high up in a mountain, accessed through the caldera of an active volcano. Served by a throng of kobolds, Tuckerthranx the Red called this caldera home. Home, that is, until a group of adventurers slew the fearsome dragon. During the fight to rid the land of this avaricious drake, the entire mountain collapsed. However, sustained by its magic, the lair teleported itself to the Maphrok jungle, where it laid dormant until an enterprising young biomancer—Dr. Francis Norman Stein—made it his laboratory.

The local populations of jungle gnomes, wood elves, and lizardfolk grew irksome after several of the prolific golemancer's creations escaped. In a rare display of unanimity, they decided to politely ask him to leave. When their request fell on deaf ears, pitchforks and flaming torches soon followed, and the underland was rid of Dr. Stein's biomantic menaces... for a time.

The ultimate product of this research was Mut-x, a biomantic mutagen capable of rapidly adapting flesh to hostile environments. The substance slowly seeped out of its storage tanks, causing unsuspecting creatures to become unwilling participants in Dr. Stein's experiments. A primitive, dungeon-dwelling ooze known as a gelatinous cube was exposed to Mut-x, spawning a whole subspecies of 'polyhedroozes'. Side-effects of the Mut-x included the

polyhedroozes absorbing the latent psychic energy of an area; in this case, the prodigious greed of Tuckerthranx the Red.

More recently, when an enterprising group of goblins exploring the jungle found this vacant lair, they were overjoyed. A family-run affair, the Frockit clan are specialist dungeon builders. Their current client, a mysterious figure known only as Murdob'norab, is prepared to purchase a fully kitted-out dungeon. One of the clan's first tasks was to create a secure vault and transfer all the client's treasure there. However, *en route* to delivering the treasure, the goblins were ambushed by a colossal ooze they refer to as 'The Motherload' and the treasure was stolen.

Heliana has had trouble persuading adventurers to take on this contract, the wanted poster for which asks any who accept the quest "*Bryng tresha. Lots ov it.*" This request—nay, demand—has roused more than a small amount of suspicion amongst other adventurers. Despite this, Heliana stands by the request; "*Goblins are people too!*" she can be heard bellowing around the inn.



BOGBOLZ

SUMMARY

Here's the main info to absorb:

Which Monster? The Motherload, a Gargantuan polyhedrooze. This biomantically-altered gelatinous cube has absorbed the greed-filled psyche of the dragon that once lived in the area.

Monster's Motivation. A basal desire to consume organic matter and grow, as well as an overwhelming desire to acquire precious metals and gems.

Monster's Previous Actions. The Motherload has stolen all the treasure of the client for whom the Frockit clan goblins are building a dungeon.

Where's the Monster? The ooze is submerged in a deep pool of acidic goo at the northern end of the dungeon. It must be baited out and slain where the treasure can be regathered.

ADVENTURE HOOKS

An ooze with amazing biomantic powers, goblins willing to pay good coin, and the former lair of a red dragon... It's an adventuring smorgasbord! Here are some hooks with which you can motivate your adventurers to get involved:

- ♦ **Curiosity: Mutating Ooze.** Myths and folklore occasionally drift up from faraway places, and usually serve as good reasons to avoid leaving home. However, the latest rumour is of creatures that dynamically mutate, requiring adroit adventurers to take them down. Whatever the cause is, there's surely new magic or technology that could be harnessed and used to power all sorts of efforts.
- ♦ **Morality: Goblins Are People Too.** "The Frockit clan are a reliable and mostly-honest company of builders," says Heliana to any who will listen. No one has taken on this contract, a fact that Heliana deems goblinist. Heliana believes that they deserve help just as much as the next distressed customer and she is very disappointed in those that don't take notice of the generous contract.
- ♦ **Compensation: Murdob'norab.** Aware of the fate of their treasure hoard, Murdob'norab has promised one-quarter of the treasure to any group of adventurers that can rid their soon-to-be-dungeon of this mutating invader. By all accounts, it's a sizable hoard...



BOGBOLZ

Bogbolz is a shrewd and matter-of-fact elderly female **goblin** (LN), foreman, elder, and matriarch of the Frockit clan. She doesn't balk at the opportunity to criticise the party or tell them how they should have done something. Bogbolz acts as the party's guide, meeting them at the goblins' construction camp in the jungle and guiding them on the short walk to the Big Bad Base. She shows the party a captured polyhedrooze, allowing them to experiment on it and uncover the clues on page 6.

HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	Gold	XP*
1st	75 gp	300
6th	1,050 gp	3,000
11th	3,500 gp	11,000

*Includes all monsters, traps, and puzzles, averaged for a party of 4.

GETTING THERE

One of the reasons the Big Bad Base (as Murdob'norab has named it) is such a great dungeon location is that it's so hard to find. Not only is it a long way away from any other civilisation, deep within the Maphrok jungle, but when the lair teleported from its caldera, it arrived in a part of the jungle with no known paths, effectively isolating itself. Finding the base involves following multiple twisting tunnels and flipping u-turns at the plethora of now-dead-ends.

TRACKING

Using the optional Tracking rules from *Heliana's Guide to Monster Hunting*, it is suggested that each Tracking check takes one day and that four checks and two successes are required.

UNIQUE FLORA & FAUNA

Within 6 miles of the lair, there's an abundance of mutated fauna (see page 17 for regional effects). This includes monkeys with hexagonally curled tails, plants with polygonal flowers, and fruit shaped like perfect dice: cubes, octahedrons, and even twenty-sided icosahedrons. If an adventurer looks in their purse, they might even find that the once-round coins are now oddly angular hexagons, octagons, and decagons.

BOGBOLZ

Humanoid (goblin), foreman, she/her

Personality. Authoritative, down-to-earth, easily exasperated.

Appearance. Tall (for a goblin), resting unimpressed expression, patchwork clothes, carries clipboard and quill.

Desire. To get the job done on time and in budget.

Fear. Tax collectors.

"To be quite honest, it's a health and safety nightmare. Don't tell the unions."

When the party nears the base, read or paraphrase the following:

The smell is the first indication of the presence of a large population, quickly followed by the yammering and clanging of dozens upon dozens of hammers at work. However, rather than the unruly and unwashed horde of goblinoids you might expect, these individuals are all wearing appropriate personal safety equipment, working well in small teams, and they smell well-washed! The stench is being emitted from a neat line of outhouses and sewer trenches that look to fertilise a surprisingly healthy-looking mushroom field.

Metallurgists cast steel in a variety of shapes, herders drive teams of oxen, and a monocled locksmith appears to be adding the finishing touches to an incredibly complex vault door. Neat rows of tents lit by smokeless red torches depict a scene of communal living, with food being shared, wounds tended to, and rhythmic music enjoyed by all. An elderly goblin approaches you, a satchel full of scrolls and quills bumping against her patchwork clothing. Eyeing each of you with a quick glance, she announces in perfect Common: "Welcome to the Frockit Clan Co-operative, where we help each other to help you help yourself."

KNOW THY ENEMY

After Bogbolz introduces herself, she brings the party to the Big Bad Base, where they learn some key pieces of information for the hunt ahead.

- The enemies are oozes that like to engulf precious metals, gems, and the occasional goblin for sustenance.
- They are biomantically altered and dynamically change their resistances.
- The Big Bad Base is littered with traps from its previous occupants (kobolds and Dr. Stein).

CLUE 1: ENGULFING OOZES

The oozes are drawn to all manner of precious metals and gems, as well as organic matter (presumably for sustenance), dissolving the latter with acid. They're slow, but can cover a lot of ground when they're about to engulf someone. Bogbolz explains how the Frockit clan had been storing the client's treasure in a makeshift treasury in the base, when suddenly this big blob (The Motherload) came and sucked it all up, along with several of her relations (she doesn't seem too put out at this last part).

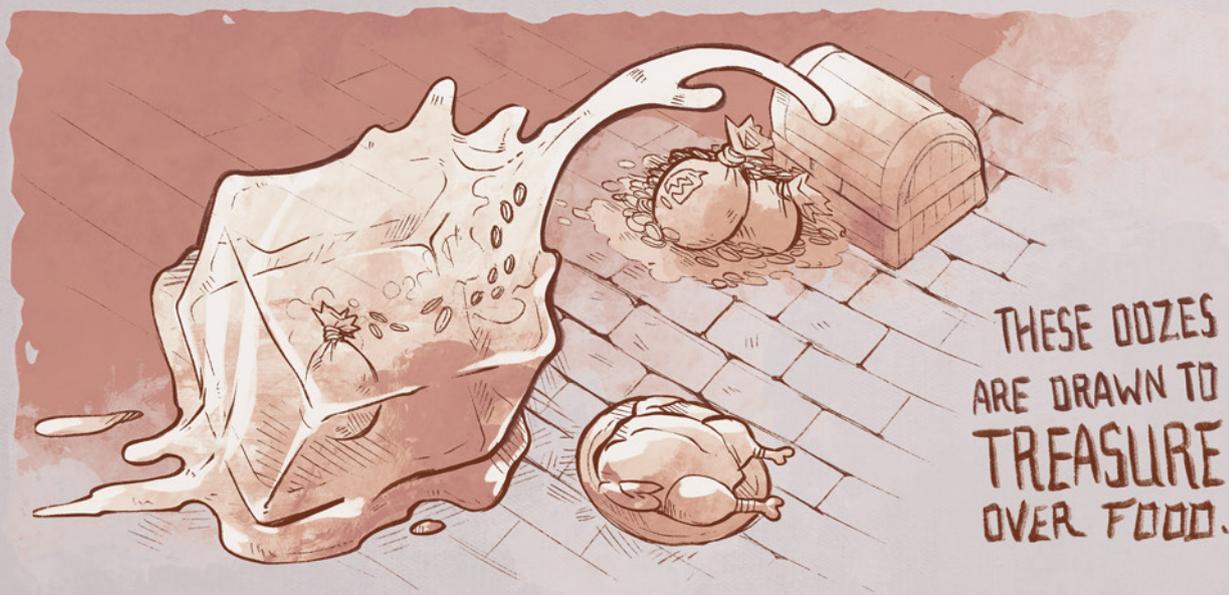
Bogbolz informs the party that they might need to lay out some treasure as bait for the big polyhedrooze; it hasn't been seen since.

TRAPPED OOZE

Before releasing the ooze from the magically-reinforced crate, Bogbolz asks the party for some treasure for a demonstration. She lays down two piles: the first contains some treasure, and the second, some rat meat. She warns the party to keep their distance, and to observe how the ooze acts before attacking. Roll initiative when the cage is removed. On the ooze's turn, it first uses its Engulf action to assimilate the treasure that Bogbolz set down, and then the rat meat. After this, its attention shifts to the nearest creature, which it tries to engulf.

CLUE 2: REACTIVE MUTATIONS

As a result of the latent biomantic magic their progenitor absorbed, the oozes gain resistance to a damage type immediately after they take that type of damage. The players' understanding of this trait can be enhanced if the GM uses the descriptions in the Reactive Mutations sidebar during the fight with Bogbolz's captured ooze. If the players learn this trait, prepare a variety of damage types, and then rotate their attacks and effects during combat, the fight will be much easier. The maximum number of resistances a polyhedrooze can have equals its proficiency bonus, so adventurers at higher levels need an even broader variety of damage types than those at low levels.



HANDOUT 1.
POLYHEDROOZE
APPETITE

HIGHLY ADAPTIVE
TO SIMILAR
ATTACKS IN
SUCCESSION.

VARIETY IS KEY.



HANDOUT 2.
REACTIVE MUTATIONS

REACTIVE MUTATIONS

Throughout the fight, pay special care to narrate how the ooze's morphology changes with its shifting resistances. You can use the following examples to do so:

- **Bludgeoning.** Spongy growths bloom from the outer membrane, cushioning the blows of impact weapons.
- **Piercing.** Layer upon layer of pointy membranes overlap one another, dispersing the penetrating potential of piercing weapons.
- **Slashing.** A hard coating of angled crystal deflects blades.
- **Cold & Fire.** An insulating gel is excreted from the ooze's membrane, preventing the transfer of heat.
- **Lightning.** The metal engulfed within the ooze forms channels down to the ground, redirecting the flow of electricity.
- **Necrotic.** Pus-filled sacs of immunity-enhancing symbionts grow within the ooze, fortifying it against decay.
- **Radiant.** The ooze takes on a brilliant sheen, reflecting radiation of all descriptions.
- **Thunder.** A second membrane expands out from its own. A low-pressure void between the two membranes inhibits the propagation of sound waves.
- **Poison.** Vesicles rapidly excrete toxins before they can do significant harm.
- **Psychic.** A rush of bright purple hormones causes the ooze's basal and disparate psyche (as well as its physical form) to relax, shedding the mental harm that might have been caused.

