

Honey Cube

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Buzz Box

HONEY CUBE

*Large ooze, unaligned***Armor Class** 6**Hit Points** 115 (10d10 + 60)**Speed** 15 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	4 (-3)	22 (+6)	4 (-3)	8 (-1)	3 (-4)

Damage Immunities poison**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone**Senses** blindsight 60 ft. passive Perception 9**Languages** bee**Challenge** 3 (700 XP)

Ooze Cube. The Honey Cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the Honey Cube's Engulf and has disadvantage on the saving throw.

Creatures inside the Honey Cube can be seen but have total cover.

A creature within 5 feet of the Honey Cube can take an action to pull a creature or object out of the Honey Cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 7 (2d6) piercing damage and 3 (1d6) poison damage @Snickelsox

The Honey Cube can hold only one Large creature or up to four Medium or smaller creatures inside at a time.

Transparent. Even when the Honey Cube is in plain sight, it takes a successful DC 10 Wisdom (Perception) check to spot a Honey Cube that has neither moved nor attacked. A creature that tries to enter the Honey Cube's space while unaware of the Honey Cube is surprised by the Honey Cube.

ACTIONS

Multiattack. The Honey Cube makes 2 attacks with either its pseudostinger or its glob shot, in any combination.

Pseudostinger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) piercing damage and 3 (1d6) poison damage.

Glob Shot. *Ranged Weapon Attack:* +1 to hit, range 30/60 ft., one target. *Hit:* 0 (1d6-3) bludgeoning damage. On a hit, the target is struck with a ball of honey goo and swarmed with bees, taking 3 (1d6) piercing and 3 (1d6) poison damage at the start of each of its turns for the next minute. The target can use its action to remove the honey goo, ending the swarm attack.

This type of ooze is incredibly rare, owing their creation to a series of unlikely events. First, a gelatinous cube must consume several pounds of sweet material. This is most typically sugar but could also be maple syrup or sometimes corn syrup. Then a bee must detect the sugar and investigate. Landing on the cube, it will somehow survive without being pulled in and take a sample of the cube back to the hive to harvest. The small bit will be placed in storage with the honey and begin to feed on the sweet substance. Before long, the cube has overwhelmed the hive and grown far beyond it but, due to its unique creation, it is no longer acidic and forms a symbiosis with its hive. The honey cube and its bees will then begin to roam, fostering plant life wherever it goes and attacking any who destroy those plants.

Sunlit Hive. The bees will eventually expand their home beyond the hive and into the cube. They build small honeycombs throughout, making a miniature bee galaxy within the honey. Because they are constantly coming and going to clean the cube, feed themselves, and feed their new home, the honey cube is filled with microscopic air bubbles. This allows the bees to breathe and makes the cube easier to swim through. In times of distress, the cube can expel this air, making itself a tougher foe. This distinct sound sends chills through woodland explorers as it signals an aggressive honey cube is nearby. They know the next sound will be the angry buzzing of the large hive.

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

On a failed save, the Honey Cube enters the creature's space, and the creature takes 7 (2d6) piercing and 7 (2d6) poison damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 10 (3d6) piercing and 10 (3d6) poison damage at the start of each of the Honey Cube's turns. When the Honey Cube 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 Honey Cube.

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