



DEMONIC EXCRETIONS

Slimes and jellies, oozes, puddings, and cubes fill an important niche in dungeon ecologies. They dissolve bodies and gear, and clear away the untidy remains left by explorers descending into the depths. Seasoned adventurers might recall with a shudder those days when an ochre jelly presented a considerable threat, but survival's demands have helped these enterprising souls discover the ways in which such creatures might be dispatched with little risk or fuss. Lightning for oozes, fire for jellies, thunder for puddings, and missiles for cubes: what does one have to fear from these slithering, creeping things? What indeed?

Demonic Excretions introduces nasty threats for your dungeon adventures, offering you a terrifying hazard and an assortment of foul creatures that could only have been spilled from the Faceless Lord himself. More than just monsters to kill, encounters with these horrors can have lasting repercussions, making them more than suitable foes for adventurers who have little left to fear.

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DEATH JELLY

In the neglected corners of dark, damp places, sometimes appear droplets and smears of amber goo. Most passersby overlook the glistening patch, but even when they spot it, people often dismiss it as a bit of water or a smear of something foul. Yet if left alone, the little beads of the stuff grow in the gloom, more droplets pushing out from the ones already there in some awful mitosis. As the infestation grows, so does the faint odor of decay sharpen to abuse the senses, the stink of it bringing to mind rotting teeth, forgotten potatoes left too long in a cupboard, or the overlooked onion at the bottom of the bin that has since liquefied. In time, these globules of corruption balloon into tumescent, amber mounds of gelatinous material threaded with ribbons of darkness.

A Dread Hazard. Subterranean dwellers know well the dangers of this filth, having witnessed the annihilation of entire peoples. Although more widely known as death jelly, the goblins call it *Goochek Ghek*—Mother's Milk in their tongue—and believe their foul goddess infested the world with it to teach them vigilance. Grimlocks suspect it is a curse bestowed by their squid-headed masters as a punishment to those who lack the proper devotion, while the dark elves hold that it is the foul excretions of the hated fish folk with whom they often fight. Demonologists, however, have concluded that the substance is a "gift" from the lord of slimes and oozes, who would see creation destroyed as would all the other demon lords.

Spreading the Infestation. Whatever its origin, the peoples of the deep places do their best to keep clear of death jelly and have even gone so far as to abandon otherwise serviceable lairs and tunnel complexes after discovering an infestation. Even the smallest touch promises a long, excruciating death. The skin absorbs moisture from the jelly, which spreads from that point of contact through the victim's body and can then be transferred to anyone else the creature touches. After a few days, the carrier shows physical signs of the infection as its body assumes a melted appearance, but by then the death jelly has likely spread to a number of others. Eventually, the death jelly takes over the creature's body and uses it to spread the infection to as many creatures as it can before its host collapses into a pile of goo.

Burn Everything. The only sure way of clearing out an infestation of death jelly is to burn it. Fire spreads across the infestation with a whoosh, leaving sooty stains to mark where it was. Just as the slime burns easily, so too do creatures that become infected with it.

GLISTENING INFECTION

A foul, glutinous slime, death jelly transforms creatures that touch it and uses them to spread. The

infected creature's body begins to break down; flesh becomes slick, while the mind buckles under the horror of what is happening.

A typical infestation of death jelly covers a 5-foot-square surface and clings to walls, ceilings, and floors. Death jelly blends into its environment and imposes disadvantage on Intelligence (Investigation) and Wisdom (Perception) checks to spot it.

Spreading the Infestation. A beast, giant, or humanoid that comes into contact with the death jelly must succeed on a DC 20 Constitution saving throw or become infected by the death jelly. Symptoms of infection manifest 1d6 hours after infection and include dizziness, fatigue, and nausea. When the symptoms manifest, the creature gains one level of exhaustion that lasts until cured. While the creature has any levels of exhaustion from this effect, it also applies the jellied thrall template, which is described below.

