

Ooze Bringers



5TH EDITION ADVENTURE

PUT AN END TO A CRAZED CULT OF SLIME WORSHIPPERS

MONKEYDM

THE OOZE BRINGERS

**THE OOZE BRINGERS IS A HILARIOUS FIGHT AGAINST A CULT WORSHIPPING AN OOZY DEMIGOD
DESIGNED FOR 3-6 LEVEL 10 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.**



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Plot Hook

For a little while, the nearby lands have been corrupted by plague and sickness and no one has been able to guess why. Due to the work of powerful adventurers and the help of trustworthy contributors, a cure to the plagues and illnesses have been found, but it is hard to produce and not many have access to it. Now, an informant has come out of the dark, saying he knows the true source of the problem. And he will aid you if you come meet him.

CHAPTER 1. THE OOZESIDE MAN

In which the adventurers meet a man who has plenty of information.

1.1. A Troublesome Trip

GM NOTE: This one-shot can be linked to the Corrupted Faith one-shot, in which the players tried to cure villagers of a troubling sickness. If you wish to connect the adventures, simply have Amorilios, a main NPC from that adventure, come and tell the party he has received a message from an informant that he might have information they need.

Read this:

'As adventurers, especially well-known and powerful ones, you always seem to gain the attention of a few... determined folk. Both fans and villains alike strive to gain your ire or praise. And often, you are not the kind to go on wild goose chases. That being said, the possibility of an informant is the only thing bringing you joy as of right now. Plague and sickness has come out of nowhere and infected too many cities along the shorelines of your and signs are that it is only going to get worse. So when someone told you they can show you how to stop the plagues once and for all, you jumped at the idea. And now, here you are, a few days later, still searching for the hideout of this hidden informant. And exhaustion is starting to seep in.'

GM NOTE: If you're playing this adventure as a stand-alone one-shot, give the players the chance to introduce their characters, as well as describe their relationships to each other, and maybe even to the land that has slowly been plagued. Then, when you feel all that needed to be said was said, proceed.

The players begin to feel as if they're moving around in circles, as the dense forests do not seem to give way to any point of exit or recognizability. Ask one player leading the party to make a **DC 17 (Wisdom) Survival check** to help them find their way back. This check is instantly succeeded if the party has a ranger or someone possesses the *keen mind* feat.

If the check is failed, the party find themselves lost and moving about for another few hours, during which exhaustion sets in. They must make a **DC 15 Constitution saving throw** or suffer one point of exhaustion. After this, as it's already night, they can choose to keep looking for the informant's camp or camp out and go to sleep. If they look for it, they may re-do the check, the DC being lowered by 2. If they fail once more, they must once again make a **DC 15 Constitution saving throw** or suffer one point of exhaustion and the process repeats itself.

If the check is failed and they choose to camp out, they will be ambushed in the middle of the night by 3 **black puddings**, which seep in out of small hollows in the trees. Remember that while sleeping, all armor except light armor is taken off. Also, unless someone takes watch and notices the seeping oozes with a **DC 16 (Wisdom) Perception check**, the **puddings** will get a surprise round.

Regardless of which path they chose, they begin to find their way within the forest either that night or the following morning. At that point, you may proceed to the next chapter.

1.2. FACELESS INFORMANT

As the party begins to move through the forest, describe how they begin to hear a bubbling sound, like the constant small burst of pores and balls of steam. In the distance, they begin to see a break in the forest.

As they begin to walk towards it, read this:

'You begin to make your way towards the distant sounds, and something becomes more apparent the closer you get. The smell. What you thought until now to just be something passing, instead increases in influence. The smell is acidic, almost burning to the nostrils and the closer you get the worse it becomes. Walking becomes impossible, as you feel your lungs fill with this stench. Every breath becomes that much harder. You ask yourself what could possibly be further?'

Ask each player for a **DC 15 Constitution saving throw**. On a success, nothing happens. On a failure, the party becomes poisoned for 1 minute. For every minute spent within the grounds of the Ooze Bringers without a mask or immunity to the poisoned condition, creatures must repeat the saving throw or become poisoned again.

