

FAILED LEYWEAVE DISTILLATION

Once the alchimagi discovered the true utility of their homunculi, they attempted to take their knowledge further. No longer would they stop at turning materials into servants. Now, they wished to conjure servitude from sheer magical essence. So began the studies on conjuring Leyweave, pure magical essence, and infusing it within a variety of liquids and gases in order to create semi-sentient, magically-proficient ooze-like servants.

The experiments led to catastrophic failures, with these oozes draining the magic of those that spent time around them and breaking through magical walls meant to contain them.

Combat Breakdown

The distillation moves toward magical sources and attacks with force. It drains nearby magic, rapidly depleting spell slots from spellcasters. Casting spells on it can trigger unstable backlash, briefly restoring power to the caster before the drain continues, creating a risk-reward choice around distance and timing.

It is slow but persistent, stripping away magical defenses. When destroyed, it explodes in raw energy, breaking barriers and dispelling ongoing enchantments.



Failed Distillation

Small Ooze, Unaligned

AC 18 **Initiative** 0 (10)
Hit Points 33 (6d6 + 12)
Speed Fly 30 ft (hover).

	Mod	Save		Mod	Save		Mod	Save
STR	14	+2	DEX	8	-1	CON	14	+2
INT	1	-5	WIS	6	-2	CHA	2	-4

Resistances Damage From Spells

Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Prone, Restrained

Senses Blindsight 60 ft., Passive Perception 8

Languages —

CR 1 (XP 200; PB +2)

TRAITS

Amorphous. The distillation can move through a space as narrow as 1 inch without expending extra movement to do so.

Arcanum Feedback. Whenever the distillation is hit with a melee spell attack, roll 1d4. The attacker regains spell slots of a combined level equal to the number rolled. Once this trait has caused a creature to regain spell slots, it can't be activated until the start of the distillation's next turn.

Spell Corrosion. At the end of each of the distillation's turns, each creature in a 5-foot Emanation originating from the distillation takes 3 (1d6) Force damage. Creatures that have spell slots that take this damage must expend spell slots of a combined level equal to the damage dealt.

ACTIONS

Pseudopod. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Force damage. Creatures that have spell slots take an extra 3 (1d6) Force damage and can't cast spells of a level lower than the highest number rolled on the d6s until the end of their next turn.

Explosive Reaction (1/Day). The distillation destroys magical barrier (such as that created by the spells *Tiny Hut* or *Forcecage*) and dies.

SAL SALIS OOZE

In order to begin any experiment, the alchimagi spoke of three essentials: salt, sulfur and mercury. Whereas sulfur and mercury require precise handling, salt required quantity and swift action. As such, the sal salis oozes were created – stubborn residual oozes born out of the necessity to preserve bodies and materials alike, made of equal parts salty gelatin and crystalline salt deposits made to absorb moisture.

Combat Breakdown

In combat, sal salis oozes move towards spell-casters, as they advance, they will try go through magical areas to drain them of magic, clearing obstacles and regaining health. Once they trap the a caster inside their bodies, they will use their pseudopod strikes to exhaust the next frailest character.

Sal Salis Ooze

Medium Ooze, Unaligned

AC 10 **Initiative** 0 (10)
Hit Points 67 (9d8 + 27)
Speed 15 ft., Climb 10 ft.

	Mod	Save		Mod	Save		Mod	Save
STR	18	+4	DEX	8	-1	CON	16	+3
INT	1	-5	WIS	8	-1	CHA	2	-4

Resistances Cold, Fire, Poison

Immunities Acid; Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Prone, Restrained

Senses Blindsight 60 ft., Passive Perception 9

Languages —

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

TRAITS

Amorphous. The ooze can move through a space as narrow as 1 inch without expending extra movement to do so.

Crystallization. Whenever the ooze takes damage, it gains a cumulative +2 bonus to AC, which lasts until the start of its next turn.

Hygroscopic Form. If the ooze starts its turn within 30 feet of magical fog, mist, plants, rain or water, the effect is immediately dispelled as per the *Dispel Magic* spell and the ooze regains 32 (7d8) Hit Points.

ACTIONS

Dehydrating Pseudopod. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 15 (2d10 + 4) Necrotic damage. If the target is a creature that isn't a Construct or Undead, is subjected to the following effect. *Constitution Saving Throw:* DC 14. Failure: The target gains 1 Exhaustion level.

Preserve (1/Day). *Strength Saving Throw:* DC 13, one Medium or smaller creature within 5 feet. Failure: The target is pulled into the ooze's space and has the Grappled condition (escape DC 13). Until the grapple ends, the target has the Blinded and Restrained conditions, has Total Cover, and it takes 11 (2d10) Necrotic damage at the start of each of its turns. If a creature is brought to 0 Hit Points as a result of this damage, it is encased in salt and the ooze regains Hit Points equal to the creature's Hit Point Maximum. When the ooze moves, the Grappled target moves with it, costing it no extra movement. The ooze can have only one creature Grappled by this action at a time.