At the end of each long rest, an infected creature must make a DC 20 Constitution saving throw. On a failed save, the creature gains one level of exhaustion. On a successful save, the creature's exhaustion level decreases by one level and, if the creature's exhaustion level drops below 1, the creature recovers from the infestation. If the creature's level of exhaustion reaches 6, its body transforms into a pile of death jelly.

Death jelly behaves like a poison and a disease, but it is neither and is unaffected by any effect that would cure a disease or neutralize a poison. The only cure is the *greater restoration* spell cast using a 6th-level or higher spell slot.

JELLIED THRALL TEMPLATE

A beast, giant, or humanoid can become a jellied thrall. It keeps its statistics, except as follows.

Vulnerabilities. The jellied thrall gains fire vulnerability.

Senses. The jellied thrall gains blindsight with a radius of 10 feet and darkvision with a radius of 60 feet, if it doesn't have these senses already.

New Trait: Carrier. A beast, giant, or humanoid that comes into contact with the thrall must succeed on a DC 20 Constitution saving throw or become infected with death jelly as described under "Spreading the infestation."

New Trait: Slippery Sustenance. The death jelly suffers no detrimental effects from exhaustion levels 2 through 5.

New Trait: Spurting Jelly. Whenever the jellied thrall takes 10 or more piercing or slashing damage from a single source, one adjacent creature of its choice must succeed on a DC 15 Dexterity saving throw or become splashed with death jelly and subject to infection as above.

SAMPLE JELLIED THRALL

Here the jellied thrall template has been applied to a drow elf.

JELLIED THRALL DROW

Medium humanoid (elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +4

Damage Vulnerabilities fire

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 XP)

Carrier. A beast, giant, or humanoid that comes into contact with the jellied thrall must succeed on a DC 20 Constitution saving throw or become infected with death jelly.

Exhaustion (Level 1). The jellied thrall makes ability checks with disadvantage.

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Slippery Sustenance. The jellied thrall ignores the effects of exhaustion levels 2 through 5.

Spurting Jelly. Whenever the jellied thrall takes 10 or more piercing or slashing damage from a single source, one adjacent creature of the thrall's choice must succeed on a DC 15 Dexterity saving throw or become splashed with death jelly.

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 11). The drow can innately cast the following spells, requiring no material components:

At-will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

DEMONIC OOZES

Oozes originating from the Abyss share many characteristics with those found in the Material Plane and can be readily mistaken for ordinary slimes. Their true natures, though, reveal themselves soon enough. Pregnant with the dark will of their faceless sire, they move with sinister intent to steal form from substance and reduce everything into puddles of sludge.

BLOB

An enormous, bulging pile of pinkish-brown slime flows down the subterranean tunnels. Driven by an insatiable appetite, the blob feeds on any living thing it finds, using the corrosive enzymes coating the thin membrane of its mass to dissolve victims and add their juices to its own. When it becomes agitated, strange nodules floating inside the blob blink and glow to shed a feeble light.

BLOB

Huge ooze, unaligned

Armor Class 7

Hit Points 250 (20d12 + 120)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (-3)	22 (+6)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances acid

Damage Immunities cold, fire, lightning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 13 (10,000 XP)

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

Electrified Ooze. When the blob is subjected to lightning damage, the energy crackles through its body, dealing half the lightning damage to each creature engulfed by the blob.

Illumination. The blob sheds dim light in a 10-foot radius.

Spurting Acid. When the blob takes piercing or slashing damage, it releases a spurt of acid in a 10-foot cone. Each creature in the area must make a DC 18 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 26 (6d6 + 5) acid damage.

Engulf. The blob moves up to its speed. While doing so, it can enter the spaces of Huge or smaller creatures.

Whenever the blob enters a creature's space, the creature must make a DC 17 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the blob. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the blob enters the creature's space, and the creature takes 21 (6d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 42 (12d6) acid damage at the start of each of the blob's turns. When the blob moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 17 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the blob.

