

# SLUDGELING SWARM

Medium • Swarm of Tiny Elementals • Neutral

**Armor Class** 9

**Initiative** -1 (9)

**Hit Points** 44 (8d8 + 8)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	12 (+1)	2 (-4)	8 (-1)	5 (-3)

**Damage Resistances** fire; bludgeoning, slashing

**Damage Immunities** poison; piercing

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

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

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

**CR** 2 (XP 450; PB +2)



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

**Naïve Curiosity.** The swarm 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.

**Regeneration.** The swarm regains 5 hit points at the start of each of its turns. If the swarm is incapacitated, this trait doesn't function on the swarm's next turn.

**Swarm.** The swarm can occupy another creature's space and vice versa. The swarm can't gain temporary hit points.

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

## ACTIONS

**Slams.** *Melee Weapon Attack:* +3, reach 5 feet. *Hit:* 16 (6d4 + 1) bludgeoning damage, or 8 (3d4 + 1) bludgeoning damage if the swarm is bloodied. Additionally, the target's speed is reduced by 10 feet. This speed-reducing effect doesn't stack.

## SLUDGELING SWARM — WEAKER

**Armor Class** 9

**Initiative** -1 (9)

**Hit Points** 13 (3d8)

**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; bludgeoning, slashing

**Damage Immunities** poison; piercing

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

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

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

**CR** 1/4 (XP 50; PB +2)



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

**Naïve Curiosity.** The swarm 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.

**Regeneration.** The swarm regains 5 hit points at the start of each of its turns. If the swarm is incapacitated, this trait doesn't function on the swarm's next turn.

**Swarm.** The swarm can occupy another creature's space and vice versa. The swarm can't gain temporary hit points.

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

## ACTIONS

**Slams.** *Melee Weapon Attack:* +2, reach 5 feet. *Hit:* 7 (3d4) bludgeoning damage, or 5 (2d4) bludgeoning damage if the swarm is bloodied. Additionally, the target's speed is reduced by 10 feet. This speed-reducing effect doesn't stack.

## SLUDGELING SWARM — STRONGER

**Armor Class** 9

**Hit Points** 85 (10d8 + 40)

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

**Initiative** -1 (9)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	18 (+4)	2 (-4)	8 (-1)	5 (-3)

**Damage Resistances** fire; bludgeoning, slashing

**Damage Immunities** poison; piercing

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

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

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

**CR** 5 (XP 1,800; PB +3)



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

**Naïve Curiosity.** The swarm 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.

**Regeneration.** The swarm regains 10 hit points at the start of each of its turns. If the swarm is incapacitated, this trait doesn't function on the swarm's next turn.

**Swarm.** The swarm can occupy another creature's space and vice versa. The swarm can't gain temporary hit points.

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

## ACTIONS

**Slams.** *Melee Weapon Attack:* +6, reach 5 feet. *Hit:* 39 (8d8 + 3) bludgeoning damage, or 21 (4d8 + 3) bludgeoning damage if the swarm is bloodied. Additionally, the target's speed is reduced by 10 feet. This speed-reducing effect doesn't stack.

**Muck Globbs.** *Ranged Weapon Attack:* +2, range 30 feet. *Hit:* 5 (2d4) bludgeoning damage, or 2 (1d4) bludgeoning damage if the swarm is bloodied. Additionally, the target becomes poisoned until the end of its next turn.

**Life Link.** The swarm resurrects a sludgeling swarm that is in its space and dead for no longer than 1 minute, provided the swarm has more than 5 hit points. The targeted sludgeling swarm comes back to life and gains 5 hit points, and then this swarm loses 5 hit points. A resurrected swarm takes its turn immediately after this swarm.

## BONUS ACTIONS

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

**Muck Globbs.** *Ranged Weapon Attack:* +3, range 30 feet. *Hit:* 31 (8d6 + 3) bludgeoning damage, or 17 (4d6 + 3) bludgeoning damage if the swarm is bloodied. Additionally, the target becomes poisoned until the end of its next turn.

## BONUS ACTIONS

**Life Link.** The swarm resurrects a sludgeling swarm that is in its space and dead for no longer than 1 minute, provided the swarm has more than 5 hit points. The targeted sludgeling swarm comes back to life and gains 5 hit points, and then this swarm loses 5 hit points. A resurrected swarm takes its turn immediately after this swarm.

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