

VISCARIN

Small • Ooze • Neutral

Armor Class 12

Initiative +2 (12)

Hit Points 33 (6d6 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	7 (-2)	10 (+0)	8 (-1)

Damage Resistances cold, fire, poison

Damage Immunities acid

Condition Immunities exhaustion, grappled, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Viscarian

CR 1 (XP 200; PB +3)



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

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

Unusual Nature. The viscarin doesn't require air.

ACTIONS

Slam. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 7 (2d6) acid damage.

Acid Driplets. *Dexterity Saving Throw:* DC 12, one creature the viscarin can see within 30 feet of it. *Failure:* 10 (4d4) acid damage. *Success:* Half damage.

VISCARIN — WEAKER

Armor Class 11

Initiative +1 (11)

Hit Points 9 (2d6 + 2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	8 (-1)

Damage Resistances cold, fire, poison

Damage Immunities acid

Condition Immunities exhaustion, grappled, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Viscarian

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



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

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

Unusual Nature. The viscarin doesn't require air.

ACTIONS

Slam. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) acid damage.

Acid Driplets. *Dexterity Saving Throw:* DC 11, one creature the viscarin can see within 30 feet of it. *Failure:* 2 (1d4) acid damage.

Mimic Form. The viscarin assumes the shape of a creature or object it sees or is familiar with. This doesn't change the viscarin size and or its ooze-like appearance.

BONUS ACTIONS

Slither. The viscarin moves up to half its speed without provoking attacks of opportunity.

REACTIONS

Slick Counter. *Trigger:* The viscarin is hit by a critical hit. *Response:* The hit is turned into a normal hit, and the viscarin can make an attack against the attacker with advantage.

Mimic Form. The viscarin assumes the shape of a creature or object it sees or is familiar with. This doesn't change the viscarin size and or its ooze-like appearance.

BONUS ACTIONS

Slither. The viscarin moves up to half its speed without provoking attacks of opportunity.

VISCARIN — STRONGER

Armor Class 13

Initiative +3 (13)

Hit Points 71 (11d6 + 33)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	7 (-2)	10 (+0)	8 (-1)

Damage Resistances cold, fire, poison

Damage Immunities acid

Condition Immunities exhaustion, grappled, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Viscarian

CR 4 (XP 1,100; PB +2)



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

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

Unusual Nature. The viscarin doesn't require air.

ACTIONS

Multiattack. The viscarin makes two Slam attacks.

Slam. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) acid damage.

Acid Driplets. *Dexterity Saving Throw:* DC 13, one creature the viscarin can see within 30 feet of it. *Failure:* 20 (8d4) acid damage. *Success:* Half damage.

Mimic Form. The viscarin assumes the shape of a creature or object it sees or is familiar with. This doesn't change the viscarin size and or its ooze-like appearance.

BONUS ACTIONS

Slither. The viscarin moves up to half its speed without provoking attacks of opportunity.

REACTIONS

Slick Counter. *Trigger:* The viscarin is hit by a critical hit. *Response:* The hit is turned into a normal hit, and the viscarin can make an attack against the attacker with advantage.