

# MUD LASHER

## MUD LASHER

*Medium elemental, unaligned*

**Armor Class** 14 (Natural Armor)

**Hit Points** 66 (12d8 + 12)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	13 (+1)	8 (-1)	15 (+2)	11 (+0)

**Skills** Athletics +6, Perception +4

**Damage Resistances** Acid; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

**Senses** Darkvision 60 ft., Passive Perception 14

**Languages** Aquan, Terran

**Challenge** 2 (450 XP)

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

**Caking Mud.** Whenever the mud lasher takes fire damage, its speed is reduced by 10 and its AC increases by 2 for the next minute. The mud lasher dies if its speed is reduced to 0 in this way.

## Actions

**Drowning Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 17 (3d8 + 4) bludgeoning damage and the target is grappled (escape DC 14).

**Mud Ball.** *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target. *Hit* 13 (2d8 + 4) bludgeoning damage and the target must succeed on a DC 14 Strength saving throw or be knocked prone. A creature knocked prone in this way must spend its full movement to stand.

## Reactions

**Shifting Form.** As a reaction to being hit with an attack, the mud lasher moves up to 15 ft. without provoking attacks of opportunity.

**Stuff Face.** As a reaction to a creature it has grappled attempting to speak or cast a spell, the mud lasher forces it to make a DC 14 Constitution saving throw. On a failure, the creature's mouth and throat filled with mud, preventing it from speaking or breathing until the beginning of its next turn.

## MUD LASHER LORE

**History DC 15:** Mud lashers constantly produce mud from an inner well of magic, leaving a trail behind them, which dries to a crumbling, brittle consistency. Mud lashers inter their victims in shallow cairns of this mud, remaining over these graves for days or weeks after making a kill before moving on.

**History DC 20:** A mud lasher exposed to high heat for an extended period of time crumbles to dust.

**Nature DC 15:** A favored tactic of the mud lasher is waiting until a victim attempts to speak or call out, then stuffing its mouth with thick, tar-like mud. Creatures in the vicinity of a mud lasher are advised to keep their mouths shut at all costs.

## MUD LASHER TACTICS

A mud lasher typically initiates combat by oozing out of a narrow crack in the ground, or ambushing from an underwater hiding spot at the bottom of a lake or stream. It typically attacks the nearest creature and focuses on it until it is dead, though it will switch targets if a creature deals fire damage to it, using its shifting form to make up for the movement penalty as it hunts the fire-mage.