After the poison kicks in, each party member with **passive Perception above 15** begins to hear a distant whisper. When they turn around, they see a figure dressed in all black, with a plague doctor mask on their head and a wide-brimmed hat on top. The figure gestures that they come to it, before it begins taking out plague doctor masks out of a leather sack.

If they stay back, the figure will comically through their hands up in the air, before they begin approaching at a quickened pace. The figure will then introduce themselves as Waylon Doty.

WAYLON DOTHY

Information: Underneath the mask, though unseen by the players, is the burnt face of a man who once worshipped the fires stoking beneath a village of miners and smelters. Now, Doty will introduce himself as an apothecary and anti-cult extraordinaire, whose only goal is to stop any and all cults from doing bad things, as he himself was the victim of one. He's gone a little crazy with how much he wants to end cults, but oh well. His voice shifts often from whisper to shout and he is clearly deranged, but has good intentions.

GM NOTE: For those of you that have played/read a few adventures from the MCU (Monkey Campaigns Universe) the events of this adventure happen after those of *Burning Hatred*, during which Waylon is burnt to a crisp by fire-worshippers!

First, Doty will give each player a *raven plague mask*, which will protect them from inhaling the acidic fumes. Doty will explain that for the better part of a year, he has been tracking down a cult known as the Ooze Bringers, who worship a being known as Blogbog. His studies indicate that Blogbog used to be a higher being, maybe even a celestial, who was cursed to become a blob of goo and ooze. In any case, he invited the party to meet him here, since he's finally been able to track down the cult's base, but he didn't have time to leave watch, as maybe they were going to start planning something truly devious.

GM NOTE: Also worth mentioning, if you want to re-use the Ooze Bringers as recurring villains in your campaign, feel free to do so! This one-shot should provide you with enough of their tactics, methods and general goons for you to use again and again. Contamination, acid and poison are their main modus operandi, so be sure to put the accent on those.

Any party member may attempt a **DC 16 (Wisdom) Insight check** to see if Doty is honest, realizing he is being honest throughout. Also, upon hearing of Blogbog, any party member proficient in the Religion skill may make a **DC 20 (Intelligence) Religion check** to see if they remember the game, realizing that Blogbog was indeed an angel once known as Athirbog, who was cursed by his god upon learning of his unholy deeds.

He'll explain that he's been awake for 3 days, looking on and ensuring that no further poison is released onto the world. He'll also explain that the plague that has been turning people into undead has been used on many of the cultists, as it makes them immune to further diseases.

To end things off, read this:

'With taking a deep breath, the skittish Waylon looks around, before focusing his gaze back at all of you. "I can take you to their lair!" he says. "I might not be strong enough to defeat them! I'm not even strong enough to stand up right now. But you are. HAHA" He laughs comically, before looking back around with an air of paranoia. "I've even got a few things that can aid you. Not to mention, if you bring this news to the city council, alongside my files that expose the cult, we'll be rich! I'll be able to fund my next investigation! HUZAZH! THE CULTS WILL FALL" The shift in tonality in his voice is a little frightening, but carries with it a trace of honesty and kindness, like a mind that can only barely remember his humanity.'

Then, he will point the party towards the clearing, telling them that the cult is hiding inside the ruins of a mechanical marvel from an age long gone. He will also hand them 2 *antitoxins* and 1 *potion of vitality*, saying that they'll need them.

Raven plague mask wonderous item, rare

While wearing this mask, creatures can pass within the areas of the Ooze Bringers without needing to make constitution saving throws. In addition, the creatures gain resistance against saving throws for inhaled poisons and resistance to poison damage such as that from the *cloudkill* spell. While wearing the mask, your words cannot be heard beyond 15 feet.

When the party moves on to the clearing, proceed to the next chapter.

