

# HUNGRY SLAG

Medium • Ooze • Unaligned

**Armor Class** 15

**Initiative** -3 (7)

**Hit Points** 90 (12d8 + 36)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (-3)	16 (+3)	2 (-4)	6 (-2)	2 (-4)

**Damage Resistances** acid, cold

**Damage Immunities** fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, restrained

**Senses** blindsight 60 ft., passive Perception 8

**Languages** -

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



**Amorphous.** The slag can move through a Tiny space without expending extra movement to do so.

**Liquefy and Stiffen.** If the slag is subjugated to fire damage, its speed increases by 10 feet until the end of its next turn. If the slag takes cold damage, its speed decreases by 10 feet until the end of its next turn. Each effect can only happen once per round.

**Metal Eater.** Nonmagical ammunition is destroyed immediately after hitting the ooze and dealing any damage. Any nonmagical metallic weapon takes a cumulative -1 penalty to attack rolls immediately after dealing damage to the ooze and coming into contact with it. The weapon is destroyed if the penalty reaches -5. The penalty can be removed by casting the mending spell on the weapon. The ooze can eat through 1-inch-thick, nonmagical metal in 1 round.

**Metal Sense.** The sludge knows the distance and direction to any metal within 100 feet of it.

**Unusual Nature.** The slag doesn't require air or sleep.

**Water Susceptibility.** The slag takes 3 (1d6) cold damage for every 5 feet the slag moves in water or for every gallon of water splashed on it.

## HUNGRY SLAG — WEAKER

**Armor Class** 14

**Initiative** -3 (7)

**Hit Points** 39 (6d8 + 12)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	14 (+2)	2 (-4)	6 (-2)	2 (-4)

**Damage Resistances** acid, cold

**Damage Immunities** fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, restrained

**Senses** blindsight 60 ft., passive Perception 8

**Languages** -

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



### ACTIONS

**Multiattack.** The slag makes two Heated Pseudopod attacks.

**Heated Pseudopod.** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 8 (1d8 + 4) fire damage plus 7 (2d6) acid damage. When a creature made out of metal or wearing metallic armor is hit three times by this attack within 1 minute, it suffers the effect of the *heat metal* spell for 1 minute or until it is doused in water.

**Slag Throw.** *Ranged Weapon Attack:* +7, reach 30 ft. *Hit:* 18 (4d6 + 4) bludgeoning damage plus 9 (2d8) fire damage, and a Medium or smaller target is knocked prone.

### REACTIONS

**Heat Surge (Recharge 5-6).** *Trigger:* The slag takes damage, other than cold damage. *Response - Constitution Saving Throw:* DC 14, each creature in a 5-foot emanation originating from the slag. *Failure:* 9 (2d8) fire damage. *Success:* Half damage.

**Amorphous.** The slag can move through a Tiny space without expending extra movement to do so.

**Liquefy and Stiffen.** If the slag is subjugated to fire damage, its speed increases by 10 feet until the end of its next turn. If the slag takes cold damage, its speed decreases by 10 feet until the end of its next turn. Each effect can only happen once per round.

**Metal Eater.** Nonmagical ammunition is destroyed immediately after hitting the ooze and dealing any damage. Any nonmagical metallic weapon takes a cumulative -1 penalty to attack rolls immediately after dealing damage to the ooze and coming into contact with it. The weapon is destroyed if the penalty reaches -5. The penalty can be removed by casting the mending spell on the weapon. The ooze can eat through 1-inch-thick, nonmagical metal in 1 round.

**Metal Sense.** The sludge knows the distance and direction to any metal within 100 feet of it.

**Unusual Nature.** The slag doesn't require air or sleep.

**Water Susceptibility.** The slag takes 3 (1d6) cold damage for every 5 feet the slag moves in water or for every gallon of water splashed on it.

## HUNGRY SLAG — STRONGER

**Armor Class** 16

**Hit Points** 127 (15d8 + 60)

**Speed** 20 ft.

**Initiative** -3 (7)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	5 (-3)	18 (+4)	2 (-4)	6 (-2)	2 (-4)

**Damage Resistances** acid, cold

**Damage Immunities** fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, restrained

**Senses** blindsight 60 ft., passive Perception 8

**Languages** -

**CR** 8 (XP 3,900; PB +3)

**Amorphous.** The slag can move through a Tiny space without expending extra movement to do so.

**Liquefy and Stiffen.** If the slag is subjugated to fire damage, its speed increases by 10 feet until the end of its next turn. If the slag takes cold damage, its speed decreases by 10 feet until the end of its next turn. Each effect can only happen once per round.

**Metal Eater.** Nonmagical ammunition is destroyed immediately after hitting the ooze and dealing any damage. Any nonmagical metallic weapon takes a cumulative -1 penalty to attack rolls immediately after dealing damage to the ooze and coming into contact with it. The weapon is destroyed if the penalty reaches -5. The penalty can be removed by casting the mending spell on the weapon. The ooze can eat through 1-inch-thick, nonmagical metal in 1 round.

**Metal Sense.** The sludge knows the distance and direction to any metal within 100 feet of it.

**Unusual Nature.** The slag doesn't require air or sleep.

**Water Susceptibility.** The slag takes 3 (1d6) cold damage for every 5 feet the slag moves in water or for every gallon of water splashed on it.

## ACTIONS

**Multiattack.** The slag makes two Heated Pseudopod attacks.

**Heated Pseudopod.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) fire damage plus 3 (1d6) acid damage. When a creature made out of metal or wearing metallic armor is hit four times by this attack within 1 minute, it suffers the effect of the *heat metal* spell for 1 minute or until it is doused in water.

**Slag Throw.** *Ranged Weapon Attack:* +5, reach 30 ft. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 4 (1d8) fire damage, and a Medium or smaller target is knocked prone.

## REACTIONS

**Heat Surge (Recharge 5-6).** *Trigger:* The slag takes damage, other than cold damage. *Response - Constitution Saving Throw:* DC 12, each creature in a 5-foot emanation originating from the slag. *Failure:* 4 (1d8) fire damage. *Success:* Half damage.



## ACTIONS

**Multiattack.** The slag makes two Heated Pseudopod attacks.

**Heated Pseudopod.** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) fire damage plus 10 (3d6) acid damage. When a creature made out of metal or wearing metallic armor is hit three times by this attack within 1 minute, it suffers the effect of the *heat metal* spell for 1 minute or until it is doused in water.

**Slag Throw.** *Ranged Weapon Attack:* +7, reach 30 ft. *Hit:* 21 (5d6 + 4) bludgeoning damage plus 10 (3d6) fire damage, and a Medium or smaller target is knocked prone.

## REACTIONS

**Heat Surge (Recharge 5-6).** *Trigger:* The slag takes damage, other than cold damage. *Response - Constitution Saving Throw:* DC 15, each creature in a 5-foot emanation originating from the slag. *Failure:* 13 (3d8) fire damage. *Success:* Half damage.