CLUE 3: TRAPS!

The Big Bad Base used to be occupied by kobolds who were keen on using traps that could only be activated by creatures heavier than a couple of average kobolds (more than 69 lbs). The goblins haven't discovered them all; the ones they have, they marked with a big, smiley face

EXPLORATION

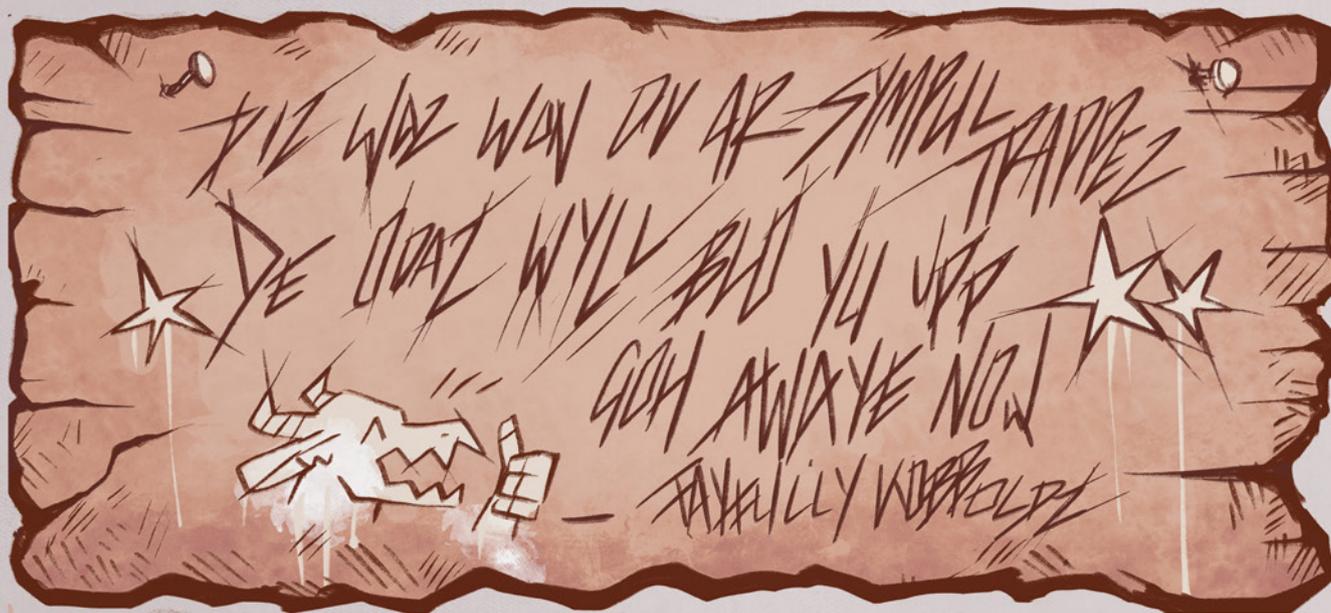
In the middle of the empty space in front of the base is a 10-foot-by-10-foot smiley face drawn in chalk. If a creature that weighs more than 69 pounds walks on the smiley face, they fall into a **20-foot-deep** pit. Luckily, their fall is broken by lots of jagged spikes, dealing **Vdam** piercing damage. In front of the smiley face is a crudely painted sign that reads:

Diz woz won ov ar sympul trappez.

De odaz wyll blo yu upp.

Goh awaye now.

— Fayfully, Kobboldz



HANDOUT 3.
KOBOLD WARNING

BIG BAD BASE

The base is a decrepit warren filled with rickety, belief-powered kobold artifices, magical biomantic storage apparatus, and recent signs of sprucing up at the hands of the Frockit clan. Read or paraphrase the following when the party arrives at the lair. Note, the metal crate mentioned in the read-aloud relates to the ooze in Clues 1 and 2.

At the end of a twisting, root-strewn path through dense jungle forest, a large wooden facade sits in a mossy rock face riddled with tunnels, broken machinery, and misspelled graffiti. Signs of neglect are plentiful: the wooden staircase's planks hang loose, the scent of mouldering lumber perfumes the air, and large cobwebs can be seen down the tunnels. However, it's also clear the goblins have been at work. Wheel tracks and footprints lead into every tunnel, and an array of small towers in the forecourt—presumably the Frockit clan's offices—can be reached by ladders.

The air tingles, as if anticipating the hunt ahead, while the distant sounds of the industrious goblins are muffled by the foliage behind you. A large smiley face is drawn in chalk on the ground and surrounded by yellow and black twisted ribbon. Some ten feet to its right is a large, heavy-looking metal crate that occasionally vibrates, shifting a few millimetres across the bare-rock floor.

GENERAL FEATURES

The lair has the following features:

Ceilings, Walls, & Floors. The surfaces of the lair are all made of a magically-reinforced, black rock that can't be damaged by nonmagical means, or by spells of 5th level or lower. The ceilings undulate between 10 and 15 feet high.

Doors. Any locked door requires a **Dexterity (thieves' tools)** check to unlock (see table on page 17 for DC). The metal doors have AC 19, 27 hit points, and **immunity** to poison and psychic damage. Also, they're almost all trapped.

Light. The lair is dark, except for the tanks, which shed dim light in a 10-foot radius (see "Tanks" below), and the main chamber (see room 14, page 15).

TRAPS

The lair is filled with a combination of traps fashioned by kobolds and Dr. Stein, as well as apparatus that can easily malfunction after years of neglect.

Explosive Barrels. The barrels with a red dragon's head symbol painted on their top are filled with explosive liquor. If a barrel takes 5 or more fire or lightning damage at once, it explodes. Each creature within **10 feet** of an exploding barrel must make a **VDC Dexterity saving throw**, taking **Vdam** fire damage, or half as much damage on a success.

Tanks. Four huge brass tanks filled with a solution of glowing, blue Mut-x shed dim light in a 10-foot radius. One can be found in each of rooms 3, 4, 10, and 13. The vats have a variety of levers, wheels, and pulleys. If a creature messes with any of them, roll a **d20**. On an 11 or higher, Mut-x sprays out at all creatures within **10 feet** of the tank; each creature in the area must make a **VDC Constitution saving throw** or develop a random mutation from Table A of the Biomancy Traps section (page 10).

Weighted Triggers. Traps that use weight as trigger required a weight greater than 69 pounds to trigger (the average weight of a kobold is 30 pounds and the average weight of a goblin is 40 pounds).

BIOMANCY TRAPS

Some of the traps and environmental features of the base have been influenced by the Mut-x and latent biomancy magic permeating the area. Mut-x is a blue liquid that is quickly absorbed by biological matter, rapidly altering it in unpredictable ways. If a creature fails a saving throw against a biomancy trap, they must roll on Table A to determine the nature of the mutation, and Table B to determine its duration. Some results in Table A prompt you to roll on Tables C and D. A creature can only gain each type of mutation once; if it rolls the same mutation twice, nothing happens after the second roll. The *greater restoration* spell or similar magic can remove one of the effects per casting of the spell.

TABLE A: MUTATIONS

d6	Mutation	Effect
1	Vulnerability	The creature gains vulnerability to a random damage type in Table D.
2	Debilitation	The creature has disadvantage on ability checks and saving throws associated with one random ability from Table C.
3	Two Left Feet	The creature's walking appendages deform; it gains a -1 penalty to its AC and its walking speed is reduced by 5 feet .
4	Webbed Hands	The creature gains a swimming speed of 20 feet or, if it already has a swimming speed, this speed increases by 10 feet . In addition, it has disadvantage on Sleight of Hand checks.
5	Literal Third Eye	The creature grows a third eye and has advantage on Perception checks and initiative rolls. In addition, it has disadvantage on Persuasion checks against humanoids that can see the eye.
6	Resistance	The creature gains resistance to a random damage type on Table D.

TABLE B: DURATION

d4	Duration
1	10 minutes
2	1 hour
3	1 day
4	1 week

TABLE C: ABILITIES

d6	Ability
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

TABLE D: DAMAGE TYPES

d10	Damage Type	Resistance Description
1	Acid	The creature's skin secretes a liquid that causes the acid to bubble and turn to... water?
2	Cold	Layers of thick fur and blubber coat the creature, insulating it.
3	Fire	The creature's skin billows thick smoke, extinguishing flames before they strike.
4	Force	Force energy is deflected, as if by an impossibly strong magnet.
5	Lightning	The lightning ripples across the creature's skin, earthing itself at its feet.
6	Necrotic	The creature's flesh appears to grow back in rapid, cancerous lumps.
7	Poison	The creature's lymphatic system inflates as some sort of antitoxin suffuses it.
8	Psychic	The creature's single-mindedness prevents any neuropathic overstimulation.
9	Radiant	The creature's skin turns golden, absorbing radiation in a warm glow.
10	Thunder	A barrier of low pressure air surrounds the creature, distorting its breathing and footsteps.

The following locations are keyed to Map 9.1. The Big Bad Base (page 12).

1 - STAIRWAY

This steep stairway of polished rock has a gradient of over 45 degrees and a rope bannister on the left. If a creature forgoes using the rope, it must succeed on a **DC 15 Dexterity (Acrobatics)** check to reach the top.

Trap: Mut-x Pit. Dr. Stein adapted one of the kobold's traps. Ask for your party's marching order before they attempt to navigate the stairs.

Trigger. If a creature that weighs more than 69 pounds uses this bannister, the trap is triggered when that creature reaches the penultimate step, and grease begins to pour out of a small tunnel up to the left. Furthermore, the floor at the bottom of the stairs retracts to reveal a 5-foot-wide, 10-foot-long, 20-foot-deep pool of Mut-x.

Falling. This trap can quickly become a comical chain reaction of creatures falling into one another. Each creature on the stairs, starting with the lowest, must make a **DC 15 Strength saving throw**. On a success, that creature halts its descent and becomes stationary.

If a creature immediately above a stationary creature on the stairs fails its saving throw, it crashes into the stationary creature below it. The stationary creature must then make an additional **Strength saving throw**, the DC for which equals 15 plus 5 for each additional creature that has collided with it.

A creature that falls all the way to the bottom of the stairs falls into the pool of Mut-x. A creature standing on top of the hidden pool must succeed on a **DC 15 Dexterity saving throw** or fall into the pool.

Consequences. Each creature that falls into the pool takes **Vdam** acid damage and must make a **VDC Constitution saving throw** or be subject to a random mutation from Table A in the Biomancy Traps section (page 10).

2 - STORAGE CRATES

This corridor storage room is lined with old crates filled with rotted food, moth-eaten cloth, and unrefined ore. A stack of barrels with painted red dragon heads on top stands to the southeast, with a further barrel to the south.

Lame Loot. A creature that spends **10 minutes** making an **Intelligence (Investigation)** check to look through the crates finds usable cloth, leather, and iron ore, each with a value in silver pieces equal to the result of its check. On a result of 20 or higher, the creature finds one *elemental volatile mote of earth* (a magical component).

3 - TANK ROOM ONE

To the northern side of the room, a 15-foot-tall tank made of brass glows with the blue liquid that fills it. Pipes run from the specially-treated barrels filled with yellow acid into the tank. A stack of barrels with a red dragon's head sits to the west. A locked, thick, metal door with a keyhole can be found through a short corridor to the northeast. Creatures with a **passive Perception** of 15 or higher notice a scent not dissimilar to a skunk's. A successful **DC 15 Wisdom (Perception)** check reveals this scent to be coming from vials stored in the ceiling, one of which is broken.

Trap: Door. The door is trapped against any attempt to unlock it, as revealed by a successful **DC 15 Intelligence (Investigation)** check. The trap can be disarmed with a successful **Dexterity (thieves' tools)** check (see table on page 17 for DC). A creature that tries to unlock the door without disarming the trap, or who fails the check to disarm the trap by 5 or more, causes the vials of treated skunk juice above to break, pouring on all creatures within the 15-foot-long corridor to the south of the door, dealing **Vdam** poison damage and causing them to stink. Until a stinky creature spends an hour in a hot bath or otherwise removes the smell, other creatures that can smell have **advantage** on **Wisdom (Perception)** checks to detect them. The door can be unlocked from its north side without triggering the trap.

4 - TANK ROOM TWO

Much the same as Tank Room One to the west, this room is replete with barrels and a huge brass tank filled with glowing blue liquid. Pipes run from the specially-treated barrels filled with yellow acid into the tank. A room leads off to the east, a short corridor leads to the south, and a small alcove sits in the southwest.