1.3. A MECHANICAL MARVEL

Read this:

'You slowly begin to pace closer and closer to the clearing, from which the smell no longer pierces through your nostrils, since you are masked. You do, however, once again hear the bubbling of liquid. As you near, you see a distant course dark liquid, running through the clearing, a combination of water, oil and blackened sludge, a river of filth, if you will, next to which you see the make-shift setup of a cult. Now, all you're looking for is an entrance to their lair below...'

Before bringing the players to the map, ask them if they wish to do so stealthily or forcefully. If they wish to go through stealthily, ask them for a **DC 16 (Dexterity) Stealth check**. If the number of successes is more than the number of failures, they succeed in proceeding stealthily and are not attacked. Show them the location (map 1) and tell them they would be approaching from the south-east, from behind the large metal portion.

If the number of failures is more than that of successes, the monsters instantly notice them and they must fight all the cultists and creatures from areas 6 and 7. Bring the party to the location (map 1) and place them on area 7.

AREAS OF MECHANICAL CLEARING

In these areas, players will attempt to find the entrance to what lurks below.

1 - ISLAND

When players arrive on the map, read the following portion whether they approach this area or not. This will play an integral part later on in the adventure.

Read this:

'On the small island on this river of sludge, you notice 1 large ogre with gray skin, holding onto a steel barrel, the lid of which seems to have been removed. Next to him, a humanoid man, wearing a large plague mask and dressed in robes watches, as the ogre puts down the barrel on the island. The man smiles at him, before moving closer towards you. "I'll go inside now. Dump this into the river when the time comes. But don't hurry!" He says. Then, you hear an electrical sound, and you see the man disappear within the large steel structure next to you, then you hear the thump of doors behind him.'

On the island will now rest **1 ogre zombie**, watching over the **acidic ooze barrel**. This barrel is the first of many to appear in the adventure.

GM NOTE: The barrel is important as an extra element in combat. Members of the cult know how it works, as well as how heavy it is. They will seek to lure players in, before **oozebolts** (another new monster we'll introduce in this adventure) will try to explode the barrels in an attempt to deal high damage to the party. At the same time, the party can try to do the same! Use these barrels in an attempt to challenge your party's positioning.

2 - SLUDGE RIVER

Read this:

'The sludge river courses, with noxious fumes rising from it and bubbles of oil popping every now and then. Surely, this is heavily caustic and very dangerous to the nearby nature.'

If ever shoved/pushed into the river, a creature must make a **DC 15 Dexterity saving throw**, taking 3d8 acid damage on a failure and half on a success. Creatures will need to make this saving throw yet again whenever they start their turn in the river. The river is also considered difficult terrain.

Also, inside the river, **2 black puddings** are hiding, which will come out and attack once a creature is pushed inside the river.

3 - ENTRANCE

Read this:

'Once observed from the front and not the back, the large mechanical contraption reveals itself to be a makeshift keep of sorts, with a large metallic door guarding the entrance. Though it seems to have no discernable levers or handles or even locks, you can place that this is the thing you've heard open before.'

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MAP 1: MECHANICAL CLEARING



3 - ENTRANCE

Read this:

'Once observed from the front and not the back, the large mechanical contraption reveals itself to be a makeshift keep of sorts, with a large metallic door guarding the entrance. Though it seems to have no discernable levers or handles or even locks, you can place that this is the thing you've heard open before.'

This is indeed the door they need to open. Any party member proficient in the Arcana skill may make a **DC 15 (Intelligence) Arcana check** upon looking at the door, deducing that it is highly likely it can be opened through electricity. If anyone wishes, they may make a **DC 17 (Intelligence) Investigation check** to look at the door in closer detail. On a successful check, they notice that electricity is indeed what powers the door and its wiring leads to the some loose wires (area 5).

Alternatively, the party may open the door through sheer force by performing a **DC 30 (Strength) Athletics check**.

Once the players open the door through the electric wires in area 5, they may walk in. When they do, proceed to the next chapter.

