

GLOSSY

Glossies are horrible, fiendish oozes that lurk in the Black Swamps of Barkor. Another wicked invention of the danaavrakt, glossies were designed to destroy any who hope to cross through the swamps.

In many ways, a glossy is the danaavrakt's answer to succubi. Glossies scan the thoughts of their prey looking for its deepest desires. Then, the glossies use their shapechanging ability to take the form of those desires. However, the form is never perfect. Features like the eyes, curves, and expressions are grossly exaggerated. Its surface gives off a sheen like porcelain (hence the name) And a glossy in its humanoid form always comes off as aloof and naive. Still, the glossy uses its innate charm ability to ingratiate itself with its prey. Once its prey's defenses have dropped, the glossy

"crushes itself" and reveals its true form: a bleeding quivering ooze made of sinew, teeth, and dull, yellow eyes.

Originally, the danaavrakts did not intend for the glossies to reproduce. However, they soon discovered that a glossy that completely devours a humanoid soon becomes "pregnant", doubling in dimensions. After one week, the glossy ejects its excess cells which in turn becomes a new glossy. Pexian aberrationists who've studied these "offspring" discovered, much to their horror, that the new glossies possess the memories of the previously digested creature.



GLOSSY

Medium fiend (shapechanger), chaotic evil

Armor Class 14 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	7 (-2)	12 (+1)	12 (+1)

Skills Deception +3, Insight +3

Damage Vulnerabilities slashing from magic weapons wielded by good creatures

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Challenge 1 (200 XP)

Amorphous (True Form Only). The glossy can move through a space as narrow as 1 inch wide without squeezing.

Shapechanger. The glossy can use its action to polymorph into a Small or Medium humanoid it has seen in person or within the thoughts of another creature, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The glossy's innate spellcasting ability is Charisma (spell save DC 11). The glossy can innately cast the following spells, requiring no material components.

At will: *charm, detect thoughts*

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and if the target is a creature it is grappled (escape DC 13). While the target is grappled it is restrained and the glossy cannot use its pseudopod against another creature.

Digest. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature or one creature the glossy is grappling. *Hit:* 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the glossy regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Frightful Presence. Each creature of the glossy's choice that is within 60 feet of the glossy and aware of it must succeed on a DC 11 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the glossy's Frightful Presence for the next 24 hours.