Vomit Spawn

Large ooze, unaligned

Armor Class 8

HP 45 (6d8+18)

Speed 20 ft.

STR DEX CON INT WIS CHA

17 (+3) 6 (-2) 16 (+3) 3 (-4) 6 (-2) 3 (-4)

Damage Resistance piercing

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1 (200 XP)

Amorphous. The vomit spawn can move through space as narrow as 1 inch wide without squeezing.

False Appearance. While the vomit spawn remains motionless, it is indistinguishable from an inanimate puddle of vomit.

Stench. Any creature that starts its turn within 10 feet of the vomit spawn must succeed at a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the vomit spawn’s stench for 24 hours.

Actions

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6+3) bludgeoning damage plus 7

(2d6) acid damage.

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