MAP 1. THE BIG BAD BASE

CARTOGRAPHER:
CZE & PEKU

1 SQUARE = 5 FEET

Trap: Bag of Spiders. In a small alcove to the southwest is a small sack filled with coins... and spiders! A creature that succeeds on a **DC 12 Wisdom (Perception)** check notices the small, silk-wrapped, desiccated corpses of Tiny beasts. A creature that opens the bag must succeed on a **VDC Dexterity saving throw**, taking **Vdam** poison damage on a failure, or half as much damage on a success. The bag contains silver pieces equal to fifty times the adventure's level.

5 - FOYER

This area appears to be a storage room with barrels stacked around its periphery as well as some held in netting tied to the ceiling (revealed if a character looks up or succeeds on a **DC 10 Wisdom (Perception)** check). There is a 10-foot-wide metal door with a keyhole at the northern end.

Trap: Door. This door aims to trick an intruder into thinking they have unlocked it so that they turn the handle and trigger the trap. The door is welded shut; there is no breeze through the crack in the door as revealed by a successful **DC 15 Wisdom (Perception)** check. There is a keyhole, but it can't be peeked through to see the room beyond. A creature believes it has unlocked the false lock within the door on a successful **DC 10 Dexterity (thieves' tools)** check.

The trap is on the door's handle, as revealed by a successful **DC 15 Intelligence (Investigation)** check of the handle (or a **DC 20** check of the door in general). If the handle is turned, it releases the barrels of oil held by netting above the door, which explode in a **20-foot-radius sphere** of oil centred on the door, covering the area in a permanent, nonmagical effect identical to the *grease* spell. In addition, immediately after the trap triggers, each creature in the area gets covered in grease and has **disadvantage** on Dexterity saving throws until it spends **10 minutes** cleaning itself. If there is an exposed flame in this area, the oil ignites and each creature must make a **VDC Dexterity saving throw**, taking **Vdam** fire damage on a failure, or half as much damage on a success.

6 - BARREL ROOM

This 15-foot-by-20-foot room has huge stacks of barrels marked with red dragon heads in various alcoves. To the south is an unlocked wooden door leading to the common room (room 7). A huge,

glowing tank can be seen in the room to the north and fainter blue light shines down the corridor from the east. Three sacks of scrap metal, nails, and other rusty iron paraphernalia are stacked to the south, one of which contains a clockwork dragon.

Trap: Clockwork Dynamite. On a successful **DC 10 Intelligence (Investigation)** check, a creature finds a miniature clockwork dragon in one of the sacks to the southeast. A successful **DC 15 Wisdom (Perception)** check spots dynamite within it. A successful **DC 20 Intelligence (Investigation)** check reveals that if wound up and released, the dynamite lights, the toy walks **15 feet** in a straight line, and then it explodes. Each creature within **10 feet** of the toy when it explodes must succeed on a **VDC Dexterity saving throw**, taking **Vdam** thunder damage on a failure, or half as much damage on a success.

7 - COMMON ROOM

This room appears to have been recently vacated; mugs of ale are half drunk and food is half eaten. The room has an enormous threadbare rug upon which stand three large tables. Two tables are made from huge slabs of stone, while the third table appears to be made from half an enormous femur. Dragon-marked barrels are stacked in the north-western corner. Two unlocked doors lead out to the south, one to a balcony overlooking the forecourt from which the adventurers entered, and the other to a rickety staircase descending to that area. There is an unlocked door to the north, and a locked wooden door (**DC 10 Dexterity (thieves' tools)** check to open, AC 15, 10 hit points) to the east.

8 - TESTING ROOM

This room used to be used for testing the kobolds' destructive technologies, all in sight of the shrine to the many-headed Dragon Queen to the south. The floor is pockmarked with small craters and is a minefield of still-unexploded ordnance. Unlike the rest of the dungeon, the floor here is a sandy surface.

Trap: Mines. Small dynamite charges have been attached to rusty pressure plates concealed beneath the sandy floor. Whenever a creature moves onto one of the spaces highlighted with a red circle, roll a **d20** (or roll these ahead of time, as many rolls can happen in quick succession). On an 11 or higher, it explodes. Each creature in the space when it explodes must make a **VDC Dexterity saving throw**,

taking **Vdam** thunder damage on a failure, or half as much damage on a success.

A creature can find a mine and brush the sand off it without it exploding with a successful **VDC Dexterity (Investigation)** check. Once revealed, a mine can be safely destroyed with a **DC 15 Dexterity (thieves' tools)** check or temporarily disabled (so it can later be re-armed) with a successful **DC 20 Dexterity (thieves' tools)** check. On a failure, the trap detonates and the creature attempting to destroy or disable it automatically fails its saving throw against it.

9 - CORRIDOR

This simple corridor has a small tunnel leading off to the north. It contains a pouch with a bag of mushrooms in it: two doses of preserved *Noradreno mucorales*. The properties of these mushrooms are revealed by a successful **DC 14 Intelligence (Nature)** check. You can use an action to consume one dose, which grants you the effects of the *haste* spell for **1 minute**. At the start of each of your turns while you are affected by the mushroom, you must succeed on a **DC 15 Constitution saving throw** or be unable to move or take actions until the start of your next turn, as a wave of lethargy sweeps over you.

Rooms lie to the east and west, and a short staircase drops down to the south.

10 - TANK ROOM THREE

Containing an identical tank to those in rooms 3 and 4, pipes run from the specially-treated barrels filled with yellow acid into the tank. Many barrels are stacked to the south. A ledger, written in Goblin, sits on a crate to the south. It details the value of the treasure moved into the lair's treasury (see table below). Clever players may realise, after the party kills The Motherload, there is more treasure to be found than is listed in this ledger (and that they can get away with taking some!).

BOGBOLZ'S LEDGER OF LOST TREASURE

Hunt Level	Treasure Moved to Treasury
1st	1,200 gp
6th	16,400 gp
11th	56,000 gp

Clue. A note scratched in the margin of the ledger details that the goblins must carry the treasure by hand, so as not to be too heavy!

11 - LOADING AREA

This large cavern is home to empty stables, wheel tracks, and a cart filled with barrels in the midst of being removed. A tunnel leads to a room that glows with dim blue light to the north. A staircase leads away to the southwest, close to which is a crack large enough for a Small or smaller creature to squeeze through.

Trap: Pressure Plate. Dr. Stein adapted one of the kobolds' traps. Ask for your party's marching order before they attempt to navigate the stairs.

Trigger. If a creature that weighs more than 69 pounds walks on any of the top three steps, the stairs retract to form a steep slide and the floor at the bottom of the stairs retracts to reveal a 5-foot-wide, 10-foot-long, 20-foot-deep pool of Mut-x.

Falling. This trap has the same mechanism as Mut-x Pit in room 1 (page 11).

Consequences. This trap has the same consequences as Mut-x Pit in room 1 (page 11).

12 - THE PIT

This long corridor has several shallow cubbies in the walls along its length. A faint blue glow and objects that look like machinery can be seen at the far end. A chalk smiley face covers a 5-foot-square area of the floor.

Trap: Pit. The middle **25 feet** of this corridor are a pit covered with a flimsy substructure and blue clay baked to look like the surrounding stone. The chalk smiley face is drawn on the southernmost 5-foot-square of the trapped area. A successful **DC 14 Wisdom (Nature)** check identifies that this section of floor is different from the surrounding rock. If more than 69 pounds of weight is applied to any 5-foot-square space in the trapped area, the entire floor gives way. Each creature in the area must succeed on a **VDC Strength saving throw** to press its feet and arms against the wall in an attempt to stop itself from falling. On a failure, a creature falls **10 feet** onto sharpened metal spikes, taking **Vdam** piercing damage.

Once activated, a creature can stem its way down the tunnel by pressing its hands and feet against the

opposite walls. To do so, it must succeed on multiple **DC 12 Strength (Athletics)** checks; each successful check allows it to move 10 feet down the hall. A creature with a climbing speed has **advantage** on these checks. Failing either check results in the creature falling onto the spikes as described above.

13 - TANK ROOM FOUR

This room is almost identical to the other tank rooms; it has a huge tank that glows with a dim blue light and four barrels of acid that feed the tank. It doesn't contain any traps. The chamber to the west contains thousands of floating blue lights that bathe the large chamber in a dim glow.

14 - THE MAIN CHAMBER

This is the room in which the party can fight The Motherload. This 80-foot-square chamber is dimly lit by sparkling blue glowflies whose light reflects off the surface of a pool in the room's centre. A wall of fungus brightly lights the northern **10 feet** of the room, and sheds dim light for an additional 10 feet.

When the party first enters this room, read or paraphrase the following:

This large chamber—some 80 feet across—is filled with irritating caustic fumes and floating iridescent flies that bathe the entire chamber in dim light. A wall of brilliant luminescent fungi covers the northern wall, shedding bright light for a short distance. A large pool of deep blue liquid fills the centre of the room, its surface some 5 feet below the ground on which you stand. The pool itself seems to be filled with all manner of treasures: coins, plates, jewellery. Oh... and many, many bones.

Hazard: Acid Pool. The pool of blue liquid in the centre of the room is **200 feet** deep and filled with acid. The ground around it is **5 feet** above the surface of the acid. A creature that enters the acid for the first time on its turn or starts its turn there takes **Vdam** acid damage. Oozes are invisible while under the acid's surface.

Tracks. A successful **DC 9 Wisdom (Survival)** check identifies that the goblins' tracks lead to the room in the northeast corner.

Traps: Glyphs of Warding. Glyphs of warding can be found on the ceiling of the short corridors to the northeast and northwest. They are nearly invisible, requiring a **VDC Intelligence (Investigation)** check to notice, and a **DC 11 Intelligence (Arcana)** check to recall how such glyphs function. If a creature weighing more than 69 pounds walks underneath the glyph, it detonates and each creature within **20 feet** of the glyph must make a **VDC Dexterity saving throw**. On a failure, a creature takes **Vdam** lightning damage (for the glyph in the northeast) or cold damage (for the glyph in the northwest). On a success, a creature takes half as much damage.

15 - THE TREASURY

Dragon heads set into the periphery of this room gush warm water into a series of natural pools, which drain through minuscule cracks. The water is warm and has only a slight sulphurous scent, perfect to wash off the dirt of battle and the stink of skunks. A few copper coins wedged in cracks in the floor indicate this was likely the lair's treasury.

Hazard: Mutation Pool. Unfortunately, the water has been contaminated with Mut-x. A creature that touches the water must succeed on a **VDC Constitution saving throw** or gain a random mutation from Table A in the Biomancy Traps section (page 10).

16 - THE OFFICE

In the northwest corner, a desk is strewn with scrolls, papers, and books. The splash of water and scent of old eggs wafts from the southwest corner. A large safe sits nestled in an alcove of rock in the room's centre.

Hazard: Mutation Pool. A series of natural pools are fed by the warm, slightly sulphurous water that pours from the stone dragon heads around its periphery. The water is the perfect temperature in which to relax sore muscles and ring oil from clothes. Unfortunately, it has been contaminated with Mut-x. A creature that touches the water must succeed on a **VDC Constitution saving throw** or gain a random mutation from Table A in the Biomancy Traps section (page 10).

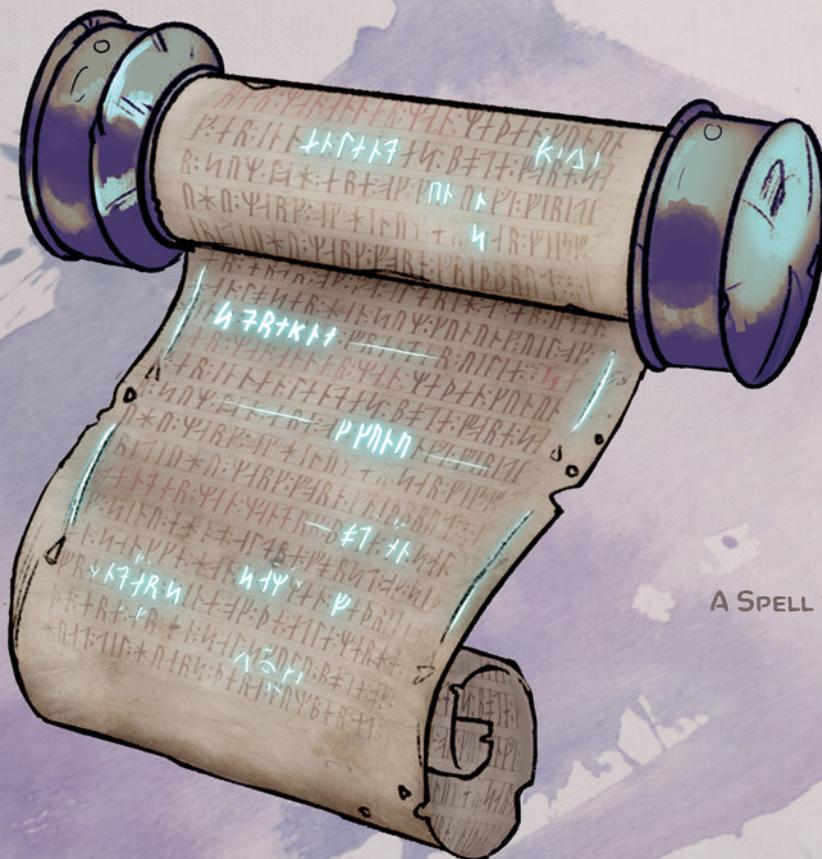
Treasure: Spell Scrolls. On the desk are several waxed and sealed vellum tubes: *spell scrolls*! There are two, three, and four *scrolls* in the 1st-, 6th-, and 11th-level versions of this hunt, respectively. Roll 2d4, 3d6, or 4d8 for the appropriate level of hunt and consult the Biomancy Treasure table to determine which *spell scrolls* are available.

