

SPUTTERGLOBE

Small • Ooze • Unaligned

Armor Class 11

Initiative +1 (11)

Hit Points 18 (4d6 + 4)

Speed 10 ft., fly 20 ft. (hover)

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

Damage Resistances acid, cold, fire

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

Senses blindsight 60 ft., passive Perception 8

Languages -

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



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

Death Burst. The sputterglobe explodes when it dies. *Constitution Saving Throw:* DC 11, each creature in a 5-foot emanation originating from the sputterglobe. *Failure:* The target is poisoned for 1 minute.

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

ACTIONS

Multiattack. The sputterglobe makes three Fling Acid attacks.

Fling Acid. *Ranged Weapon Attack:* +3, range 30 ft. *Hit:* 3 (1d4 + 1) acid damage.

Sputter. *Dexterity Saving Throw:* DC 11, each creature in a 5-foot emanation originating from the sputterglobe. *Failure:* 5 (2d4) acid damage. *Success:* Half damage.

SPUTTERGLOBE — WEAKER

Armor Class 10

Initiative +0 (10)

Hit Points 3 (1d6)

Speed 5 ft., fly 20 ft. (hover)

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

Damage Resistances acid, cold, fire

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

Senses blindsight 30 ft., passive Perception 8

Languages -

CR 0 (XP 10; PB +2)



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

Death Burst. The sputterglobe explodes when it dies. *Constitution Saving Throw:* DC 10, each creature in a 5-foot emanation originating from the sputterglobe. *Failure:* The target is poisoned until the end of its next turn.

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

ACTIONS

Multiattack. The sputterglobe makes two Fling Acid attacks.

Fling Acid. *Ranged Weapon Attack:* +2, range 20 ft. *Hit:* 1 acid damage.

Sputter. *Dexterity Saving Throw:* DC 10, each creature in a 5-foot emanation originating from the sputterglobe. *Failure:* 1 acid damage.

SPUTTERGLOBE — STRONGER

Armor Class 13

Initiative +3 (13)

Hit Points 58 (9d6 + 27)

Speed 10 ft., fly 30 ft. (hover)

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

Damage Resistances acid, cold, fire

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

Senses blindsight 60 ft., passive Perception 8

Languages -

CR 3 (XP 700; PB +2)



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

Death Burst. The sputterglobe explodes when it dies.

Constitution Saving Throw: DC 13, each creature in a 10-foot emanation originating from the sputterglobe. *Failure:* The target is poisoned for 1 minute.

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

ACTIONS

Multiattack. The sputterglobe makes three Fling Acid attacks.

Fling Acid. *Ranged Weapon Attack:* +4, range 30 ft. *Hit:* 9 (2d6 + 2) acid damage.

Sputter. *Dexterity Saving Throw:* DC 13, each creature in a 10-foot emanation originating from the sputterglobe. *Failure:* 13 (3d8) acid damage. *Success:* Half damage.