If the blob drops an engulfed creature's hit points to 0 or fewer, the engulfed creature dies and the blob gains 21 (6d6) temporary hit points.

CHROMATIC GOO

Weird magic suffuses the realms of the deep dwellers. Its pernicious presence can wreak havoc on spells and magic items, but it can also spawn much strangeness. Found in places where reckless magic has thinned reality's borders, chromatic goo was long thought to be some kind of aggressive seepage, a foulness bleeding into the Material Plane from somewhere else. For centuries, the excrescences remained dormant, heaped up in corners and dribbling out of cracks in the walls, but some event or catastrophe occurred and sparked a dim awareness in the stuff, awakening in it a relentless hunger and the means to secure a meal.

Swirls of color move through the shifting, heaving mass of gelatinous filth as it drags itself across the dungeon corridors. Its amorphous body forms weird appendages that help it crawl and kill. The goo's magical origins help it to adapt to hostile environments; when subjected to fire, lightning, and the like, its color and capabilities change.

CHROMATIC GOO

Medium ooze, unaligned

Armor Class 7

Hit Points 90 (12d8 + 36)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	5 (-3)	16 (+3)	1 (-5)	8 (-1)	1 (-5)

Damage Resistances cold, fire, force, lightning, necrotic, psychic, radiant, thunder

Damage Immunities slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 3 (700 XP)

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

Energy Feed. When the chromatic goo takes damage for which it has damage resistance, it changes color, its size increases to Large until the end of its next turn if it is not Large already, and it gains immunity to that damage type until it uses this trait again. When its size changes, each creature within 5 feet of the ooze that does not have the amorphous or incorporeal trait must succeed on a DC 13 Dexterity saving throw or take 4 (1d8) bludgeoning damage.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the goo. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

Spider Climb. The goo can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 9 (2d8) damage of a type to which the goo is immune and that is not slashing.



CREEPING GUM

A sweet smell wafts from this pile of quivering pink slime, but the pleasant odor belies the danger the creature poses to creatures that come too close. The faintest vibration causes sticky strands to unravel and fly from the mass, gluing themselves to nearby creatures. It then reels its victims in to dissolve them with the corrosive substance that beads up all over its amorphous form.

CREEPING GUM

Medium ooze, unaligned

Armor Class 8

Hit Points 136 (16d8 + 64)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	18 (+4)	2 (-4)	8 (-1)	1 (-5)

Damage Resistances fire

Damage Immunities acid, psychic, bludgeoning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 6 (2,300 XP)

Alluring Odor. A strange, sweet odor wafts from the creeping gum. Whenever a creature that is neither a construct or undead starts its turn within 30 feet of a creeping gum, the creature must make a DC 15 Wisdom saving throw. On a failed save, the creature must move its speed toward the closest creeping gum, stopping when it moves to within 5 feet of the gum. On a successful save, the creature becomes immune to this creeping gum's Alluring Odor for the next 24 hours.

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

Corrosive Droplets. The creeping gum exudes a fine mist of corrosive droplets from its body. Whenever the gum ends its turn, each creature within 5 feet of it must succeed on a DC 15 Constitution saving throw or take 27 (6d8) acid damage.

Melted Gum. Whenever the creeping gum takes fire damage, it increases its speed by 20 feet and makes attack rolls with advantage until the end of its next turn.

Spider Climb. The creeping gum can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sticky Tendrils. The creeping gum can have up to six tendrils at a time. Each tendril can be attacked (AC 8; 10 hit points; resistance to fire damage; immunity to acid, psychic, and bludgeoning damage). Destroying a tendril deals no damage to the gum, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 14 Strength check against it.

ACTIONS

Multiattack. The creeping gum makes four attacks with its tendrils and uses Drag.

Tendril. *Melee Weapon Attack:* +6 to hit, reach 60 ft., one creature. *Hit:* The target is grappled (escape DC 14). Until the grapple ends, the creeping gum can't use the same tendril on another target.

