

# SMELTSPAWN

Medium • Ooze • Unaligned

**Armor Class** 14

**Initiative** -3 (7)

**Hit Points** 127 (17d8 + 51)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

**Damage Immunities** fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, restrained

**Senses** blindsight 60 ft., passive Perception 8

**Languages** -

**CR** 5 (XP 1,800; PB +3)



**Amorphous.** The smeltspawn can move through a space as narrow as 1 inch wide without squeezing. It can only use this trait while it doesn't have any charges for its Thermite trait.

**Metal Sense.** The smeltspawn knows the distance and direction to any metal within 300 feet of it.

**Thermite.** The smeltspawn gains 1 charge whenever it uses its Tear Off successfully. The smeltspawn loses all charges after 1 minute. If it has three or more charges when it dies, it explodes. *Constitution Saving Throw:* DC 14, each creature in a 10-foot emanation originating from the smeltspawn. *Failure:* 9 (2d8) piercing plus 9 (2d8) fire damage. *Success:* Half damage.

**Unusual Nature.** The smeltspawn doesn't require air or sleep.

## ACTIONS

**Multiattack.** The smeltspawn makes two Pseudopod attacks. It can replace one of those attacks with a use of Tear Off.

**Pseudopod.** *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 16 (3d8 + 3) bludgeoning damage. This attack deals an additional 7 (2d6) fire damage for each charge of the Thermite trait.

## SMELTSPAWN — WEAKER

**Armor Class** 13

**Initiative** -3 (7)

**Hit Points** 45 (7d8 + 14)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	5 (-3)	14 (+2)	1 (-5)	7 (-2)	3 (-4)

**Damage Immunities** fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, restrained

**Senses** blindsight 60 ft., passive Perception 8

**Languages** -

**CR** 2 (XP 450; PB +2)



**Shrapnel Shot.** *Dexterity Saving Throw:* DC 14, one creature the smeltspawn can see within 30 feet of it. *Failure:* 22 (5d8) piercing damage. This attack deals an additional 7 (2d6) fire damage for each charge of the Thermite trait. *Success:* Half damage.

**Tear Off.** *Strength Saving Throw:* DC 14 (with disadvantage if the target is affected by smeltspawn's *heat metal* spell), one Large or smaller creature carrying or wearing a metallic object. *Failure:* If a creature carries the object, it drops the object, and the smeltspawn absorbs it into its body. If the object is worn, such as armor, the object is damaged instead and takes a -1 penalty to its armor class if it provides any. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. *Success:* If the object is worn, the target takes 7 (1d8 + 3) bludgeoning damage. The smeltspawn can't damage magical objects, and the target automatically succeeds on the save if it is wearing the object.

## BONUS ACTIONS

**Heat Metal (1/Day).** The smeltspawn casts *heat metal* (spell save DC 14), using Constitution as spellcasting modifier.

**Amorphous.** The smeltspawn can move through a space as narrow as 1 inch wide without squeezing. It can only use this trait while it doesn't have any charges for its Thermite trait.

**Metal Sense.** The smeltspawn knows the distance and direction to any metal within 300 feet of it.

**Thermite.** The smeltspawn gains 1 charge whenever it uses its Tear Off successfully. The smeltspawn loses all charges after 1 minute. If it has three or more charges when it dies, it explodes. *Constitution Saving Throw:* DC 12, each creature in a 5-foot emanation originating from the smeltspawn. *Failure:* 4 (1d8) piercing plus 4 (1d8) fire damage. *Success:* Half damage.

**Unusual Nature.** The smeltspawn doesn't require air or sleep.

## ACTIONS

**Multiattack.** The smeltspawn makes two Pseudopod attacks. It can replace one of those attacks with a use of Tear Off.

## SMELTSPAWN — STRONGER

**Armor Class** 15

**Hit Points** 187 (22d8 + 88)

**Speed** 20 ft.

**Initiative** -3 (7)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	5 (-3)	18 (+4)	1 (-5)	7 (-2)	3 (-4)

**Damage Immunities** fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, restrained

**Senses** blindsight 60 ft., passive Perception 8

**Languages** -

**CR** 8 (XP 3,900; PB +3)

**Amorphous.** The smeltspawn can move through a space as narrow as 1 inch wide without squeezing. It can only use this trait while it doesn't have any charges for its Thermite trait.

**Metal Sense.** The smeltspawn knows the distance and direction to any metal within 300 feet of it.

**Thermite.** The smeltspawn gains 1 charge whenever it uses its Tear Off successfully. The smeltspawn loses all charges after 1 minute. If it has three or more charges when it dies, it explodes. *Constitution Saving Throw:* DC 14, each creature in a 15-foot emanation originating from the smeltspawn. *Failure:* 13 (3d8) piercing plus 13 (3d8) fire damage. *Success:* Half damage.

**Unusual Nature.** The smeltspawn doesn't require air or sleep.

## ACTIONS

**Multiattack.** The smeltspawn makes two Pseudopod attacks. It can replace one of those attacks with a use of Tear Off.

**Pseudopod.** *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 22 (4d8 + 4) bludgeoning damage. This attack deals an additional 9 (2d8) fire damage for each charge of the Thermite trait.

**Pseudopod.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) bludgeoning damage. This attack deals an additional 3 (1d6) fire damage for each charge of the Thermite trait.

**Shrapnel Shot.** *Dexterity Saving Throw:* DC 12, one creature the smeltspawn can see within 30 feet of it. *Failure:* 13 (3d8) piercing damage. This attack deals an additional 3 (1d6) fire damage for each charge of the Thermite trait. *Success:* Half damage.

**Tear Off.** *Strength Saving Throw:* DC 12, one Large or smaller creature carrying or wearing a metallic object. *Failure:* If a creature carries the object, it drops the object, and the smeltspawn absorbs it into its body. If the object is worn, such as armor, the object is damaged instead and takes a -1 penalty to its armor class if it provides any. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. *Success:* If the object is worn, the target takes 4 (1d4 + 2) bludgeoning damage. The smeltspawn can't damage magical objects, and the target automatically succeeds on the save if it is wearing the object.



**Shrapnel Shot.** *Dexterity Saving Throw:* DC 15, one creature the smeltspawn can see within 30 feet of it. *Failure:* 33 (6d10) piercing damage. This attack deals an additional 9 (2d8) fire damage for each charge of the Thermite trait. *Success:* Half damage.

**Tear Off.** *Strength Saving Throw:* DC 15 (with disadvantage if the target is affected by smeltspawn's *heat metal* spell), one Large or smaller creature carrying or wearing a metallic object. *Failure:* If a creature carries the object, it drops the object, and the smeltspawn absorbs it into its body. If the object is worn, such as armor, the object is damaged instead and takes a -1 penalty to its armor class if it provides any. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. *Success:* If the object is worn, the target takes 7 (1d8 + 3) bludgeoning damage. The smeltspawn can't damage magical objects, and the target automatically succeeds on the save if it is wearing the object.

## BONUS ACTIONS

**Heat Metal (2/Day).** The smeltspawn casts *heat metal* (spell save DC 15), using Constitution as spellcasting modifier.