4 - LOOSE WIRING

Read this:

'Loose electrical wires adorn the broken bits of metal. Though they do not seem inoffensive, as from time to time sparks fly off, showing these wires still have some power in them.'

The wires in this area can be picked up with a **DC 15 (Strength) Athletics check**. Once picked up, they can be carried over to area 5 by a creature walking them there, which it does at half its walking speed. Additionally, at the start of each of its turns, if it's holding onto the wires, it must make a **DC 15 Constitution saving throw**, taking 3d6 lightning damage on a failure and half on a success. Once the wires are carried over to area 5, the door activates.

5 - LOOSE WIRING

Read this:

'On the side of the hill rest mechanical wires, but which seem to show no charge. They don't look fully destroyed, only lacking in any form of energy.'

These wires need to be powered up in order to open the gate on area 3 (beneath the large metal archway). This can be done either by carrying over the wires from area 4, or by inflicting 30 lightning damage into the wires (through spells and items).

Once powered up, the gate immediately opens, as the wires carry over the electricity.

6 - GUARD GROUP

Read this:

'Atop the small grassy hill, in between patches of ooze, rest a group of guards, 2 of which seem to be ghastly looking individuals with large barrels on their back. The other two seem to be alive, hidden beneath gas masks and with crossbows at their side. Another, larger ogre seems to also be part of the group.'

The group of guards consists of **2 oozebolts**, **2 plaguebearers**, **1 ogre zombie** and **4 gray oozes**, which are hiding as puddles of inanimate ooze. They are looking around for people who approach and are ready to fight.

7 - SMALLER GROUP

Read this:

'Also keeping watch, you see two ghastly individuals, walking mindlessly to-and-fro, readying themselves for anything that might approach.'

This group consists of **2 sludgeborn**, who are looking about and making sure the area is safe. These can be taken out stealthily and without the other group noticing.

Once the players have dealt with all enemies, the area becomes devoid of guards, yet up for inspection. If the players have not yet cracked the opening of the door puzzle (starts at area 3), they may do so now. Once it is resolved, they may proceed to the next chapter.

CHAPTER 2. OOZING CONFIDENCE

In which the party begin their delve into the Ooze Bringer's lair.

CHAPTER 2.1. CAUSTIC CORRIDORS

Read this:

'You walk through the large electrical gates, only to find yourself on top of a landfall of sorts, in which you notice rocks and gravel have fallen through and broken, giving way to a rapid descent into what seems to be a cave of sorts. Inside however, you instantly hear movement, as you walk in. Though nothing immediately sticks out as watching you or even opposing you. Then, a few seconds later, you hear distant grunts. Silence overtakes the cave, but you hear the distant sound of approaching enemies.'

The party now finds themselves within the caustic corridors.

AREAS OF THE CAUSTIC CORRIDORS

1 - POINT OF ARRIVAL

The party may attempt to hide, although the space is limited. To be able to not be seen, they must make a **DC 19 (Dexterity) Stealth check**, with the number of successes being higher than the number of failures.

A few moments after arriving, two **cult fanatics** with gas masks will approach the party. They are both carrying **acidic ooze barrels**. If they don't see them, they will pull on a hidden lever, before heading out. Then, a few seconds later, they will return without the barrels.

If the party is not hidden, the cultists will stop a few steps away and look at them. Upon seeing them, they will put the barrels down. Regardless of if they were seen originally or not, proceed normally.

Read this:

'The cultists begin to rush back in the direction where they came from with scared looks. Their shouts echo in the tunnels. "Plaguemaster Ickbald! Intruders! Intruders!" Then, they are lost to the tunnels, yet the sound of movement and shuffling picks up.'

2 - SLIME WALL

Read this:

'You see an extension of ooze and goop, dripping from one side to the other of the wall, which seems to move and twitch from time to time, as if it's partially awake.'

At every point marked as area 2 on the map, the party will encounter slime walls. If they attack these walls, they will turn into **ochre jellies** and attack the party. If a creature ever walks into them or is shoved into them, they will be restrained and take 8 (2d8) acid damage. To break the restraints, the creature must use their action to make a **DC 15 (Strength) Athletics check**.

