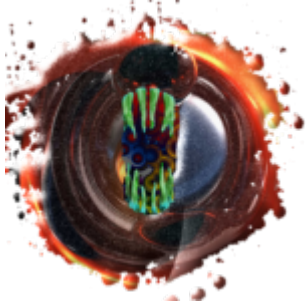


# Voidspawn Residue

April 29, 2023



Large ooze, chaotic neutral

**Armor Class** 8

**Hit Points** 75 (10d10 + 20)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

**Damage Resistances** fire

**Damage Immunities** acid, cold, lightning, psychic, thunder

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, prone, stunned, unconscious

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** understands Deep Speech

**Challenge** 5 (1,800 XP)

**Amorphous.** The residue can move through a space as narrow as 1

inch wide without squeezing.

**Cosmic Hunger.** Once per turn, the residue can make a bite attack against a creature it has grappled. On a hit, the target takes 11 (2d10) piercing damage and 13 (3d8) necrotic damage. If this damage reduces the target to 0 hit points, the target is absorbed by the residue and is considered dead. The residue regains 22 (5d8) hit points.

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

**Grappler.** The residue has advantage on attack rolls against any creature grappled by it.

## Actions

**Pseudopod.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) psychic damage. A Large or smaller creature is also grappled by it (escape DC 14).

**Cacophonous Vibration (1/Day).** The residue's cilia begin to vibrate in a chaotic, discordant rhythm, causing a horrifying sensation in those nearby. All creatures within 30 feet of the ooze must make a DC 16 Wisdom saving throw or take 27 (5d10) psychic damage and become frightened for 1 minute. On a successful save, the creature takes half damage and isn't frightened. Creatures that are immune to being frightened automatically succeed on the saving throw. Additionally, if a creature takes damage from this ability, it must roll a d20. On a roll of 1-5, the creature's body vibrates uncontrollably for 1 minute, causing it to have disadvantage on all attack rolls, ability checks, and saving throws that involve concentration. This effect can be ended early by a Lesser Restoration or

Greater Restoration spell.

A massive, amorphous blob with a shimmering, translucent body, the voidspawn residue's body seems to pulse and undulate in a way that's almost mesmerizing to watch. Its surface is covered in tiny cilia that writhe and move like tiny tentacles, and its center is dominated by a gaping maw filled with rows of razor-sharp teeth.

The Voidspawn Residue is a creature born from the convergence of countless planes of existence. Its existence is a paradox, as it simultaneously touches every plane and none at all. Its cilia vibrate with an eerie rhythm that seems to resonate with the underlying fabric of reality itself, and those who get too close can feel the unsettling sensation of their very existence being perforated by multiple planes simultaneously.

Scholars speculate that the voidspawn residue may be a remnant of a long-forgotten cosmic event, or perhaps the creation of some malevolent being who sought to transcend the boundaries of the multiverse. Regardless of its origins, encountering the voidspawn residue is a harrowing experience that leaves a lasting impression on all who witness its otherworldly form.

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## Ochre Jelly

April 29, 2023



ooze

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## Gray Ooze

April 29, 2023



ooze

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## Black Pudding

April 29, 2023



ooze

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## **Gelatinous Cube**

April 29, 2023



ooze

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## **Zavari's Oozing Limb**

April 29, 2023



Small ooze, unaligned

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

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
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.