

Zavari's Oozing Limb

November 18, 2022



Small ooze, unaligned

- **Armor Class** 10
- **Hit Points** 13 (3d6 + 3)
- **Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	2 (-4)	8 (-1)	1 (-5)

- **Damage Resistances** acid
- **Damage Immunities** lightning, slashing
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone
- **Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 9
- **Languages** –
- **Challenge** 1 (200 XP)

Adhesive. The Oozing Limb can adhere to anything that touches it as a bonus action. A medium or smaller creature adhered to the Oozing Limb is also grappled by it (escape DC 12). Ability checks made to escape this grapple have disadvantage.

Amorphous. The Oozing Limb can occupy another creature's space and vice versa and can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The Oozing Limb can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Symbiotic Bond. The Oozing Limb bonds with a willing intelligent creature as an action to form an adaptive limb, responding to telepathic commands like the appendage it's replacing. It secretes an adhesive to connect itself to its host and to hold objects. The acid secreted by the Oozing Limb will gradually ruin nonmagical wood, leather, cloth, and other materials softer than metal if used to hold them, snapping bow strings instantly.

When attached to its host, the Oozing Limb functionally becomes part of the host, sharing the host's hit points and other abilities like any other appendage. It gets no actions of its own, but the host can use its adhesive and pseudopod as unarmed attacks.

The Oozing Limb can detach on command as a bonus action. While detached, it retains its link and can follow simple commands up to 30 feet away from its host. If it moves further away, it will attempt to return to its host but cannot sense it until within range. If separated from the host for 1 day, it will seek a new host.

Actions

Pseudopod. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 2 (1d4) acid damage.

Swarm of Eye Gnats

November 18, 2022

Small swarm of Tiny beasts, unaligned

- **Armor Class** 12 (natural armor)
- **Hit Points** 17 (5d6)
- **Speed** 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

- **Damage Resistances** bludgeoning
- **Damage Immunities** piercing, slashing
- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
- **Senses** blindsight 10 ft., passive Perception 8
- **Languages** –
- **Challenge** 1/4 (50 XP)

Eye Gnat Life Cycle. These tiny transparent larvae live in the eyes of certain creatures with eye discharges, a different breed for each type of discharge, feeding off the discharge. This creates a symbiotic relationship with the host. Because they are transparent – aside from an occasional blur across the eyelid, indistinguishable from a tear bubble without magnification – the host rarely knows they're there. They enter the pupa stage while the host is sleeping after 2d4 days, and after being hidden in the eyelid for 1 day. The following day, they hatch as eye gnats and fly to the nearest eyeballs, where they lay eggs coated in a toxin into the eyes of the target that causes the same condition, hatching 1d4 days later. A Lesser Restoration spell cast before the eggs hatch will heal the condition, but once they hatch, it will only kill the larvae – the eye discharge of the original host is now a permanent condition in the new host.

Eye Gnat Variant Immunity. Eye gnats are immune to damage from the substance they feed on, so those who feed on acid or poison are immune to acid damage and poison damage accordingly.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny gnat-sized insect, including most armor. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: The swarm does no damage. However, they lay eggs coated in a toxin into the eyes of the target.

Leg Leech

November 18, 2022

Tiny beast, unaligned

- **Armor Class** 10
- **Hit Points** 1
- **Speed** 1 ft., climb 1 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	1 (-5)	1 (-5)	7 (-2)	1 (-5)

- **Skills** Stealth +2
- **Senses** Tremorsense 10 ft., passive Perception 8
- **Languages** –
- **Challenge** 0 (10 XP)

Telepathic Mobility. The leech attaches to a host's leg and reads its thoughts, stimulating the muscles in the paralyzed leg to move it according to the host's mental command. While resting, the leech stimulates the muscles to strengthen and tone them. Because the leg is numb, the host does not feel the mild twitching.

While attached, the leech lays eggs in the host's bloodstream which move to the other limbs and cause paralysis within 30 days. During this 30 day gestation period, magic that cures disease will destroy the eggs or baby leeches before the paralysis sets in permanently.

Once paralysis sets in, the internal leeches wait for lesions to transmit themselves to other hosts, escaping the body via blood.

Clockwork Ear Lizard

November 18, 2022

Tiny construct, unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 2 (1d4)
- **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	18 (+4)	12 (+1)	16 (+3)

- **Saving Throws** Dex +5
- **Damage Immunities** poison, psychic

- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Common, The native language of its host
- **Challenge** 0 (10 XP)

Immutable Form. The lizard is immune to any spell or effect that would alter its form.

Magic Resistance. The lizard has advantage on saving throws against spells and other magical effects.

Simple Communication. The lizard climbs onto the ear of its host, and as it hears words spoken around it that are understandable to the host, it speaks the meaning in simplified language. In the presence of multiple voices, the lizard decides which voice seems most relevant or directed at the host and simplifies that voice. The lizard can also telepathically read the host's memories of learned skills, reminding the host of lessons learned and offering tips from past uses of that skill. This reduces the IE of [Intellectual Disability](#) by 2 for the purposes of performing Intelligence-based skills. Note that the lizard must be audible to the host to receive the benefit, and the host has disadvantage on Dexterity (Stealth) checks when the lizard is talking.

Actions

Bite. *Melee Weapon Attack:* +5, reach 0 ft., one target. *Hit:* 2 (1d4) piercing damage.

Assistive Bestiary

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Separate from the Service Animals appendix, these creatures function more like assistive devices.

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