GM NOTE: Don't forget the Ooze Bringers are aware of these traps! They'll use them to their best of their abilities.

3 - END POINT

From time to time, describe how a low grumble can be heard from that end of the chamber. This is where the party should strive to go. It is also the entrance to Blogbog's lair (map 3).

4 - ACIDIC OOZE BARREL

Read this:

'Hear and there, you notice large steel barrels, which seem to be filled with the same acidic substance as the one you saw above ground.'

At every point marked 4 on the map is an **acidic ooze barrel**. These will be used by the Ooze Bringers as traps.

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MAP 2: CAUSTIC CORRIDOR



5 - FIRST WAVE

Upon triggering the encounter in area 1, cultists will begin to arrive, in an attempt to fight the party. The first wave will emerge from this location and consists of **2 ogre zombies**, **2 cult fanatics**, **2 oozebolts** and **1 plaguebearer**.

GM NOTE: Also worth mentioning, a plaguebearer's death is likely to trigger the explosion of **acidic ooze barrels**, causing a chain reaction of sorts. Fun, but deadly!

Once the combat is over, the party can come to this location to rummage through the cultists' belongings. They may roll a **DC 15 (Intelligence) Investigation check**, finding 3 *antitoxins* and 2 *potions of poison*.

6 - SECOND WAVE

Once the first wave is defeated, the second wave of cultists will approach from this location in an attempt to defend the area. When this wave approaches, the party will hear shouting from the back saying "The slime is almost finished! You cannot stop us!"

This wave is comprised of **2 oozebolts** and **4 sludgeborn**.

GM NOTE: While the encounters are not too difficult on their own, they are repeated and constant, which might lead to your party running out of resources. If they seem to be outdoing the monsters and winning with ease, don't be afraid to make them face both waves at once.

Once the combat is over, the party can come to this location to rummage through the cultists' belongings. They may roll a **DC 15 (Intelligence) Investigation check**, finding 2 more *antitoxins* and 2 *potions of poison*, alongside 200 gold.

7 - ICKBALD'S WAVE

Once the second wave is finally defeated, Ickbald will finally face them.

Read this:

'As you lay waste to the last of those who were attacking you, you hear a distant laughter. Approaching quickly is a humanoid man, who looks half-undead. He looks at you, joined by his grunts and begins to speak. "Fine! If no one else will do it, I will! You are to be my next experiment, hahaha!" He begins to laugh maniacally, taking out his tools and readying for combat. Roll initiative!'

The players must now face **Head Cultist Ickbald**, alongside **2 sludgeborn**.

Once the minions are defeated and/or Ickbald is brought below one quarter of his maximum hit points, proceed to the next chapter.

2.2. HEAD CULTIST ICKBALD

Read this:

'As you notice the head cultist getting weaker and weaker, you also see his smile widen. "I really didn't expect it", he mutters. "But this experiment will be a real blow-out! You're taking too long... And Blogbog will rise! There's nothing you can do about it!'

After that, Ickbald continues fighting, to his death.

Right before dying, he will look towards the cave-in behind him and smile. "Ooze, take me!" He then accepts his death. The party can spend any time they wish investigating around. If they investigate his body, they must make a **DC 18 (Intelligence) Investigation check**, finding 2 *potions of poison*, 400 gold and a *dagger of venom* on his body.

You can also suggest that the party take a short rest now, as it's the last chance to do so.

Once the party has investigated everything or they begin rushing down, proceed to the next chapter.

2.3. THE OOZE GIANT

Read this:

'As you begin to head down, you hear a loud, yet muffled roar, as if that of a lion choking on their own blood. Even through your masks, the acidic smell around becomes unbearable and the moisture in the room you're heading to is also noticeable. Then, you begin to hear gurgled words. "ICKBALD! I REQUIRE MORE OOZE! WHERE ARE YOU!?" The voice is guttural and strong, as if that of a gigantic creature... And it is not too far away.'