Treasure Safe: Spellbook. Inside the safe (AC 19, 50 hit points, can be unlocked with a successful **Dexterity (thieves' tools)** check (see table on page 17 for DC) is one of Dr. Stein's old spellbooks. It contains all the spells in the Biomancy Treasure table below (four at 1st level, six at 6th level, and eight at 11th level):

BIOMANCY TREASURE

d4/6/8	Hunt Level	Spells	Spell Level	Page
1		<i>pins & needles*</i>	Cantrip	32
2	1st, 6th, 11th	<i>chameleon skin*</i>	1st	31
3		<i>endoleech*</i>	2nd	31
4		<i>preserve*</i>	2nd	32
5		<i>zippit!*</i>	3rd	33
6	6th, 11th	<i>frogskin*</i>	4th	32
7		<i>bone cage*</i>	5th	31
8	11th	<i>lungburst*</i>	6th	32

*See Appendix B



A SPELL SCROLL

THE BATTLE AHEAD

The Motherload needs to be coaxed out of the acid pool using treasure as bait. While waiting for the Gargantuan ooze to arrive, smaller creatures are attracted to the bait and attack the party, whom they see as competitors. All three waves take place in the main chamber, with the first two waves lasting 3 rounds each.

The Bait. In order to start the battle (and attract The Motherload), the bait must have a value in gold pieces equal to fifty times the hunt level (50, 300, or 550 gp). Bogbolz provides the party with rat meat and viscera to mix in with the treasure before they enter the base. Shortly after the bait is placed within 10 feet of the pool, wave 1 begins.

THE MOTHERLOAD'S LAIR

The Motherload's lair is a third-hand affair, previously used as a biomantic laboratory by Dr. Frank N. Stein and, before him, as a lair for the dragon Tuckerthranx the Red (and his retinue of kobolds). It shows signs of all its different tenants, from biomantic apparatus to claw marks and kobold graffiti.

REGIONAL EFFECTS

The area within 6 miles of The Motherload's lair has the following unique properties:

- **Biomantic Adaptations.** Polyhedroozes occur where biomantic magic, specifically Mut-x, has been unleashed. This magic affects all sorts of fauna and flora, resulting in creatures and plants that have the morphology and traits of other specimens in the region. For example, a cloaker might have a roper's tendrils attack.
- **Malleable Mood.** Creatures affected by Mut-x often take on the psychological traits of any powerful creatures that occupied the area. Polyhedroozes near a former black dragon's lair may be especially cruel, while those in proximity to an archfey might be tricky. Here, for example, the polyhedroozes are especially greedy for treasure.
- **Reactive Mutations.** Some creatures have the Reactive Mutations trait, raising their CR by 1. Immediately after the creature takes damage, it gains **resistance** to that damage type. The creature can have a number of resistances from this trait equal to its proficiency bonus. If the creature has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

- **Polyhedrons.** Rocks, speleothems, and plants form in distinctly geometric patterns, often as perfectly symmetrical polyhedra.

Environmental Boon: Biomantic Overload.

Every **10 minutes** a creature spends in the lair or its forecourt, that creature must make a **VDC Constitution saving throw**. On a failure, the creature becomes 'primed' and doesn't make any more Constitution saving throws for this hazard. The first time a creature takes damage after it becomes primed, it gains **resistance** to that damage type. This resistance fades when the creature spends **one hour** away from the lair.

Helping Hand. At any time during the battle, Bogbolz can appear, throwing a splash potion at a point she can see within 60 feet of her. Each creature in a **10-foot-radius sphere** centred on that point gains the effect of the *lesser restoration* spell and regains **Vdam** hit points. She then hobbles away grumbling "Gods damned health and safety nightmare..."

LAIR ACTIONS

While The Motherload lives, it can invoke the ambient magic of Tuckerthranx and Stein's lair to take lair actions. The saving throw DCs and damage of the lair actions depend on the level at which you run the hunt, as shown in the Variable Lair Action Statistics table.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Dexterity (thieves' tools) DC	Vdam
1st	11	12	2 (1d4)
6th	13	19	5 (2d4)
11th	15	26	10 (3d6)

GM TIP

Write down the information in this table for your hunt level so you don't have to keep flicking back and forth!

Lair Actions. On initiative count 20 (losing initiative ties), The Motherload takes a lair action to cause one of the following effects. See the table on the previous page for the Vdam and VDC.

- ♦ **Acid Wave.** A **15-foot-wide, 15-foot-tall** wave of acid erupts from a pool in the lair, travelling 30 feet along the ground in a direction of The Motherload's choice. Each non-ooze creature in the area must make a **VDC Dexterity saving throw**. On a failed save, a creature takes **Vdam** acid damage and is knocked **prone**. On a success, it takes half as much damage and isn't knocked prone.
- ♦ **Spiteful Adaptation.** Biomantic magic surrounds one creature in the lair, which must succeed on a **VDC Constitution saving throw** or gain **vulnerability** to one random damage type as its skin mutates. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

RANDOM DAMAGE TYPES

d12	Damage Type
1	Acid
2	Bludgeoning
3	Piercing
4	Slashing
5	Cold
6	Fire
7	Lightning
8	Thunder
9	Necrotic
10	Radiant
11	Poison
12	Psychic

WAVE 1: OPPORTUNISTS

The Maphrok jungle is a dangerous place, and laying out treasure and meat is sure to attract unwelcome guests. The same is true here; oozes hanging out motionless on the ceiling drop down to attack the party, and various monstrosities in search of food and treasure emerge from dark places.

ENEMIES

The enemies in wave 1 are hunters and scavengers, creatures with no desire or compunction to fight together.

Level 1. At 1st level, the wave 1 combatant is:

- ♦ 1 **gray ooze** (CR 1/2)

Level 6. At 6th level, the wave 1 combatants are:

- ♦ 1 **xorn** (CR 5)
- ♦ 2 **ochre jellies** (CR 2)

Level 11. At 11th level, the wave 1 combatants are:

- ♦ 1 weakened **behir** (CR 8, 126 hit points, Lightning Breath deals 35 **(10d6)** lightning damage)
- ♦ 2 **black puddings** (CR 4)

TACTICS

Behir. Though not detailed in its stat block, the behir is capable of travelling through narrow, twisting tunnels without squeezing. For this reason, you can have the behir emerge from a (Medium-sized) crack in the ceiling of the cavern. With a low Intelligence, the behir isn't capable of predicting individual creatures' strengths or weaknesses.

Xorn. The xorn wants the gems and precious metals that are in the party's bait. If it's within reach of the bait, it uses its bonus action each turn to consume some of the treasure. After three rounds (and one-quarter of the treasure is consumed), it is satiated and leaves. Note: this doesn't affect the progress of the combat, it's just for flavour.

Fleeing. The behir or xorn has a good survival instinct and will flee when it has fewer than two-fifths of its hit points remaining. The oozes have a much weaker sense of self-preservation and will flee only when reduced to one-quarter of their hit points or fewer. All creatures use the Dash action rather than the Disengage action; they have a low Intelligence and no combat training.

WAVE 2: POLYHEDROOZES

The smaller polyhedroozes have been moulded by Tuckerthranx's greed and float to the surface of the acid pool to engulf the bait. Unfortunately, they aren't very clever or observant, and emerge closer to the characters than the treasure. In addition, ambush predators hiding in the shadows choose this moment to unveil themselves, trying to abscond with a good meal. Roll initiative at the end of the third round, having the new enemies join the fray on their initiative count of the fourth round. You can read or paraphrase the following:

With nary a ripple, multi-sided oozes roll their way up the bank of the pool. Within each are a few minor trinkets—some silver coins, a locket, and bones aplenty.

ENEMIES

The enemies in wave 2 are smaller polyhedroozes that have been plaguing the goblins, as well as one ambush predator.

Level 1. At 1st level, the wave 2 combatants are:

- ♦ 1 **darkmantle** (CR ½)
- ♦ 2 **tetrahedroozes*** (CR ¼)

Level 6. At 6th level, the wave 2 combatants are:

- ♦ 1 **roper** (CR 5)
- ♦ 2 **hexahedroozes*** (CR 3)
- ♦ 3 **tetrahedroozes*** (CR ¼)

Level 11. At 11th level, the wave 2 combatants are:

- ♦ 1 **decahedrooze*** (CR 9)
- ♦ 1 **cloaker** (CR 8)
- ♦ 1 **octahedrooze*** (CR 6)
- ♦ 2 **hexahedroozes*** (CR 3)

*See Appendix C



TACTICS

Polyhedroozes. During the third round, the polyhedroozes position themselves in the acid pool so that, on the turn they emerge, they are able to reach the adventurers. In practice, this means they emerge wherever you, as GM, desire. The oozes aren't intelligent enough to coordinate attacks, nor adjust a poor tactic that isn't working. The oozes in the 6th- and 11th-level hunt have legendary actions which you can distribute as you wish; all three after one character's turn, or a different ooze after each character's turn.

Ambush Predators. These predators aren't out to eat the entire party; one victim will suffice. They focus all their efforts on one individual, aiming to kill it and/or drag it away for dinner. These predators can appear wherever you like; they have lain dormant and unseen, roosting on the ceiling or in a crevice.

Darkmantle and Roper. The darkmantle or roper is unintelligent, picking a target at random. In fact, the darkmantle is so stupid you might have it intentionally target the adventurer

with the highest Strength and AC. It is advantageous for the roper to be attached to a ceiling or wall on the opposite side of the acid pool from the adventurers. This way an adventurer that succeeds on a check to free itself of the tendrils is more likely to fall into a pool of acid if they escape from its grapple.

Cloaker. Conversely, the cloaker chooses its target astutely. Creatures with low Strength and fewer hit points than the cloaker are a favourite target; due to the cloaker's Damage Transfer trait, a creature it grapples is likely to be killed before the cloaker dies. However, above all else, the cloaker targets a creature away from sources of bright light, and away from the rest of the group. As soon as creatures come within **60 feet** of the cloaker, it uses its Moan action in an attempt to frighten them, preventing them from getting closer.

Fleeing. As in the previous wave, the oozes flee only when close to death (one-quarter of their hit points or fewer), while the ambush predators retreat when below two-fifths of their hit points. Both use the Dash action rather than the Disengage action.



WAVE 3: THE MOTHERLOAD

The Gargantuan polyhedrooze that stole the treasure finally emerges! It rolls initiative on initiative count 0 of the sixth round, appearing on its initiative count during the seventh round.

A huge, multi-faceted mass of pale green ooze floats to the surface of the pool, causing a slight swell to splash up onto the surrounding ground. Inside the ooze are all manner of precious objects: coins, gems, goblets, and more. The ooze rolls its mass onto the treasure pile, adding the meagre hoard to the riches within it, and rapidly dissolving the chunks of rat offal.

ENEMIES

In wave 3, the enemy is the Gargantuan polyhedrooze known as The Motherload. Regardless of the size in the creature's stat block, The Motherload ooze is Gargantuan, and can use its Engulf action on Huge or smaller creatures.

Level 1. At 1st level, the wave 3 combatant is:

- ♦ 1 **hexahedrooze*** (CR4; Gargantuan, with 1 legendary resistance and a walking and climbing speed of **30 feet**)

Level 6. At 6th level, the wave 3 combatant is:

- ♦ 1 **dodecahedrooze*** (CR 13; Gargantuan, with 2 legendary resistances and a walking and climbing speed of **30 feet**)

Level 11. At 11th level, the wave 3 combatant is:

- ♦ 1 **icosahedrooze*** (CR 20)

*See Appendix C

TACTICS

The Motherload is a simple creature with low Intelligence. It initially uses its Engulf action (as part of its Multiattack) to move onto the treasure, and then immediately turns its attention to the party. It chooses targets for its pseudopod attacks at random and moves towards the nearest creature. When it has one-quarter of its hit points or fewer, it tries to retreat back into the acid pool, using the Dash action rather than the Disengage action.

