

Fetid Sludge

Large, Ooze, Unaligned

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

[View this monster online](#)

ARMOR CLASS

11

HIT POINTS

114 (12d10 + 48)

CHALLENGE

4 | 1,100 XP

PROFICIENCY

+2

Speed Walk 20 ft., Climb 20 ft.

Initiative -1

Saving Throws N/A

Skills N/A

Senses Blindsight 60 ft.; Passive Perception 9

Passive Perception 9

Languages None

STR16
+3**DEX**8
-1**CON**18
+4**INT**1
-5**WIS**8
-1**CHA**3
-4

Traits

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

Fetid Aura. A creature that starts its turn within 10 feet of the sludge must succeed on a Constitution saving throw or have Disadvantage on its next attack roll before the start of its next turn.

Actions

Pseudopod. Melee Attack Roll: +5, reach 10 ft. Hit: 12 (2d8 + 3) Bludgeoning damage plus 9 (2d8) Acid damage.

Sickening Slosh (Recharge 5-6). Constitution Saving Throw: creatures within 15 feet. Failure: 18 (4d8) Poison damage and the target is Poisoned until the end of its next turn. Success: Half damage and not Poisoned.

Continue at Monster Almanac

Create monster hunts, fears, magic items, NPCs, and encounter-ready RPG tools.

View this stat block online: <https://monster-almanac-site.vercel.app/monsters/fetid-sludge>

Explore more RPG tools: <https://monster-almanac-site.vercel.app>

CONTENT NOTICE

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block.

Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

Generated by Monster Almanac. This is original 5e-compatible game content, not an official SRD stat block.

License: [Monster Almanac Original Compatible Content](#)

Source page: <https://monster-almanac-site.vercel.app/monsters/fetid-sludge>