In order to reach down into the final chamber in one piece, the party must make a **DC 15 (Strength) Athletics check**, with everyone who fails taking 2d6 bludgeoning damage and falling prone onto the ground in the lair (map 3). They will be prone for the first round of combat.

Once the party reaches down, proceed to the next chapter.

CHAPTER 3. BLOGBOG

In which the party fights an ooze giant.

3.1. BATTLE

Read this:

'You fall down into a massive, mechanical chamber, you reckon this was the heart-chamber of whatever this mechanical palace once was, now fully transformed into a lair of this oozy being. You see, connected to mechanical wiring and dripping into the room, a being of pure and utter ooze, sludge and nothing else. Its figure turns towards you, though it has no eyes, and you feel its glimpse. "YOU! YOU ARE WHY MY OOZE INTAKE HAS STOPPED! I WILL END YOU!" The figure then begins approaching. Roll for initiative!'

The party must now fight **Blogbog** within his lair. Good luck to them!

GM NOTE: Blogbog's Slime Call lair action is VERY dangerous. Be sure to emphasize that these creatures are RUSHING towards Blogbog. This will help in establishing that they need to be stopped before they get to him. Maybe even have Blogbog shout "The slime will mend me!" As a means of hinting to the players that he is not to be messed with.

GM NOTE: On another, more lore-oriented note, you can have this being only be a child of Blogbog and have the real Blogbog, demigod of slimes and oozes, be a bigger villain later on! If there's enough interest, I might even design that monster.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Blogbog a lair action to cause one of the following effects; Blogbog can't use the same effect two rounds in a row:

- **Slime Call.** Blogbog calls upon slimes to aid him. **1d4 +2 ochre jellies** will spawn at the edges of the room. Starting next round, at initiative 20, they will begin moving towards Blogbog and take no other actions but the dash action. Once the jellies are within 5 feet of Blogbog, he will absorb them, regaining 25 hit points for each jelly absorbed.
- **Plague Puke.** Blogbog erupts with acidic ooze in a 60-foot cone in front of him. Each creature in the 60-foot cone must make a Constitution saving throw. A creature takes 5d8 acid damage on a failed save, or half as much damage on a successful one.

Once Blogbog is defeated, proceed to the next chapter.

