

# SLUDGELING

Tiny • Elemental • Neutral

**Armor Class** 9

**Initiative** -1 (9)

**Hit Points** 10 (4d4)

**Speed** 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	10 (+0)	2 (-4)	8 (-1)	5 (-3)

**Damage Resistances** fire; piercing

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 30 ft., passive Perception 9

**Languages** understands Primordial (Aquan, Terran) but can't speak

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



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

**Familiar.** The sludgeling can serve another creature as a familiar.

**Naïve Curiosity.** The sludgeling has disadvantage against being charmed. Additionally, it is incapacitated and has a speed of 0 while being within 5 feet of a creature it is charmed by.

**Unusual Nature.** The sludgeling doesn't require air, food, drink, or sleep.

## ACTIONS

**Slam.** *Melee Weapon Attack:* +2, reach 5 feet. *Hit:* 3 (1d6) bludgeoning damage.

**Muck Glob.** *Ranged Weapon Attack:* +2, range 30 feet. *Hit:* 2 (1d4) bludgeoning damage, and the target becomes poisoned until the end of its next turn.

## BONUS ACTIONS

**Wiggle.** The sludgeling takes the Disengage action.

## SLUDGELING — WEAKER

**Armor Class** 9

**Initiative** -1 (9)

**Hit Points** 10 (4d4)

**Speed** 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	10 (+0)	2 (-4)	8 (-1)	5 (-3)

**Damage Resistances** piercing; fire

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 30 ft., passive Perception 9

**Languages** understands Primordial (Aquan, Terran) but can't speak

**CR** TBD



## SLUDGELING — STRONGER

**Armor Class** 9

**Initiative** -1 (9)

**Hit Points** 27 (6d4 + 12)

**Speed** 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

**Damage Resistances** fire; piercing

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 30 ft., passive Perception 9

**Languages** understands Primordial (Aquan, Terran) but can't speak

**CR** 1 (XP 200; PB +2)



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

**Familiar.** The sludgeling can serve another creature as a familiar.

**Naïve Curiosity.** The sludgeling has disadvantage against being charmed. Additionally, it is incapacitated and has a speed of 0 while being within 5 feet of a creature it is charmed by.

**Unusual Nature.** The sludgeling doesn't require air, food, drink, or sleep.

## **ACTIONS**

**Multiattack.** The sludgeling makes two attacks, using Slam and Muck Glob in any combination.

**Slam.** *Melee Weapon Attack:* +4, reach 5 feet. *Hit:* 6 (1d8 + 2) bludgeoning damage.

**Muck Glob.** *Ranged Weapon Attack:* +4, range 30 feet. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target becomes poisoned until the end of its next turn.

## **BONUS ACTIONS**

**Wiggle.** The sludgeling takes the Disengage action.