

Oblex Spawn

Tiny, Ooze, Neutral Evil

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ARMOR CLASS

13

HIT POINTS

18 (4d4 + 8)

CHALLENGE

1/4 | 50 XP

PROFICIENCY

+2

Speed Walk 20 ft., Climb 20 ft.

Initiative +2

Saving Throws N/A

Skills Stealth +4

Damage Vulnerabilities Fire

Damage Resistances Acid, Psychic

Damage Immunities Poison

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

Senses Blindsight 60 ft.; Passive Perception 11

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Languages Understands Common and Deep Speech but communicates by impressions

STR

6
-2

DEX

14
+2

CON

14
+2

INT

10
+0

WIS

12
+1

CHA

12
+1

Traits

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

Memory Scent. The spawn has Advantage on Wisdom (Perception) checks made to locate creatures that spoke within the last minute.

Actions

Pseudopod. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Acid damage plus 2 (1d4) Psychic damage.

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