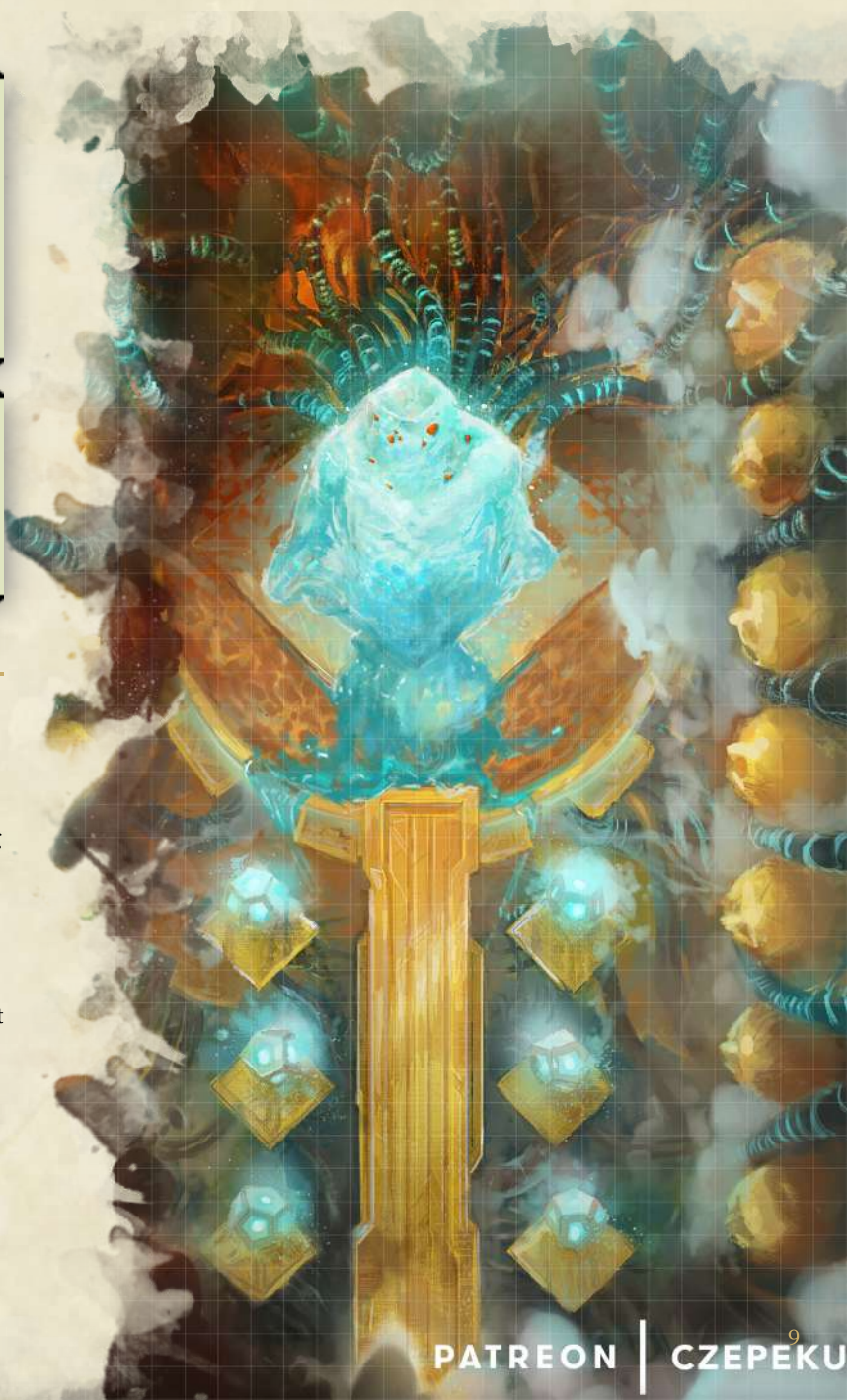
3.2. RETURN

With Blogbog defeated, the party can return outside, where Waylon is sleeping like a cherub. Alongside Waylon's findings and some antitoxins, they help stop the cult from spreading any further in the nearby area and the day is saved. In return, they are paid 1500 gold each!

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MAP 3: ICKBLALD'S CHAMBER



APPENDIX: MONSTERS

ACIDIC OOZE BARREL

Medium object, unaligned

Armor Class 16
Hit Points 25 (3d8 + 12)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	10 (+0)	18 (+4)	0 (-5)	0 (-5)	0 (-5)

Damage Vulnerabilities acid, fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, incapacitated, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious
Senses passive Perception 5
Languages any one language (usually Common)
Challenge 0 (10 XP)

Acidic Explosion. When the acidic ooze barrel reaches 0 hit points, it instantly explodes in a blast of shrapnel and acid. Each creature within 15 feet of the barrel must make a DC 15 Dexterity saving throw. On a failure, they take 12 (3d8) acid damage and 8 (2d8) bludgeoning damage. On a success, they take half damage.

BLOGBOG

Huge ooze, unaligned

Armor Class 9
Hit Points 325 (31d12 + 124)
Speed 25 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	2 (-4)	8 (-1)	1 (-5)

Saving Throws Str +9, Con +8
Damage Immunities acid, cold, lightning, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 12 (8,400 XP)

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

Corrosive Form. A creature that touches Blogbog or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits Blogbog corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage. Blogbog can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Actions

Multiattack. Blogbog makes three attacks with its corrosive smash.

