

SLUDGE CRAWLER

Medium • Ooze • Unaligned

Armor Class 11

Initiative +1 (11)

Hit Points 66 (12d8 + 12)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Saving Throws Con +4

Skills Athletics +4, Stealth +3

Damage Immunities acid, poison

Condition Immunities deafened, exhaustion, grappled, poisoned, prone

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

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



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

Amplified Strain. A creature that contracts the *sewer's plague* through a sludge crawler has disadvantage on all saving throws against the disease. Further, when a creature dies while it has contracted the disease, its body liquifies and turns into a **slime crawler**. The liquefaction happens immediately if the creature dies because of the disease. Otherwise, it happens over a duration of 24 hours.

Spider Climb. The sludge crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unusual Nature. The sludge crawler doesn't require air or sleep.

ACTIONS

Multiattack. The sludge crawler makes up to three Slam attacks. It can replace one of these attacks with a use of Fling Arm.

Slam. Melee Weapon Attack: +4, reach 5 ft. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 7 (2d6) poison damage, and the target becomes poisoned until the end of its next turn. If the target is already poisoned, *Constitution Saving Throw:* DC 12. *Failure:* The target contracts the *sewer's plague* disease.

Fling Arm (2/Day). *Dexterity Saving Throw:* DC 12, one creature within 30 feet of the sludge crawler that it can see. *Failure:* 15 (3d8 + 2) bludgeoning damage, and the target is knocked prone and restrained (escape DC 12). *Failure or Success:* The sludge crawler makes cumulatively one Slam attack less as part of its Multiattack until it finishes a long rest.

SLUDGE CRAWLER — WEAKER

Armor Class 10

Initiative +0 (10)

Hit Points 27 (5d8 + 5)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Athletics +3, Stealth +2

Damage Immunities acid, poison

Condition Immunities deafened, exhaustion, grappled, poisoned, prone

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

CR 1 (XP 200; PB +2)



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

Amplified Strain. A creature that contracts the *sewer's plague* through a sludge crawler has disadvantage on all saving throws against the disease. Further, when a creature dies while it has contracted the disease, its body liquifies and turns into a **slime crawler**. The liquefaction happens immediately if the creature dies because of the disease. Otherwise, it happens over a duration of 24 hours.

Spider Climb. The sludge crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unusual Nature. The sludge crawler doesn't require air or sleep.

SLUDGE CRAWLER — STRONGER

Armor Class 12

Hit Points 90 (12d8 + 36)

Speed 30 ft., climb 30 ft.

Initiative +2 (12)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

Saving Throws Str +6, Con +6

Skills Athletics +6, Stealth +5

Damage Immunities acid, poison

Condition Immunities deafened, exhaustion, grappled, poisoned, prone

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

CR 7 (XP 2,900; PB +3)

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

Amplified Strain. A creature that contracts the *sewer's plague* through a sludge crawler has disadvantage on all saving throws against the disease. Further, when a creature dies while it has contracted the disease, its body liquifies and turns into a **slime crawler**. The liquefaction happens immediately if the creature dies because of the disease. Otherwise, it happens over a duration of 24 hours.

Spider Climb. The sludge crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unusual Nature. The sludge crawler doesn't require air or sleep.

ACTIONS

Multiattack. The sludge crawler makes up to two Slam attacks. It can replace one of these attacks with a use of Fling Arm.

Slam. Melee Weapon Attack: +3, reach 5 ft. *Hit:* 5 (1d6 + 1) bludgeoning damage plus 3 (1d6) poison damage, and the target becomes poisoned until the end of its next turn. If the target is already poisoned, *Constitution Saving Throw:* DC 11. *Failure:* The target contracts the *sewer's plague* disease.

Fling Arm (1/Day). *Dexterity Saving Throw:* DC 11, one creature within 30 feet of the sludge crawler that it can see. *Failure:* 10 (2d8 + 1) bludgeoning damage, and the target is knocked prone and restrained (escape DC 11). *Failure or Success:* The sludge crawler makes one Slam attack less as part of its Multiattack until it finishes a long rest.



ACTIONS

Multiattack. The sludge crawler makes up to four Slam attacks. It can replace one of these attacks with a use of Fling Arm.

Slam. Melee Weapon Attack: +6, reach 5 ft. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) poison damage, and the target becomes poisoned until the end of its next turn. If the target is already poisoned, *Constitution Saving Throw:* DC 14. *Failure:* The target contracts the *sewer's plague* disease.

Fling Arm (3/Day). *Dexterity Saving Throw:* DC 14, one creature within 30 feet of the sludge crawler that it can see. *Failure:* 21 (4d8 + 3) bludgeoning damage, and the target is knocked prone and restrained (escape DC 14). *Failure or Success:* The sludge crawler makes cumulatively one Slam attack less as part of its Multiattack until it finishes a long rest.