



## MIMEOPLASM

*Gargantuan ooze, unaligned*

**Armor Class** 6

**Hit Points** 292 (15d20 + 135)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	3 (−4)	29 (+9)	14 (+2)	6 (−2)	1 (−5)

**Damage Immunities** acid, cold, lightning

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

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

**Languages** Telepathy 500 ft

**Challenge** 18 (20,000 XP)

**Plasmic Ooze.** Other creatures that enter its space is subjected to the mimeoplasm's Engulf and has disadvantage on the saving throw.

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

A creature within 5 feet of the mimeoplasm can take an action to pull a creature or object out of it. Doing so requires a successful DC 21 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The mimeoplasm can hold only one Gargantuan creatures or up to four Huge creatures inside it at a time.

There is no limit to the number of smaller creatures inside it at a time.

## ACTIONS

**Multiattack.** The mimeoplasm makes three attacks: two with its claws and one plasmic bite.

**Claw.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 10 (3d6) acid damage.

**Plasmic Bite.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is engulfed.

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

On a failed save, the mimeoplasm enters the creature's space, and the creature takes 20 (6d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 42 (12d6) acid damage at the start of each of the mimeoplasm's turns. When the cube moves, the engulfed creature moves with it.

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

## REACTION

**Reactive Plasma.** For each creature the mimeoplasm has engulfed, it gets an extra reaction that can be used only for opportunity attacks.