Retreat. If The Motherload successfully retreats back into the acid pool, it is almost impossible to attack: it is invisible while in the acid, which is also very deep. It can be coaxed into reemerging after 1 hour (after it finishes a short rest) if the party lays out treasure of an equal value to what was first used as bait and each creature is at least 40 feet from the edge of the acid pool. The Motherload uses its movement to move onto the new treasure pile and Engulf it. If it starts its turn with less than one-quarter of its hit point maximum, it immediately re-retreats into the pool.



OPTIONAL ENDING: RISING TIDE

If you're running a one-shot, there might not be much point in continuing the game after the epic boss battle. Instead, you can use this optional ending to give an epic, climactic conclusion to the hunt. When The Motherload is slain, a wave of biomantic magic thrums through the lair in an ethereal teal wave. Read or paraphrase the following:

A disc-like wave of teal energy erupts from The Motherload as the enormous ooze melts into a puddle of goop, the metal and bone within it clattering to the ground. A sound like aged machinery grinding off layers of rust echoes through the lair's walls and the pool at the centre of the room begins to bubble. Like a storm-driven high tide, the blue, gelatinous liquid rises higher and higher, threatening to overflow.

Each creature in the lair must immediately succeed on a **VDC Constitution saving throw** against the wave of teal biomantic energy or develop one of the random mutations on Table A in the Biomancy Traps section (page 10). In addition, the pool of acid begins to rise and flood the lair. It spreads **30 feet** outward on initiative count 0 of each round, finding cracks under doors and through barricades. A creature that starts its turn in the acid, or moves into the area for the first time on its turn, takes **Vdam** acid damage and must succeed on a **VDC Constitution saving throw** or develop a random mutation from Table A (page 10). A creature that makes it to the forecourt is deemed safe and has survived the hunt.

AFTERMATH

Here are some possible outcomes of the hunt:

- The goblins talk a lot, and soon biomantic magic is seen more and more frequently throughout the world. People remark with wonder when the player characters use biomantic magic.
- The Frockit clan offers the party a 10% discount on any rooms or buildings they may want constructed in their dungeon/castle/lair/base.
- According to Bogbolz's ledger, The Motherload stole a certain quantity of gold from their client's treasury (see the Bogbolz's Ledger of Lost Treasure table on page 14). Upon the adventurers' emergence into the forecourt, Bogbolz

immediately sends a team to count the treasure. If there is less treasure than in the ledger, Bogbolz will accuse the party of stealing it and dock the difference from their pay. Note: The Motherload carries more gold than the amount recorded, so the party can take some without drawing Bogbolz's ire.

- If the party argues with Bogbolz about this, she quickly has several hundred goblins at her back.
- The Frockit clan pays the agreed reward, less any deductions, and continues building the lair.
- Heliana is proud of the party for helping what civilised folks call a 'monstrous race' and prepares them a classic goblin dish. It's disgusting.
- Murdob'narob is actually Baron Bodrum, who's decided to try his hand at being a villain. If the base is cleared, he does some villainous stuff.

CACOPHONICS

Upon hearing the adventurers' tale, Cacophonics, the Loot Tavern's bard, creates the following song:

Down in The Low where our wanderers go
The lair of Francis Stein
There's a treasure trove the goblins tried
To move it all in time

No one could know that hiding below
The acid was biding time
And The Motherload would ooze its way
Up to the pool side

Shining gifts it couldn't resist
But it learned to resist attack
So be sure to keep a careful eye
And navigate the traps

The wanderers knew defeating the ooze
Would not be an easy feat
But the treasure promised with success
Makes the victory ever sweet



YOU CAN PLAY THE SONG BY SCANNING OR CLICKING ON THE QR CODE, OR BY TYPING IN THE URL BELOW.

[HELIANA.LT/POLYHEDROOZE](https://heliana.lt/polyhedrooze)

TREASURE

In addition to the *spell scrolls* and spellbook in the office (room 16), The Motherload drops a wealth of treasure. Note: The Motherload has consumed more than just Murdob'narob's stash; the actual treasure that The Motherload drops is greater than what is recorded in Bogbolz's ledger (see page 14). A quick thinking character can easily pocket the difference.

THE MOTHERLOAD'S TREASURE

Hunt Level	Treasure Objects	Coins	Gems	Total Treasure Value
1st	4 x 100 gp	1,000 gp	5 x 50 gp	1,650 gp
6th	30 x 200 gp	4,900 gp 400 pp	20 x 150 gp	17,900 gp
11th	50 x 400 gp	7,500 gp 2,300 pp	30 x 300 gp	59,500 gp



GOO LUCK DICE

HARVESTING

You can use the optional Harvesting rules from *Heliana's Guide to Monster Hunting* to harvest The Motherload (and any Gargantuan polyhedrooze you may use in the future). They have the following unique components, in addition to ones normal for an ooze. The Motherload also drops a pair of *goo luck dice*, a common, socketable item that can be equipped on any mount or weapon, granting it a small amount of luck. The food component for the unique recipe is a *phial of ooze (polyhedrooze) mucus* (blood).

GARGANTUAN POLYHEDROOZE HARVEST TABLE

Component DC	Components
5	<i>Goopy wishbone</i> (3), <i>phial of acid</i> (∞)
10	<i>Phial of mucus</i> ^{E+} (∞)
15	<i>Vesicle</i> (1)
20	<i>Membrane</i> (amount equal to the number of sides the ooze had)

^{E+} Indicates item is edible and used in crafting.



BOMBOOZLER

CRAFTING

The following unique items can be crafted from the polyhedrooze's components. You can use the optional Crafting rules available in *Heliana's Guide to Monster Hunting*.

POLYHEDROOZE CRAFTABLE ITEMS

Item Name	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Bomboozler</i>	Wondrous item	Rare Very rare	—	<i>Phial of ooze (polyhedrooze) acid</i>	<i>Robust</i> <i>Potent</i>	900 gp 4,800 gp
<i>Caltrooze</i>	Wondrous item	Uncommon	—	<i>Phial of ooze (polyhedrooze) mucus</i>	<i>Frail</i>	180 gp
<i>Flooze</i>	Weapon (flail)	Uncommon Very rare	Required	<i>Goopy ooze (polyhedrooze)</i> <i>wishbones</i> (3)	<i>Frail</i> <i>Potent</i>	600 gp 9,600 gp
<i>Oozemat Coat</i>	Wondrous item	Rare	Required	<i>Ooze (polyhedrooze) membrane</i>	<i>Robust</i>	3,500 gp
<i>Slime-in-a-Skull</i>	Wondrous item	Uncommon Very rare	Required	<i>Ooze (polyhedrooze) vesicle</i>	<i>Frail</i> <i>Potent</i>	700 gp 10,000 gp
<i>Ventilation Unit D-20</i>	Wondrous item	Rare	Required	<i>Phial of ooze (polyhedrooze) acid</i> and <i>phial of ooze (polyhedrooze) mucus</i>	<i>Robust</i>	2,100 gp

*This is the 'off the shelf' purchase cost and can vary significantly from the crafting cost.

APPENDIX A — MAGIC ITEMS

BOMBOOZLER

Wondrous item, rare

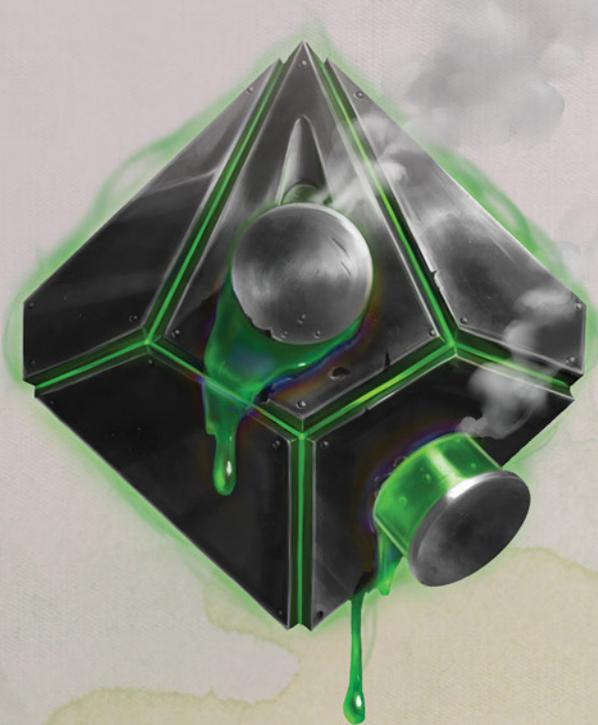
Within this sturdy, corrosion-resistant polyhedron is a *phial of ooze acid*; a caustic substance with remarkable powers of biological alteration.

Caustic Calamity. As an action, you can press a button on the polyhedron, crushing the phial, and then toss the device up to **60 feet** away. The resulting chemical reaction produces an explosion of acid in a **20-foot radius**. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking **4d6** acid damage on a failed save, or half as much damage on a successful one. In addition, the reaction produces unpredictable biomantic effects on a failed saving throw. Roll a **d10** and consult the table below to determine the effect. If a creature comes under an effect lasting **1 minute**, it can make a **DC 15 Constitution saving throw** at the end of each of its turns, ending the effect on itself on a success.

d10 Effect

- 1 The acid stops regeneration and healing. The creature can't regain hit points for **1 minute**.
The acid coats creatures, dissolving them. The creature takes **2d6** acid damage at the start of each of its turns for **1 minute**.
- 2 Parts of creatures' bodies meld together. The creature has **disadvantage** on attack rolls for **1 minute**.
- 3 The acid fuses feet and footwear to the ground. The creature is **restrained** until the end of your next turn.
- 4 The acid fuses the eyelids shut. The creature is **blinded** until the end of your next turn.
The acid causes creatures' skin to become phosphorescent. The creature is under the effect of the *faerie fire* spell for **1 minute**.
- 5 The acid causes growths to appear and disappear on creatures' bodies, hindering their actions. The creature is under the effect of the *bane* spell for **1 minute**.
- 6 The acid causes creatures to shrink. The creature is under the reduce effect of the *enlarge/reduce* spell for **1 minute**.
- 7 The acid fuses mouths shut. The creature is under the effect of the *zippit!** spell for **1 minute**.
- 8 Roll twice on the table, rerolling any further 10s and duplicate results.

*See page 33



BOMBOOZLER



MICHELE MUELLER

Once this property of the item has been used, it can't be used again until the next dawn and a new *phial of ooze acid* has been installed in the device.

Very rare variant: Increase the **DC** to **16**. You can roll twice on the table, ignoring any duplicate results. The item has the Trigger Warning property.

Trigger Warning. Instead of throwing the bomb, you can use an action to plant it on a surface and set it to detonate in a specific situation. As an action, a creature can disarm a bomb set to explode in this way with a successful **DC 16 Dexterity (Sleight of Hand)** check. On a failed check, the bomb goes off and the creature that made the check automatically fails the saving throw. Choose one of the following detonation options:

- **Proximity Trigger.** Choose a range between 0 and 20 feet. The first Small or larger creature to move within that distance of the bomb after you leave the area sets it off. A creature that succeeds on a **DC 16 Dexterity (Stealth)** check can approach the bomb without triggering it.
- **Time Bomb.** Choose an amount of time ranging from 1 to 100 rounds. On initiative count 20 of the round you choose, the bomb explodes.



CALTROOZE

CALTROOZE

Wondrous item, uncommon

Filled with a caustic mixture that discharges when stepped on, these tetrahedral caltrops present a much more dangerous hazard than their mundane variety. A typical bag of these 1-inch health and safety nightmares contains 20 *caltroozes*. Small bubbles of acid forming and bursting inside the *caltroozes* cause them to roll and shift.

Caltrops. As an action, you can spread a single bag of *caltroozes* to cover a **5-foot square**. Any creature that enters the area must succeed on a **DC 15 Dexterity saving throw** or stop moving and take **1** piercing damage. Until the creature regains at least **1** hit point, its walking speed is reduced by **10 feet**. A creature that moves through the area of the *caltroozes* at half speed makes the saving throw against them with **advantage**.

Corrosive Chaos. If a creature fails the **Dexterity saving throw**, roll a **d4** and consult the table below to determine what additional effects take place:

d4 Effect

- | | |
|---|---|
| 1 | The acid in the <i>caltroozes</i> discharges in a single burst. The creature takes an additional 6d6 acid damage. |
| 2 | The acid takes on lubricating qualities. While the creature's speed is reduced by the <i>caltroozes</i> , it must succeed on a DC 15 Dexterity saving throw at the end of each of its turns or fall prone . |
| 3 | The acid coats the creature's feet, continuously eating away at them. While the creature's speed is reduced by the <i>caltroozes</i> , it takes 1d4 acid damage for every 5 feet it walks or climbs. |
| 4 | The acid causes a creature's feet to temporarily deform. While the creature's speed is reduced by the <i>caltroozes</i> , it has disadvantage on Dexterity saving throws. |

After a creature fails a saving throw against the *caltroozes*, they are emptied of acid, and you can't use this property again until you spend **10 minutes** decanting a phial of biomantic acid into all the caltrops. The *caltroozes* can still be used as regular caltrops that deal magical piercing damage.