Drag. The creeping gum pulls each creature grappled by it up to 25 feet straight toward it.

DISORDER BRUTE

What appears to be a shuddering heap of tangled organs springs into action, flailing viscera and tentacles ending in snapping mouths in all directions as it lurches toward its prey, while swiveling eyeballs bulge out from the sticky mass. Grotesque as the disorder brute is to behold, the effects of its touch are far worse: it feeds on the forms of living things, causing their bodies to collapse into quivering piles of shapeless flesh.

DISORDER BRUTE

Large ooze, chaotic neutral

Armor Class 9

Hit Points 207 (18d10 + 108)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	23 (+6)	2 (-4)	13 (+1)	8 (-1)

Damage Vulnerabilities force

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11

Languages —

Challenge 15 (13,000 XP)

Aggressive. As a bonus action, the disorder brute can move up to its speed toward a hostile creature that it can see.

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

Destabilize. When a creature touches or hits the disorder brute with a melee attack while within 5 feet of it, the creature must succeed on a DC 19 Wisdom saving throw. On a failed save, the creature takes 10 (3d6) psychic damage, falls prone, and becomes destabilized for 1 minute.

A destabilized creature loses its shape and flops around in its space until the effect ends. While destabilized, the creature is stunned and takes 10 (3d6) psychic damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, gaining one level of exhaustion on a failure, or removing the destabilized effect from itself on a success. When a creature ends the destabilized effect on

itself, it must succeed on a DC 15 Wisdom saving throw or gain a random short-term madness. If the creature fails the roll by 5 or more, it instead gains a random long-term madness. If the creature rolls a natural 1 on the saving throw, it also gains a random indefinite madness. Once a creature has gained any madness from a disorder brute, it cannot gain madness from any disorder brute for the next 24 hours.

Magic Resistance. The disorder brute has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The disorder brute makes two appendage attacks. It can substitute Horrifying Aspect for one of these attacks.

Appendage. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 23 (4d8 + 5) bludgeoning damage, and the target is subject to Destabilize (see above).

Horrifying Aspect. Each creature within 60 feet of the disorder brute that can see it must succeed on a DC 19 Wisdom saving throw or take 10 (3d6) psychic damage and become frightened for 1 minute. If the save fails by 5 or more, the target also gains a random short-term madness. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this disorder brute's Horrifying Aspect for the next 24 hours.

MIRROR MIST

A fine mist drifts in the dungeon passage, glittering when light falls upon it. Closer inspection reveals the cloud to be a collection of tiny droplets of reflective fluid resembling quicksilver. The mist rewards any such inquiry by swiftly enveloping the unsuspecting creature, boiling away the flesh with its gentle caress.

The droplets in a mirror mist are all oozes so fine and light they float in the air. Since they are individually powerless, they work together to overcome prey and separate once more when they are sufficiently glutted on the liquified meat.

MIRROR MIST

Medium swarm of Tiny oozes, unaligned

Armor Class 10

Hit Points 44 (8d8 + 8)

Speed 10 ft., fly 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	10 (+0)	13 (+1)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

Aggressive. As a bonus action, the mirror mist can move up to its speed toward a hostile creature that it can see.

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

Corrosive Cloud. When a creature starts its turn inside the mirror mist's space, the creature must succeed on a DC 11 Constitution saving throw or take 9 (2d8) acid damage.

Dispersed by Wind. If the mirror mist starts its turn inside a strong wind or stronger, it loses its Corrosive Cloud trait until the start of its next turn.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny ooze. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Corrosive Touch. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the mirror mist's space. *Hit:* 18 (4d8) acid damage, or 9 (2d8) acid damage if the mist has half of its hit points or fewer.



NIGHTCREEPER

Birthered in the Abyssal depths, nightcreepers hunger for warmth and light, sometimes finding their way to the Material Plane, where fodder is in abundance. Wherever they go, light dims around them until it goes out altogether. Creatures able to see in darkness perceive them as pearly white pools of animated slime.

