

Plasmoid Explorer

Medium, Ooze (Plasmoid), Any Alignment

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ARMOR CLASS

12

HIT POINTS

16 (3d8 + 3)

CHALLENGE

1/4 | 50 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +1

Saving Throws Con +5

Skills Perception +3

Damage Resistances Acid

Senses Darkvision 60 ft.; Passive Perception 13

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Languages Common plus one language

STR14
+2**DEX**12
+1**CON**16
+3**INT**8
-1**WIS**10
+0**CHA**8
-1

Traits

Amorphous. Plasmoid Explorer can move through a space as narrow as 1 inch wide without squeezing if it carries no rigid gear.

Elastic Body. Plasmoid Explorer has Advantage on checks and saving throws made to escape a grapple or avoid being restrained.

Actions

Pseudopod. Melee Attack Roll: +4, reach 10 ft. Hit: 5 Bludgeoning damage plus 3 Acid damage.

Acid Glob. Ranged Attack Roll: +4, range 30/90 ft. Hit: 5 Acid damage.

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