

Blob of Annihilation

Gargantuan, Ooze, Unaligned

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ARMOR CLASS

17

HIT POINTS

310 (20d20 + 100)

CHALLENGE

16 | 15,000 XP

PROFICIENCY

+5

Speed Walk 30 ft., Climb 30 ft.

Initiative +1

Saving Throws Con +10, Str +12, Wis +7

Skills Perception +7

Damage Resistances Acid, Cold, Fire, Lightning; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Necrotic, Poison

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Poisoned, Prone

Senses Blindsight 120 ft.; Passive Perception 17

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Languages None

STR24
+7**DEX**12
+1**CON**20
+5**INT**3
-4**WIS**14
+2**CHA**8
-1

Traits

Amorphous Apocalypse. The blob can move through a space as narrow as 1 inch wide without squeezing. It can climb difficult surfaces, including ceilings, without an ability check.

Annihilating Surface. A creature that starts its turn within 5 feet of the blob or hits it with a melee attack while within 5 feet takes 10 (3d6) Force damage.

Void Hunger. The blob has Advantage on attack rolls against creatures and objects that are Grappled, Restrained, Prone, or unable to take Reactions.

Actions

Multiattack. The blob makes two Void Pseudopod attacks.

Void Pseudopod. Melee Attack Roll: +12, reach 15 ft. Hit: 25 (4d8 + 7) Bludgeoning damage plus 22 (5d8) Force damage. If the target is Large or smaller, it is Grappled.

Devouring Compression. Constitution Saving Throw: one creature Grappled by the blob. Failure: 54 (12d8) Force and Necrotic damage, split evenly, and the target cannot regain Hit Points until the start of the blob's next turn. Success: Half damage.

Annihilation Pulse (Recharge 5-6). Dexterity Saving Throw: creatures of the blob's choice within 30 feet. Failure: 90 (20d8) Force damage, and the target is pulled up to 20 feet toward the blob. Success: Half damage and no pull.

Bonus Actions

Void Surge. The blob moves up to 15 feet toward a creature or object it can sense. This movement does not provoke Opportunity Attacks.

Reactions

Absorb the Edge. When the blob is hit by a ranged weapon attack, it reduces the damage by 15. If this reduces the damage to 0, the projectile is destroyed.

Legendary Actions

Oozing Drift. The blob moves up to 15 feet without provoking Opportunity Attacks.

Grasping Void. The blob makes one Void Pseudopod attack.

Hunger of Nothing. One creature Grappled by the blob must succeed on a Constitution saving throw or take 18 (4d8) Force damage.

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