

SMEARY PUDDLE

Small • Ooze • Unaligned

Armor Class 12

Initiative +2 (12)

Hit Points 22 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	1 (-5)	6 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone

Senses blindsight 60 ft., passive Perception 8

Languages -

CR 1/2 (XP 100; PB +2)



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

False Appearance. If the puddle is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the puddle move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the puddle is animate.

Grease Fire. When the puddle takes fire damage, it ignites until the end of its next turn. While ignited, the puddle deals an additional 3 (1d6) fire damage to any creature it hits with a melee attack or that starts its turn in the puddle's space.

Grease Form. The puddle can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. *Dexterity Saving Throw:* DC 11, any creature that starts its turn standing in the space of the puddle. *Failure:* The target is knocked prone.

Unusual Nature. The puddle doesn't require air or sleep.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) bludgeoning damage. *Dexterity Saving Throw:* DC 12. *Failure:* The target drops what it is holding. An object dropped this way is covered in grease, and a creature must use an action to remove the grease before it can pick it up again.

SMEARY PUDDLE — WEAKER

Armor Class 11

Initiative +1 (11)

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	1 (-5)	6 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone

Senses blindsight 30 ft., passive Perception 8

Languages -

CR 1/8 (XP 25; PB +2)



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

False Appearance. If the puddle is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the puddle move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the puddle is animate.

Grease Fire. When the puddle takes fire damage, it ignites until the end of its next turn. While ignited, the puddle deals an additional 1 fire damage to any creature it hits with a melee attack or that starts its turn in the puddle's space.

Grease Form. The puddle can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. *Dexterity Saving Throw:* DC 10, any creature that starts its turn standing in the space of the puddle. *Failure:* The target is knocked prone.

Unusual Nature. The puddle doesn't require air or sleep.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) bludgeoning damage. *Dexterity Saving Throw:* DC 11. *Failure:* The target drops what it is holding. An object dropped this way is covered in grease, and a creature must use an action to remove the grease before it can pick it up again.

SMEARY PUDDLE — STRONGER

Armor Class 13

Initiative +3 (13)

Hit Points 60 (11d6 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	1 (-5)	6 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone

Senses blindsight 60 ft., passive Perception 8

Languages -

CR 3 (XP 700; PB +2)



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

False Appearance. If the puddle is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the puddle move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the puddle is animate.

Grease Fire. When the puddle takes fire damage, it ignites until the end of its next turn. While ignited, the puddle deals an additional 5 (1d10) fire damage to any creature it hits with a melee attack or that starts its turn in the puddle's space.

Grease Form. The puddle can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. *Dexterity Saving Throw:* DC 12, any creature that starts its turn standing in the space of the puddle. *Failure:* The target is knocked prone.

Unusual Nature. The puddle doesn't require air or sleep.

ACTIONS

Multiattack. The puddle makes two Pseudopod attacks.

Pseudopod. Melee Weapon Attack: +5, reach 5 ft. *Hit:* 10 (3d4 + 3) bludgeoning damage. *Dexterity Saving Throw:* DC 13. *Failure:* The target drops what it is holding. An object dropped this way is covered in grease, and a creature must use an action to remove the grease before it can pick it up again.