Corrosive Smash. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Acid Stomp (Recharge 5-6). Blogbog smashes the ground around him and seeps acidic ooze into it. Each creature within 30 feet of Blogbog must make a DC 17 Constitution saving throw. On a failure, they take 20 (4d8) acid damage and are poisoned by Blogbog for 1 minute. While poisoned in this way, the creatures take 10 (2d8) acid damage at the start of their turn, alongside the normal effects of poison.

OOZEBOLT

Medium humanoid (any race), chaotic evil

Armor Class 14 (leather armor)

Hit Points 39 (6d8 + 12)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	11 (+0)	13 (+1)	11 (+0)

Skills Acrobatics +5, Perception +5

Damage Resistances acid, poison

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1 (200 XP)

Keen Hearing and Sight. The oozebolt has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Corrosive Arrows. If the oozebolt targets an acidic ooze barrel with its crossbow attack, the barrel is instantly brought to 0 hit points and explodes.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 3 (1d6) poison damage.

Crossbow. *Ranged Weapon Attack:* +5 to hit, ranged 150/600 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage and 3 (1d4) acid damage.

PLAGUEBEARER

Medium undead, chaotic evil

Armor Class 13

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Skills Athletics +6

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

Plague Burst. When the plaguebearer dies, it explodes in a burst of acid. Each creature within 15 feet of it must make a DC 15 Dexterity saving throw, taking 16 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Stench. Any creature that starts its turn within 5 ft. of the plaguebearer must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the plaguebearer's Stench for 24 hours.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage and 6 (2d6) poison damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

HEAD CULTIST ICKBALD

Medium undead, neutral evil

Armor Class 15 (studded leather)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	19 (+4)	13 (+1)	16 (+3)

Saving Throws Int +7

Skills Arcana +7, Perception +4

Damage Immunities acid, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses darkvision 90 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Acidic Intake. If Ickbald would take acid damage, it instead heals for the amount it would have taken.

Dark Devotion. Ickbald has advantage on saving throws against being charmed or frightened.

Spellcasting. Ickbald is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Ickbald has the following spells prepared:

Cantrips (at will): acid splash, poison spray, thaumaturgy
1st level (4 slots): command, inflict wounds, shield of faith
2nd level (3 slots): acid arrow, hold person
3rd level (2 slots): bestow curse, stinking cloud

Actions

Multiattack. Ickbald makes two bonesaw attacks or two acid blaster attacks. It can use its Acidic Infection in place of one bonesaw attack.

Acidic Infection. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d6 + 2) acid damage. The target must succeed on a DC 15 Constitution saving throw or be infected with an acidic poison. At the start of each of their turns, the creature will take 4d6 poison damage. This lasts for 1 hour or until the poison is cured. The creature dies if this effect reduces its hit points to 0.

If a creature is slain by this attack or if the poison is cured, the creature pukes out an ochre jelly, which is under the command of Ickbald

Acid Blaster. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and 3 (1d6) acid damage.

Bonesaw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Noxious Fumes (1/Day). Ickbald takes out his secret ingredients and casts *cloudkill*, but without requiring concentration.

SLUDGEORN

Medium undead, chaotic evil

Armor Class 11

Hit Points 52 (7d8 + 21)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	8 (-1)	5 (-3)	8 (-1)

Skills Athletics +5

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 7

Languages understands Common

Challenge 3 (700 XP)

Stench. Any creature that starts its turn within 5 ft. of the sludgeborn must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the sludgeborn's Stench for 24 hours.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage and 3 (1d6) poison damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 3) acid damage.

Sludge Spit (1/Day). The sludgeborn spits out an acidic pool at 5-foot radius circle within 20 feet of it. Enemies within that circle must make a DC 15 Dexterity saving throw or take 8 (2d8) acid damage and have their movement speed halved until the end of the sludgeborn's next turn. Additionally, the pool remains on the ground for 1 minute and all enemies passing through it must make the same saving throw.

THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

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And now onto the next project...

Cheers !

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A MASSIVE THANK YOU TO ALL MY PATRONS !

