



BEER OOZE

Small ooze, unaligned

Armor Class 9

Hit Point 78 (12d6+36)

Speed 0 ft., fly 30 ft. (hover)

Str	Dex	Con	Int	Wis	Cha
14 (+2)	9 (-1)	16 (+3)	1 (-5)	5 (-3)	9 (-1)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages –

Challenge 2 (450 XP)

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

False Appearance. While the ooze remains motionless and isn't flying, it is indistinguishable from a normal puddle of beer.

Inebriate. Any creature other than an undead, or a construct, that starts its turn grappled by the beer ooze must make a DC 14 Constitution saving throw. On a failure, that creature is drunk, and gains the poisoned condition. This condition lasts as long as the beer ooze grapples the creature, and for 1d4 minutes after the grapple ends.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage and 9 (2d8) poison damage, and the target is grappled (escape DC 14). The beer ooze can only grapple one creature at a time, but can use its slam to attack any creature within its range, even while grappling a different creature.

TACTICS

Before Combat The beer ooze tends to be happy wandering taverns and breweries, growing in size until it is large enough to split into another beer ooze.

During Combat A beer ooze may fight while startled, attempting to inebriate its attacker, potentially knocking out or killing those who fight it.

Morale A beer ooze does not generally enjoy fighting, and will flee if its opponent is sufficiently inebriated. Against creatures it cannot make drunk, such as the undead and constructs, the ooze will instinctively flee at the soonest opportunity.

Beer oozes are a somewhat naturally occurring creature in places that deal with large amounts of beer. Such creatures are often complacent. All the same, the beer ooze is a persistent pest at many breweries. A colony of beer oozes may attempt to drink whole vats of beer to continue reproducing, and overwhelm a site. It is a common practice to hire people to rid breweries of beer oozes, especially as practice before these adventurers face off against greater horrors.

Author: Ismael Alvarez

Artist: Rick Hershey

Design and Layout: Rick Hershey

Fat Goblin Hoarde: Ismael Alvarez, Jason Owen Black, Geoff Gander, Taylor Hubler, Matt Roth, Lucus Palosaari, Troy Daniels, and Rick Hershey.

Business Manager: Tristan Hershey

Publisher: Rick Hershey of Fat Goblin Games



fatgoblingames.com



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