FLOOZE

Weapon (flail), uncommon (requires attunement)

The versatility of the magically-enhanced ooze used to craft this flail can't be overstated. Its high tensile strength allows its 'chain' to stretch in response to its wearer's thoughts, while the flail's head boasts a hardness and density comparable to steel.

This magic flail deals an extra **1d6** acid damage to the first target it hits on each of your turns. The flail has **8 charges** and regains **1d4 + 4** expended charges daily at dawn.

Reachier. While holding the flail, you can expend up to **4 charges** (no action required) to increase your reach with this weapon by **5 feet** for each charge expended until the end of your turn.

Very rare variant: The flail deals an extra **1d8** acid damage to any target it hits, instead of the first target you hit on each of your turns. The flail gains the Sticky Fingers property.

Sticky Fingers. When you hit a Medium or smaller creature that is holding a weapon or item with an attack using the *flooze*, you can choose to disarm it of one weapon instead of dealing damage to it. The target must succeed on a **DC 16 Strength saving throw** or let go of its item, which becomes stuck in the flail. A creature within reach of the *flooze* can use an action to make a **DC 16 Strength** check, liberating the stuck weapon on a success. Success or failure, a creature takes **1d4** acid damage when it takes this action. The flail can only hold 2 weapons at a time, and a nonmagical weapon that remains in the flail for **1 minute** is completely dissolved. While the flail has weapons in it, you can choose to deal your choice of piercing or slashing damage with it on each hit, instead of the usual bludgeoning damage.



FLOOZE

GOO LUCK DICE

Wondrous item, common (socketable)

A sticky string connects this pair of translucent dice, which jiggle enthusiastically with the slightest movement. Their vibrant colour is sure to turn heads, making them an excellent accessory.

Lucky. These dice impart luck when socketed on weapons, mounts, or vehicles. Once they've been used to reroll a 1, they can't be used again until the next dawn.

- ♦ **Flashy Fashion.** When applied to the handle of a weapon, its wielder can reroll a 1 on an attack roll and must use the new result.
- ♦ **Pimp My Ride.** When hung from a Small or larger object (or willing, non-humanoid creature) that is serving as a mount or vehicle, the vehicle/mount can reroll a 1 on an attack roll, ability check, or saving throw and must use the new result.



GOO LUCK
DICE



OOZEMAT COAT

Wondrous item, rare (requires attunement)

Woven from an oozed-based, biosynthetic polymer, this practical garment is the number one choice for field researchers and lab workers alike. It provides the high adaptability and resilience necessary to protect its wearer from any unfortunate accidents that may occur during the noble pursuit of science.

Adaptive Resistance. The versatile fabric of the coat is capable of modifying itself to best suit your needs. After you finish a long rest while attuned to the coat, choose one of the following damage types: acid, fire, lightning, or poison. You gain **resistance** to the chosen damage type until you finish your next long rest.

Occupational Hazards. While you wear this item, you take half of any damage you would take as the result of failing a Harvesting check.

OOZEMAT COAT

SLIME-IN-A-SKULL

Wondrous item, uncommon (requires attunement)

Within this humanoid skull resides a friendly ooze who wishes only to be helpful to the owner of its home. Joyful gurgling sounds can occasionally be heard emanating from the eye sockets and, very rarely, a curious eye will peek out of the mouth.

The skull has **2 charges** and regains **all** expended charges daily at dawn.

Summon Ooze. While holding the skull, you can use an action to expend **1 charge** and call forth the ooze that lives within. It expands into its normal Large size in an unoccupied space within **5 feet** of you. The ooze uses the **saddle slime** stat block and returns to the skull when it drops to **0** hit points or after **1 hour**. If the ooze is reduced to 0 hit points, it can't be summoned again for **1 hour**. The ooze is an ally to you and your companions. In combat, it shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

Very rare variant: The ooze resides in a magically shrunk wyvern's skull. When the ooze is summoned, the skull is enlarged and serves as a skeletal structure for it. The ooze uses the **wyrmskull ooze** stat block (next page).

SADDLE SLIME

Large ooze, unaligned

Armour Class 8

Hit Points 51 (6d10 + 18)

Speed 30 ft., climb 30 ft.

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

Damage Immunities acid

Condition Immunities charmed, deafened, exhaustion, frightened, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 8

Languages understands the languages its summoner speaks

Challenge 1 (200 XP)

Proficiency Bonus +2

Born for the Saddle. The ooze grips firmly onto any object that is inserted into its body to be used as a saddle. A creature riding the ooze on one such saddle has **advantage** on saving throws made to avoid being dismounted.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. Hit: 6 (**1d6 + 3**) bludgeoning damage plus 3 (**1d6**) acid damage.

Corrode Object (3/Day). The ooze touches a Medium or smaller nonmagical object that isn't being worn or carried, causing it to corrode and dissolve over the course of **1 minute**.

SADDLE SLIME





WYRMSKULL OOZE

WYRMSKULL OOZE

Large ooze, unaligned

Armour Class 13 (natural armour)

Hit Points 114 (12d10 + 48)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	7 (-2)	10 (+0)	5 (-3)

Damage Immunities acid

Condition Immunities charmed, deafened, exhaustion, frightened, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages understands the languages its summoner speaks

Challenge 3 (700 XP)

Proficiency Bonus +2

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ooze makes two melee attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage, and the target is **grappled** (escape DC 14). A creature grappled by the ooze takes 3 (1d6) acid damage at the start of each of its turns. The ooze can only grapple one creature at a time and, while it does so, it can't use its bite against another creature.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) acid damage.

Corrode Object (3/Day). The ooze touches a Medium or smaller nonmagical object that isn't being worn or carried, causing it to corrode and dissolve over the course of **1 minute**.

VENTILATION UNIT D-20

Wondrous item, rare (requires attunement)

A magically-refilling reservoir of ooze is contained within this icosahedral helmet. Two chemicals are distilled from the ooze, piped through the tubes, and mixed together into an oxygen analogue, allowing its wearer to breathe in otherwise impossible conditions.

Breathe Easy. While wearing this helmet, you can breathe normally in any environment, and you have **advantage** on saving throws made against harmful gases and vapours that you inhale (such as the *stinking cloud* effect, inhaled poisons, and the breath weapons of some dragons, but not contact toxins like *cloudkill*).

Biomantic Overload. While wearing this helmet, you can use a bonus action to ingest the chemicals in it before they are combined into a gas, causing your body to go into a mutated state of enhanced adaptability for **1 minute**. During this time, immediately after you take damage from any source, you gain **resistance** to that damage type. This resistance lasts until you take damage of another type (at which point you gain resistance to that new damage type) or until the effect ends. If you take damage of multiple types simultaneously, the damage type to which you become resistant is determined randomly (GM's discretion). Once this property of the helmet has been used, it can't be used again until the next dawn.

VD-20



MAGICAL MEALS

A monster's components can be cooked into magical food. After spending 1 hour cooking the required components, you can succeed on a **Constitution (cook's utensils)** check against the meal's **DC** to craft the meal. *Heliana's Guide to Monster Hunting* presents more detailed rules on cooking.

When you consume a magic meal, which takes **10 minutes**, you gain its effects, which last for **8 hours** or until dispelled by the *dispel magic* spell or similar magic.

JELLO SHOT

Phial of ooze (polyhedrooze) mucus, plus fat; DC 16

Immediately after you take damage, you gain resistance to that damage type for the next minute. The number of resistances you can have from this effect simultaneously increases with rarity, which is determined by your party's average level. If you are at your maximum number of resistances, you can't gain more.

Level	Rarity	Simultaneous Resistances
1-4	Uncommon	1
5-10	Rare	1
11-16	Very rare	2
17-20	Legendary	2

JELLO SHOT



APPENDIX B — SPELLS

This appendix lists the spells that can be found throughout this hunt, arranged alphabetically.

Biomancy. Biomantic spells revolve around living matter and its manipulation. They can transform skin, repair wounds, spread disease, and even stimulate cellular metabolism. If you'd rather not use the school of biomancy in your world, you can elect to use the alternative school of magic supplied with each biomancy spell.

BONE CAGE

5th-level biomancy* (*can be replaced with necromancy)

Casting Time: 1 action

Range: Self (20-foot-radius sphere)

Components: V, S, M (the bones of at least one non-animated corpse, which the spell consumes)

Duration: 1 minute

Class: Cleric, Druid, Paladin, Warlock, Wizard

You draw the bones from all corpses within range, forming a carapace of ribcages and femurs. You gain temporary hit points for each Small or larger corpse wholly or partly within range, according to its size, that last for the duration:

Size	Temporary Hit Points Gained
Small	1d6+1
Medium	1d8+2
Large	1d10+5
Huge	1d12+12
Gargantuan	1d20+25

As an action on a subsequent turn, you can cause your armour of bones to erupt, expending all remaining temporary hit points. Each other creature within range must make a **Dexterity saving throw**, taking piercing damage equal to your expended temporary hit points on a failure, or half as much damage on a success. Whatever the manner in which the temporary hit points are lost, the bones shatter and can't be used in this way again.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the radius of this spell increases by **10 feet** for each slot level above 5th.

CHAMELEON SKIN

1st-level biomancy* (*can be replaced with transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (red, yellow, and blue pigment)

Duration: Concentration, up to 10 minutes

Class: Bard, Druid, Ranger, Tamer, Wizard

You imbue a creature you touch with pigment so that its skin, and anything it wears or carries, slowly shifts hues to match its surroundings. For the duration, the target can take the Hide action as a bonus action on each of its turns, even when only lightly obscured.

If the target did not move during its last turn, creatures have **disadvantage** on any Wisdom (Perception) checks made to see the target. Creatures who do not rely on sight, such as those with tremorsense, are **immune** to this effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

ENDOLEECH

2nd-level biomancy* (*can be replaced with evocation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a toenail lost to frostbite)

Duration: Instantaneous

Class: Druid, Sorcerer, Warlock, Wizard

You touch a creature, absorbing the energy from its body and bolstering your metabolism. Make a **melee spell attack** against a creature you can reach. On a hit, the target takes **5d6** cold damage and can't take reactions until the end of its next turn. In addition, until the end of its next turn, its speed is reduced by **15 feet** and your speed is increased by **15 feet**.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by **1d6** for each slot level above 2nd.

FROGSKIN

4th-level biomancy* (*can be replaced with transmutation)

Casting Time: 1 action

Range: Self

Components: V, S, M (some frogspawn)

Duration: Concentration, up to 1 minute

Class: Druid, Sorcerer, Tamer, Warlock, Wizard

You morph your skin and clothing into that of a slimy, poisonous frog. Make a **melee spell attack** against a creature within your reach. On a hit, the target takes **3d10** poison damage and is **poisoned** until the end of your next turn. Until the spell ends, you can use an action on each of your subsequent turns to make this attack again.

Slimy. For the duration, you have **advantage** on checks and saves made to avoid being grappled or restrained, and **disadvantage** on any attempts you make to grapple a target. Each creature grappling you, or that you are grappling, must make a **Constitution saving throw** at the start of each of its turns, taking **3d10** poison damage on a failure, or half as much damage on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, both damages increase by **1d10** for each slot level above 4th.

LUNGBURST

6th-level biomancy* (*can be replaced with evocation)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Class: Sorcerer, Warlock, Wizard

You cause rapid and unpredictable changes in the internal air pressure of a creature you can see, rupturing its breathing apparatus. The creature must make

a **Constitution saving throw**. A creature that is holding its breath makes this saving throw with **disadvantage**. On a failure, a creature takes **7d6** thunder damage, **7d6** necrotic damage, and immediately begins suffocating. On a success, a creature takes half as much damage and does not begin suffocating. A creature suffocating in this way can repeat the saving throw at the end of each of its turns, ending its suffocation on a success.

A creature that does not need to breathe is **immune** to the effects of this spell. A *greater restoration*, *heal*, or *wish* spell can restore a creature's ability to breathe, and end its suffocation.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the thunder and necrotic damage both increase by **1d6** for each slot level above 6th.

PINS & NEEDLES

Biomancy* cantrip (*can be replaced with evocation)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Class: Druid, Sorcerer, Warlock, Wizard

You momentarily shut down a small part of the nervous system of a creature you can see within range, before overstimulating it and causing crippling pain. The creature must succeed on a **Constitution saving throw** or take **1d8** psychic damage. If the target fails its saving throw by 5 or more, it has **disadvantage** on the next attack roll it makes before the end of its next turn as it temporarily loses full control of a part of its body.