NIGHTCREEPER

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	14 (+2)	2 (-4)	11 (+0)	1 (-5)

Damage Vulnerabilities cold, radiant

Damage Resistances acid

Damage Immunities fire, necrotic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 2 (450 XP)

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

Feed on Heat and Light. All lit areas within 60 feet of the nightcrawler become dimly lit. All lit and dimly lit areas within 30 feet of the nightcrawler become darkness. This effect suppresses magical light created by spells of 3rd level or lower. In addition, at the start of each of the nightcrawler's turns, it drains heat from everything around it. Each creature that is not a construct or undead within 30 feet of the nightcrawler must succeed on a DC 12 Constitution saving throw or take 4 (1d8) cold damage.

Spider Climb. The nightcrawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 4 (1d8) cold damage plus 4 (1d8) necrotic damage.

SHUDDERING TAR

A strange chemical odor wafts from the shuddering tar, a cloying, oily stench that hints at its bizarre nature. The gooey mass has a flammable body, and the smallest flame can cause it to ignite. The tar burns fast and hot, but also throws up clouds of smoke toxic to living creatures.

SHUDDERING TAR

Huge ooze, unaligned

Armor Class 8

Hit Points 135 (10d12 + 70)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	25 (+7)	2 (-4)	9 (-1)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities acid, cold, lightning, piercing, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 5 (1,800 XP)

Adhesive. The shuddering tar adheres to anything that touches it. A Large or smaller creature adhered to the shuddering tar is also grappled by it (escape DC 15). Ability checks made to escape this grapple have disadvantage.

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

Flammable. If the shuddering tar takes fire damage, it catches fire. It, as well as any creature grappled by it, takes 1d6 damage at the start of each of its turns or until another creature uses an action to douse the flames or until the tar drops to 0 hit points. While on fire, its melee attacks deal 1d6 extra damage and it gives off a 60-foot-radius cloud of toxic smoke. The cloud spreads around corners and is heavily obscured. It remains for 1 minute or until dispersed by a wind of moderate or greater speed (at least 10 miles per hour). Any creature that is not a construct or undead that starts its turn in the cloud of smoke must make a DC 18 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Grappler. The shuddering tar has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage.

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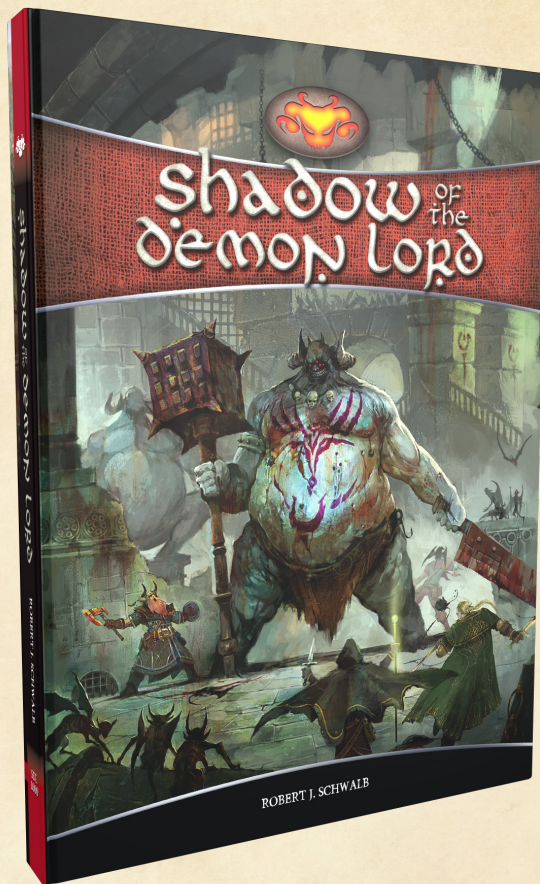
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shadow of the demon lord



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