

TAR SPILL

Large • Ooze • Unaligned

Armor Class 8

Initiative -2 (6)

Hit Points 76 (9d10 + 27)

Speed 20 ft., climb 20 ft.

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



Adhesive. The tar spill adheres to anything that touches it. A Huge or smaller creature adhered to the tar spill is grappled, and when a creature hits the tar spill with the weapon, that weapon becomes stuck in it (escape DC 13).

Amorphous. The tar spill can move through a space as narrow as 1 foot wide without squeezing.

Flammable. When the tar spill takes fire damage, it starts burning. While burning, the tar spill creates a lightly obscured area in a 10-foot emanation originating from it. *Constitution Saving Throw:* DC 13, any creature that starts its turn inside the area. *Failure:* The target becomes poisoned until the start of its next turn.

Spider Climb. The tar spill can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Tar Trail. When the tar spill moves, it leaves a trail, and the area becomes difficult terrain until the end of its next turn. *Strength Saving Throw:* DC 13, a creature entering the area for the first time on a turn. *Failure:* The target's speed is reduced to 0.

Unusual Nature. The tar spill doesn't require air or sleep.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 19 (3d10 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Ability checks made to escape this grapple have disadvantage.

BONUS ACTIONS

Envelop. *Strength Saving Throw:* DC 13, one creature grappled by the tar spill. *Failure:* The target is suffocating, can't cast spells with a verbal component, and is restrained until the grapple ends. If the tar spill is burning, the target starts burning too.

TAR SPILL — WEAKER

Armor Class 8

Initiative -2 (6)

Hit Points 30 (4d10 + 8)

Speed 20 ft., climb 20 ft.

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

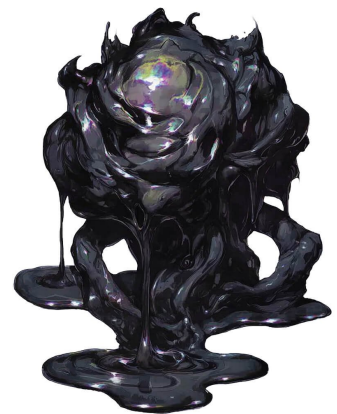
Damage Resistances acid, cold, fire

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

Senses blindsight 60 ft., passive Perception 8

Languages -

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



Adhesive. The tar spill adheres to anything that touches it. A Huge or smaller creature adhered to the tar spill is grappled, and when a creature hits the tar spill with the weapon, that weapon becomes stuck in it (escape DC 12).

Amorphous. The tar spill can move through a space as narrow as 1 foot wide without squeezing.

Flammable. When the tar spill takes fire damage, it starts burning. While burning, the tar spill creates a lightly obscured area in a 5-foot emanation originating from it. *Constitution Saving Throw:* DC 12, any creature that starts its turn inside the area. *Failure:* The target becomes poisoned until the start of its next turn.

Spider Climb. The tar spill can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Tar Trail. When the tar spill moves, it leaves a trail, and the area becomes difficult terrain until the end of its next turn. *Strength Saving Throw:* DC 12, a creature entering the area for the first time on a turn. *Failure:* The target's speed is reduced to 0.

TAR SPILL — STRONGER

Armor Class 8

Initiative -2 (6)

Hit Points 133 (14d10 + 56)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	18 (+4)	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 6 (XP 2,300, PB +3)

Adhesive. The tar spill adheres to anything that touches it. A Huge or smaller creature adhered to the tar spill is grappled, and when a creature hits the tar spill with the weapon, that weapon becomes stuck in it (escape DC 15).

Amorphous. The tar spill can move through a space as narrow as 1 foot wide without squeezing.

Flammable. When the tar spill takes fire damage, it starts burning. While burning, the tar spill creates a lightly obscured area in a 15-foot emanation originating from it. *Constitution Saving Throw:* DC 15, any creature that starts its turn inside the area. *Failure:* The target becomes poisoned until the start of its next turn.

Spider Climb. The tar spill can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Tar Trail. When the tar spill moves, it leaves a trail, and the area becomes difficult terrain until the end of its next turn. *Strength Saving Throw:* DC 15, a creature entering the area for the first time on a turn. *Failure:* The target's speed is reduced to 0.

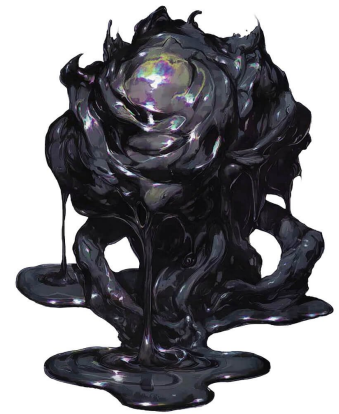
Unusual Nature. The tar spill doesn't require air or sleep.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Ability checks made to escape this grapple have disadvantage.

BONUS ACTIONS

Envelop. *Strength Saving Throw:* DC 12, one creature grappled by the tar spill. *Failure:* The target is suffocating, can't cast spells with a verbal component, and is restrained until the grapple ends. If the tar spill is burning, the target starts burning too.



Unusual Nature. The tar spill doesn't require air or sleep.

ACTIONS

Multiattack. The tar spill makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 20 (3d10 + 4) bludgeoning damage, and the target is grappled (escape DC 15). Ability checks made to escape this grapple have disadvantage.

BONUS ACTIONS

Envelop. *Strength Saving Throw:* DC 15, one creature grappled by the tar spill. *Failure:* The target is suffocating, can't cast spells with a verbal component, and is restrained until the grapple ends. If the tar spill is burning, the target starts burning too.