This spell's damage increases by **1d8** when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

PRESERVE

2nd-level biomancy* (*can be replaced with abjuration)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (some ether)

Duration: 24 hours

Class: Cleric, Druid, Paladin, Ranger, Tamer, Wizard

Brilliant octarine light flares within a **10-foot-radius sphere** centred on a point you can see within range. Each creature in the area that is CR 6 or lower must succeed on a **Charisma saving throw** or become soulbound for the duration, its magical essence tied to its physical (or incorporeal) form. If a soulbound creature dies, the spell magically preserves its components for up to **24 hours** after death or until it is harvested, extending the period of harvest viability.

If you are using the optional Harvesting rules available in *Heliana's Guide to Monster Hunting*, this spell essentially delays the onset of degradation for a corpse while its components are magically preserved. Additionally, this spell instead affects creatures with *frail essence* or lower, rather than creatures based on their Challenge Rating.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell affects creatures of one tier higher for each two slot levels above 2nd. The spell affects creatures up to CR 12 (or those with up to *potent essence*) at 4th level, up to

CR 18 (or those with up to *mythic essence*) at 6th level, and CR 25 (or those with up to *deific essence*) at 8th level.

ZIPPIT!

3rd-level biomancy* (*can be replaced with transmutation)

Casting Time: 1 reaction, which you take when a creature within range vocalises

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Class: Bard, Druid, Sorcerer, Warlock, Wizard

In response to a creature vocalizing, you make a sharp sound and hold a finger up in an attempt to interrupt them. The target must succeed on a **Constitution saving throw** or become silenced as its mouth is fused shut for the duration. If you silence a target that is casting a spell with verbal components, the target's spell slot isn't expended, but its action is wasted.

At the end of each of its turns, the target can make a **Strength saving throw** as it tries to tear open its mouth. On a success, the target takes **1d8** slashing damage and is no longer silenced. Alternatively, as an action, the target can use a bladed implement to cut open its mouth, taking **1d8** slashing damage and ending the silence.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** for each slot level above 3rd.

APPENDIX C – CREATURES

BIOMANTIC POLYHEDROOZES

When Dr. Stein left his lab at short notice (following a pitchfork-wielding-mob related event), he left an entire pool of his patent-pending Mut-x exposed to the elements. Things fell into it; those things had brains, and those brains, their memories, and the sum of their intelligence fused with gelatinous cubes into biomantic polyhedroozes.

Empathetic. When a biomantic polyhedrooze forms, it begins absorbing the latent psychic energy of its environs. Creatures with strong psyches that are nearby in either space or time influence the nascent sentience of the polyhedrooze. A long-destroyed lich might impart its madness and hate into the ooze, whilst a colony of highly-charismatic mice might lend the gooepy mass a penchant for cheese.

Reactive Mutations. The true feat of Dr. Stein's research, and a trait that the polyhedroozes embody, is that of extreme biomantic reaction to environmental stimuli. A polyhedrooze that takes damage immediately adapts its morphology to prevent further damage of that type. The larger the polyhedrooze, the more such adaptations it can sustain at any one time.

Size Matters. Bigger polyhedroozes have absorbed more brains and, so, are more clever. A polyhedrooze that reaches a critical mass might decide to split into two, with the idea of sending one of its halves in search of pastures new. Unfortunately, the decrease in intelligence that results from a split means that polyhedroozes can get confused and end up in a cycle of splitting and reforming over and over.

LAIR ACTIONS

While a Gargantuan polyhedrooze lives, it can invoke the ambient magic of its lair to take lair actions. The saving throw DCs and damage of the lair actions depend on the level at which you run the hunt, as shown in the Variable Lair Action Statistics table.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	Saving Throw DC	Damage
1st	11	2 (1d4)
6th	13	5 (2d4)
11th	15	10 (3d6)

TETRAHEDROOZE

Tiny ooze, unaligned

Armour Class 11 (natural armour)

Hit Points 18 (4d4 + 8)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	15 (+2)	1 (-5)	6 (-2)	1 (-5)

Saving Throws Dex -1, Con +4

Damage Resistances see Reactive Mutations

Damage Immunities acid

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

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

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Reactive Mutations. Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to two resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Engulf. The ooze moves up to its speed. While doing so, it can enter Tiny creatures' spaces. Whenever the ooze 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 ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes **5 (2d4)** acid damage and is engulfed. The engulfed creature can't breathe, is **restrained**, and takes **10 (4d4)** acid damage at the start of each of the ooze's turns. When the ooze 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 ooze.

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 2 (1d4) acid damage and the target suffers one of the following random effects (roll a **d4**):

1. The target takes 2 (1d4) force damage.
2. The target takes 2 (1d4) bludgeoning damage.
3. The target takes 2 (1d4) piercing damage.
4. The target takes 2 (1d4) slashing damage.

HEXAHEDROOZE

Small ooze, unaligned

Armour Class 12 (natural armour)

Hit Points 58 (9d6 + 27)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	17 (+3)	3 (-4)	6 (-2)	1 (-5)

Saving Throws Dex +0, Con +5

Damage Resistances see Reactive Mutations

Damage Immunities acid

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

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

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Reactive Mutations. Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to two resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ooze makes two Pseudopod attacks. It can replace one attack with Engulf.

Engulf. The ooze moves up to its speed. While doing so, it can enter Small or smaller creatures' spaces. Whenever the ooze

enters a creature's space, the creature must make a **DC 13 Dexterity saving throw**.

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

On a failed save, the ooze enters the creature's space, and the creature takes **7 (2d6)** acid damage and is engulfed. The engulfed creature can't breathe, is **restrained**, and takes **14 (4d6)** acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed 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 ooze.

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 3 (**1d6**) acid damage and the target suffers one of the following random effects (roll a **d6**):

1. The target takes 3 (**1d6**) force damage.
2. The target takes 3 (**1d6**) bludgeoning damage.
3. The target takes 3 (**1d6**) piercing damage.
4. The target takes 3 (**1d6**) slashing damage.
5. The target takes 3 (**1d6**) cold damage.
6. The target takes 3 (**1d6**) fire damage.

LEGENDARY ACTIONS

The ooze can take 1 legendary action, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

Attack. The ooze makes one Pseudopod attack.

Lair Actions. On initiative count 20 (losing initiative ties), the Gargantuan polyhedrooze takes one of the following lair actions; the Gargantuan polyhedrooze can't take the same lair action two rounds in a row. See the table above for the damage and save DC.

- ♦ **Acid Wave.** A **15-foot-wide, 15-foot-tall** wave of acid erupts from a pool in the lair, travelling 30 feet along the ground in a direction of the polyhedrooze's choice. Each non-ooze creature in the area must make a **VDC Dexterity saving throw**. On a failed save, a creature takes **Vdam** acid damage and is knocked **prone**. On a success, it takes half as much damage and isn't knocked prone.
- ♦ **Spiteful Adaptation.** Biomantic magic surrounds one creature in the lair, which must succeed on a **VDC Constitution saving throw** or gain **vulnerability** to one random damage type as its skin mutates and develops a specific sensibility. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

RANDOM DAMAGE TYPES

d12	Damage Type
1	Acid
2	Bludgeoning
3	Piercing
4	Slashing
5	Cold
6	Fire
7	Lightning
8	Thunder
9	Necrotic
10	Radiant
11	Poison
12	Psychic

OCTAHEDROOZE

Medium ooze, unaligned

Armour Class 12 (natural armour)

Hit Points 110 (13d8 + 52)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	19 (+4)	5 (-3)	6 (-2)	2 (-4)

Saving Throws Dex +1, Con +7

Damage Resistances see Reactive Mutations

Damage Immunities acid

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

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

Languages —

Challenge 6 (5,000 XP)

Proficiency Bonus +3

Reactive Mutations. Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to three resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ooze makes two Pseudopod attacks. It can replace one attack with Engulf.

Engulf. The ooze moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the ooze 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 ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes **9 (2d8)** acid damage and is engulfed. The engulfed creature can't breathe, is **restrained**, and takes **18 (4d8)** acid damage at the start of each of the ooze's turns. When the ooze 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 ooze.

Pseudopod. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* **4 (1d8)** acid damage and the target suffers one of the following random effects (roll a **d8**):

1. The target takes **4 (1d8)** force damage.
2. The target takes **4 (1d8)** bludgeoning damage.
3. The target takes **4 (1d8)** piercing damage.
4. The target takes **4 (1d8)** slashing damage.
5. The target takes **4 (1d8)** cold damage.
6. The target takes **4 (1d8)** fire damage.
7. The target takes **4 (1d8)** lightning damage.
8. The target takes **4 (1d8)** thunder damage.

LEGENDARY ACTIONS

The ooze can take 1 legendary action, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

Attack. The ooze makes one Pseudopod attack.



DECAHEDROOZE

Large ooze, unaligned

Armour Class 13 (natural armour)

Hit Points 136 (13d10 + 65)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	21 (+5)	7 (-2)	6 (-2)	2 (-4)

Saving Throws Dex +3, Con +9

Damage Resistances see Reactive Mutations

Damage Immunities acid

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

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

Languages —

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Reactive Mutations. Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to four resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ooze makes two Pseudopod attacks. It can replace one attack with Engulf.

Engulf. The ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze 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 ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 11 (**2d10**) acid damage and is engulfed. The engulfed creature can't breathe, is **restrained**, and takes 22 (**4d10**) acid damage at the start of each of the ooze's turns. When the ooze 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 ooze.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (**2d8**) acid damage and the target suffers one of the following random effects (roll a **d10**):

1. The target takes 5 (**1d10**) force damage.
2. The target takes 5 (**1d10**) bludgeoning damage.
3. The target takes 5 (**1d10**) piercing damage.
4. The target takes 5 (**1d10**) slashing damage.
5. The target takes 5 (**1d10**) cold damage.
6. The target takes 5 (**1d10**) fire damage.
7. The target takes 5 (**1d10**) lightning damage.
8. The target takes 5 (**1d10**) thunder damage.
9. The target takes 5 (**1d10**) necrotic damage.
10. The target takes 5 (**1d10**) radiant damage.

LEGENDARY ACTIONS

The ooze can take 2 legendary actions, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

Attack. The ooze makes one Pseudopod attack.

DODECAHEDROOZE

Huge ooze, unaligned

Armour Class 13 (natural armour)

Hit Points 200 (16d12 + 72)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	23 (+6)	9 (-1)	6 (-2)	2 (-4)

Saving Throws Dex +3, Con +10

Damage Resistances see Reactive Mutations

Damage Immunities acid

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

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

Languages —

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Reactive Mutations. Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to four resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ooze uses Engulf and makes two Pseudopod attacks.

Engulf. The ooze moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever the ooze 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 ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 13 (**2d12**) acid damage and is engulfed. The engulfed creature can't breathe, is **restrained**, and takes 26 (**4d12**) acid damage at the start of each of the ooze's turns. When the ooze 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 ooze.

Pseudopod. *Melee Weapon Attack:* **+9** to hit, reach 10 ft., one target. *Hit:* 10 (**3d6**) acid damage and the target suffers one of the following random effects (roll a **d12**):

1. The target takes 6 (**1d12**) force damage.
2. The target takes 6 (**1d12**) bludgeoning damage.
3. The target takes 6 (**1d12**) piercing damage.
4. The target takes 6 (**1d12**) slashing damage.
5. The target takes 6 (**1d12**) fire damage.
6. The target takes 6 (**1d12**) cold damage.
7. The target takes 6 (**1d12**) lightning damage.
8. The target takes 6 (**1d12**) thunder damage.
9. The target takes 6 (**1d12**) necrotic damage.
10. The target takes 6 (**1d12**) radiant damage.
11. The target takes 6 (**1d12**) poison damage.
12. The target takes 6 (**1d12**) psychic damage.

LEGENDARY ACTIONS

The ooze can take 2 legendary actions, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

Attack. The ooze makes one Pseudopod attack.

REGIONAL EFFECTS

The area within 6 miles of a Gargantuan polyhedrooze's lair has the following unique properties:

- ♦ **Biomantic Adaptations.** Polyhedroozes occur where biomantic magic, specifically Mut-x, has been unleashed. This magic affects all sorts of fauna and flora, resulting in creatures and plants that have the morphology and traits of other specimens in the region. For example, a cloaker might have a roper's tendrils attack.
- ♦ **Malleable Mood.** Creatures affected by Mut-x often take on the psychological traits of any powerful creatures that occupied the area. Polyhedroozes near a former black dragon's lair may be especially cruel, while those in proximity to an archfey might be tricky. Here, for example, the polyhedroozes are especially greedy for treasure.
- ♦ **Reactive Mutations.** Some creatures have the Reactive Mutations trait, raising their CR by 1. Whenever the creature takes damage, it gains **resistance** to that damage type immediately afterwards. The creature can have a number of resistances from this trait equal to its proficiency bonus. If the creature has its maximum number of resistances, the oldest resistance is lost when a new one is gained.
- ♦ **Polyhedrons.** Rocks, speleothems, and plants form in distinctly geometric patterns, often as perfectly symmetrical polyhedra.

ICOSAHEDROOZE

Gargantuan ooze, unaligned

Armour Class 14 (natural armour)

Hit Points 350 (20d20 + 140)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	25 (+7)	12 (+1)	6 (-2)	3 (-4)

Saving Throws Dex +6, Con +13

Damage Resistances see Reactive Mutations

Damage Immunities acid

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

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

Languages —

Challenge 20 (25,000 XP)

Proficiency Bonus +6

Legendary Resistance (3/Day). If the ooze fails a saving throw, it can choose to succeed instead.

Reactive Mutations. Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to six resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ooze uses Engulf and makes three Pseudopod attacks.

Engulf. The ooze moves up to its speed. While doing so, it can enter Gargantuan or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 21 Dexterity saving throw**.

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

On a failed save, the ooze enters the creature's space, and the creature takes 21 (**2d20**) acid damage and is engulfed. The engulfed creature can't breathe, is **restrained**, and takes 42 (**4d20**) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 21 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

Pseudopod. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. **Hit:** 14 (**4d6**) acid damage and the target suffers one of the following random effects (roll a **d20**):

1. The target takes 10 (**1d20**) force damage.
2. The target takes 10 (**1d20**) bludgeoning damage.
3. The target takes 10 (**1d20**) piercing damage.
4. The target takes 10 (**1d20**) slashing damage.
5. The target takes 10 (**1d20**) fire damage.
6. The target takes 10 (**1d20**) cold damage.
7. The target takes 10 (**1d20**) lightning damage.
8. The target takes 10 (**1d20**) thunder damage.
9. The target takes 10 (**1d20**) necrotic damage.
10. The target takes 10 (**1d20**) radiant damage.
11. The target takes 10 (**1d20**) poison damage.
12. The target takes 10 (**1d20**) psychic damage.
13. The target must succeed on a **DC 21 Strength saving throw** or be **restrained**. The target or a creature within reach of the target can use its action to make a **DC 21 Strength** check, freeing the restrained creature on a success.
14. The target must succeed on a **DC 21 Wisdom saving throw** or be afflicted by the *confusion* spell for **1 minute***.
15. The target must succeed on a **DC 21 Constitution saving throw** or be afflicted by the reduce effect of the *enlarge/reduce* spell for **1 minute***.
16. The target must succeed on a **DC 21 Constitution saving throw** or be afflicted by the enlarge effect of the *enlarge/reduce* spell for **1 minute***.
17. The target must succeed on a **DC 21 Constitution saving throw** or be afflicted by the *zippit!*** spell for **1 minute***.
18. The target must succeed on a **DC 21 Constitution saving throw** or its hit point maximum is reduced by 10 (**1d20**) until it finishes a long rest. The ooze regains a number of hit points equal to this value. A creature whose hit point maximum is reduced to 0 dies.
19. The target must succeed on a **DC 21 Strength saving throw** or be engulfed by the ooze.
20. Roll twice more on this table.

*These spells don't require concentration. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**See Appendix B.

LEGENDARY ACTIONS

The ooze can take 3 legendary actions, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

Attack. The ooze makes one Pseudopod attack.

APPENDIX D — FAMILIARS

If you are using the optional Tamer class in *Heliana's Guide to Monster Hunting*, this familiar can be crafted from the remains of unique monsters. The GM may also allow a character that is not a tamer to take this familiar as a companion, replacing all mentions of “tamer” with “character”.

GELATINOOSZE

Type: Ooze

Creature Component: Any polyhedrooze

Bonus Tamer Improvement: Growth I and +2 Hit Dice

A relatively recent creation, the gelatinous polyhedrooze builds on its forebears' mere six sides. Able to more selectively dissolve the objects it engulfs, this companion makes use of the arms and armour found lying around dungeons to form impenetrable barriers of overlapping shields and phalanx-like spears.

If any of the gelatinooze's traits or actions require a saving throw, it is always against the gelatinooze's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the gelatinooze's Strength modifier



TAMER LEVEL



MONSTER TRAINER

If you are a tamer, you can grant the gelatinooze the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

GROWTH I

Prerequisite: become a tamer's companion
Type: Passive (companion)

The gelatinooze's size increases to Small, it becomes shaped like a d6, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its pseudopod attack increases to a **d6**. The gelatinooze gains this improvement when it becomes a companion; it doesn't cost an improvement.

REACTIVE MUTATIONS

Prerequisite: 3rd-level tamer
Type: Active (bonus action)

As a bonus action, the gelatinooze activates its immune system for the next **minute**. Immediately after the gelatinooze next takes damage, it gains **resistance** to that damage type for **1 minute**.

After the gelatinooze uses this action, it can't do so again until its tamer finishes a long rest.

ENGULF

Prerequisite: 3rd-level tamer
Type: Active (action)

As an action, the gelatinooze can move up to its speed. While doing so, it can enter the space of creatures smaller than its size. Whenever the gelatinooze enters a creature's space, the creature must make a **Dexterity saving throw**.

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

On a failed save, the gelatinooze enters the creature's space, stops moving and engulfs the creature, which takes 7 (**2d6**) acid damage. The engulfed creature can't breathe, is **restrained**, and takes 7 (**2d6**) acid damage at the start of each of the gelatinooze's turns. When the gelatinooze moves, the engulfed creature moves with it. The gelatinooze can have only one creature engulfed at a time.

An engulfed creature can try to escape by taking an action to make a **Strength** check against the gelatinooze's **save DC**. On a success, the creature escapes and enters a space of its choice within 5 feet of the gelatinooze.

GROWTH II

Prerequisite: 5th-level tamer, Growth I
Type: Passive (companion)

The gelatinooze's size increases to Medium, it becomes shaped like a d8, and its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage dice of its pseudopod and spit attacks increase from a d6 to a **d8**, and its Engulf action's damage increases to 10 (**3d6**).

MULTIATTACK

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the gelatinooze can make two Pseudopod attacks.

GELATINOOZE

Tiny ooze, unaligned

Armour Class 12 (natural armour)

Hit Points 5 (1d4 + 3)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	4 (-3)	8 (-1)	4 (-3)

Damage Immunities acid

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Acidic Touch. At the start of the gelatinooze's turn, it can choose to secrete a small dose of acid (no action required). Each creature that is grappling it or that it is grappling takes acid damage equal to the gelatinooze's Constitution modifier.

Dissolve Metal (Recharges after a Short or Long Rest). Over the course of **1 minute**, the gelatinooze can dissolve up to 1 pound of nonmagical metal it is touching.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (**1d4 + 1**) acid damage.

SPIT

Prerequisite: 5th-level tamer

Type: Active (action)

The gelatinooze gains a ranged weapon attack: Spit. The damage die of the spit attack increases with the specified die size in the gelatinooze's Growth improvements.

Spit. *Ranged Weapon Attack:* **Str or Dex modifier + PB** to hit, range 20/60 ft., one target. *Hit:* **2d6 + Str or Dex modifier** acid damage.

PHALANX

Prerequisite: 9th-level tamer

Type: Active (action)

As an action while the gelatinooze is not in its Turtle form, it can brace itself in place, reducing its speed to **0 feet** and presenting a phalanx of spiky things it has found. A creature that hits the gelatinooze with a melee attack while within 5 feet of it takes **2d6** piercing damage.

As a bonus action, the gelatinooze can return to normal, regaining its normal speed.

TURTLE

Prerequisite: 9th-level tamer

Type: Active (action)

As an action while the gelatinooze is not in its Phalanx form, it can hunker in place, reducing its speed to **0 feet** and presenting a wall of metal and wood on one of its faces. Choose a direction and project a cone as if casting a cone-shaped spell with infinite length; the gelatinooze gains a **+10 bonus** to AC against all attacks originating from within that cone.

As a bonus action, the gelatinooze can return to normal, regaining its speed and its normal AC.

GROWTH III

Prerequisite: 9th-level tamer, Growth II

Type: Passive (companion)

The gelatinooze's size increases to Large, it becomes shaped like a d10, and its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage dice of its Pseudopod and Spit attacks increase from a d8 to a **d10**, and its Engulf action's damage increases to **14 (4d6)**. This growth improvement ignores the normal maximum companion size for a tamer.

GROWTH IV

Prerequisite: 13th-level tamer, Growth III

Type: Passive (companion)

The gelatinooze's size increases to Huge, it becomes shaped like a d12, and its Hit Die size increases to a **d12** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage dice of its Pseudopod and Spit attacks increase from a d10 to a **d12**, and its Engulf action's damage increases to **17 (5d6)**. This growth improvement ignores the normal maximum companion size for a tamer.

SANCTUARY

Prerequisite: 13th-level tamer, Engulf

Type: Active (action)

As an action, the gelatinooze can move into the space of an object or willing creature that is smaller than it and encapsulate it within its body. The object or creature can be seen but has total cover. No energy or spell effects that either originate from or target the encapsulated object or creature can pass through the gelatinooze. The gelatinooze naturally diffuses air to the object or creature within it, allowing it to breathe. The gelatinooze can contain up to 1 creature of a size smaller than it, whether it has it engulfed (using the Engulf action) or encapsulated using this trait.

An encapsulated creature can exit the polyhedrooze by expending 2 feet of movement for each foot of gelatinooze that it passes through. As a bonus action, the gelatinooze can expel the object or creature into an adjacent, unoccupied space of the gelatinooze's choice.

ERUPT

Prerequisite: 17th-level tamer, Phalanx or Turtle

Type: Active (action)

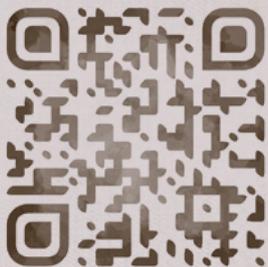
As an action, the gelatinooze can fire all the shrapnel, armour, and weapons it has accumulated in its body. It can choose to focus this in a **60-foot cone** or erupt in all directions in a **20-foot-radius sphere** centred on itself. Each creature in the area other than the gelatinooze must make a **Dexterity saving throw**. A creature takes **14 (4d6)** bludgeoning damage, **14 (4d6)** piercing damage, **14 (4d6)** slashing damage, and **14 (4d6)** acid damage on a failed save, or half as much damage on a successful one.

After the gelatinooze uses this action, it can't use its Erupt, Phalanx, or Turtle actions until it spends **1 hour** absorbing rocks, metal, and other bric-a-brac.

APPENDIX E — SOUNDS

Did you hear that twig break? I swear I just heard a kobold chittering. Was that a vat of boiling Mut-x or are you hungry?

Fresh from the College of Ambience is the bard, Michaël Ghelfi, who's created a wonderful catalogue of ambiances for each monster hunt. Immerse your senses in these vibrant, layered soundscapes as you track, hunt, and harvest!



YOU CAN FIND THE
AMBIENCES BY SCANNING
OR CLICKING ON THE QR
CODE, OR BY TYPING IN
THE URL BELOW.

[HELIANA.LT/AMBIENCES](https://heliana.lt/ambiences)

LEGAL

Alright folks, legalese is intimidating. This first bit is plain English. All characters, items, creatures, and spells in this publication are original creations of Plane Shift Press (a.k.a. PSP) or Loot Tavern Publishing (a.k.a. LTP). Please don't replicate or distribute this unless it is a direct link to where we host it (this is our livelihood!). All spells, items, and monsters are designated product identity and are not open content. That includes proper nouns including, but not limited to: "Heliana", "Bogbolz", "Dr Francis Norman Stein", "The Motherload", "Murdob'norab", "Baron Bodrum", etc., as well as spells, magic items, and player options.

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

COPYRIGHT NOTICE

- *Heliana's Guide to Monster Hunting* © 2023, Max Wartelle, Mohammed Bellafquih, and Jess Jackdaw, Plane Shift Press, a.k.a. PSP.
- *Polyhedrooze* © 2023, Max Wartelle, Mohammed Bellafquih, and Jess Jackdaw, Plane Shift Press, a.k.a. PSP.





WANT MORE!?

CLICK ME!



GET MONSTER HUNTS, JUST LIKE THIS*, EACH MONTH.

ALL FOUNDRY VTT READY.

[HELIANA.LT/LOOTTAVERN](https://heliana.lt/loottavern)

*WELL... A LITTLE BIT MORE SERIOUS

