

SLIMIGATOR



Darryl T. Jones

MONSTERS OF REND WORLD



SLIMIGATOR

Large fey

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 20 ft., swim 40 ft.

STR +5 (20)

DEX -1 (8)

CON +4 (18)

INT -4 (2)

WIS +1 (12)

CHA -3 (4)

Saving Throws STR +8, CON +7

Skills Perception +4, Stealth +2

Condition Immunities frightened

Senses darkvision 60 ft.,
passive Perception 14

Languages common, Sylvan

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Dissolution. A creature that is both coated in slime and grappled by the slimigator takes 18 (4d8) acid damage at the start of each of its turns. This damage occurs only if both the creature and the slimigator are in contact with swamp water.

Slime Secretion. The slimigator continuously secretes a crude, viscous slime that spreads through swamp water in a 10-foot radius. Any creature that enters this area or is hit by the slimigator's bite must succeed on a DC 16 Strength saving throw or become coated. Coated creatures have their speed halved and have disadvantage on checks to escape grapples. A coated creature can use its action to attempt a DC 16 Strength (Athletics) check to scrape free of the slime. The slime becomes inert 1 minute after a coated creature leaves the swamp water.

Swamp Bound. Outside of swamp water, the slimigator's Slime Secretion and Dissolution traits are inactive. Its Challenge rating is effectively 4 on dry land.

Swamp Despair (see Habitat). The slimigator thrives in the supernatural despair that saturates its territory. Within 60 feet of the slimigator, the DC for Wisdom saving throws against swamp despair increases by 3, and affected creatures must repeat the saving throw at the start of each of their turns rather than each hour.

Swamp Sense. The slimigator is aware of any creature in contact with swamp water within 300 feet of it, even through solid barriers. The water acts as its sensory organ.

ACTIONS

Multiattack. The slimigator makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage. If the target is Large or smaller, it is grappled (escape DC 16). While grappled this way, the target is restrained and immediately coated in slime. Until this grapple ends, the slimigator can't bite another target.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. The target must succeed on a DC 16 Strength saving throw or be coated in slime.

HABITAT

The Swamp as Threat

The slimigator's territory is dangerous before the creature surfaces. The following conditions apply any time characters enter the swamp:

Difficult Terrain. The entire swamp is difficult terrain. Moving through water deeper than 2 feet costs 3 feet of movement for every 1 foot traveled.

Obscured. Mist, murk, and canopy cover heavily obscure the swamp beyond 30 feet. Darkvision provides no benefit beyond this range.

Swamp Despair. A supernatural stillness saturates the air and water. It presents as fatigue, distraction, a faint reluctance to keep moving. Each hour spent in the swamp, creatures must succeed on a DC 12 Wisdom saving throw or gain one level of despair. The GM describes this as a natural impulse, only that the longer they are in the swamp, the more comfortable it becomes. The players are not told they are making saving throws against a condition.

Despair accumulates in three levels:

- ▶ **Level 1.** Disadvantage on initiative rolls.
- ▶ **Level 2.** The creature can't take reactions.
- ▶ **Level 3.** The creature must spend its action doing nothing on its turn. They find great comfort in the wet, sticky mud and murk. Like a fur blanket, *it's made of dead things, but it keeps you warm.*

Taking damage removes one level of despair until the start of the creature's next turn. All levels of despair fade after a short rest taken outside the swamp.

THE ROLE OF THE SLIMIGATOR'S

The slimigator doesn't hunt. It waits. The swamp breaks prey down, slowly and pleasantly, and the slimigator surfaces when something stops moving. It amplifies the despair within its radius not through any deliberate act, but because it is the swamp's oldest and most patient expression. It addresses the swamp as a grandmother, narrating in a low wet voice what the water tells it. The swamp feeds the slimigator, the slimigator's slime feeds the water.

ENCOUNTER

The Mutter. The slimigator mutters continuously, narrating what the water tells it in a low, wet voice. It addresses the swamp directly. Players who succeed on a DC 12 Wisdom (Perception) check while within 30 feet may hear fragments before they see the creature. *"We feel someone don't we granma. Yes we do. It's a freshy. Yes. Freshy tastes better than stale. Yes granma, we feels it."*

Entering the Territory

You're not on a trail any more. You can't remember when last you were. The water is dark and still, the color of old iron, and the air sits heavy on your shoulders like wet wool. You think about stopping to rest. The water that was once cold, feels warm, reasonable, almost kind.

Seeing It

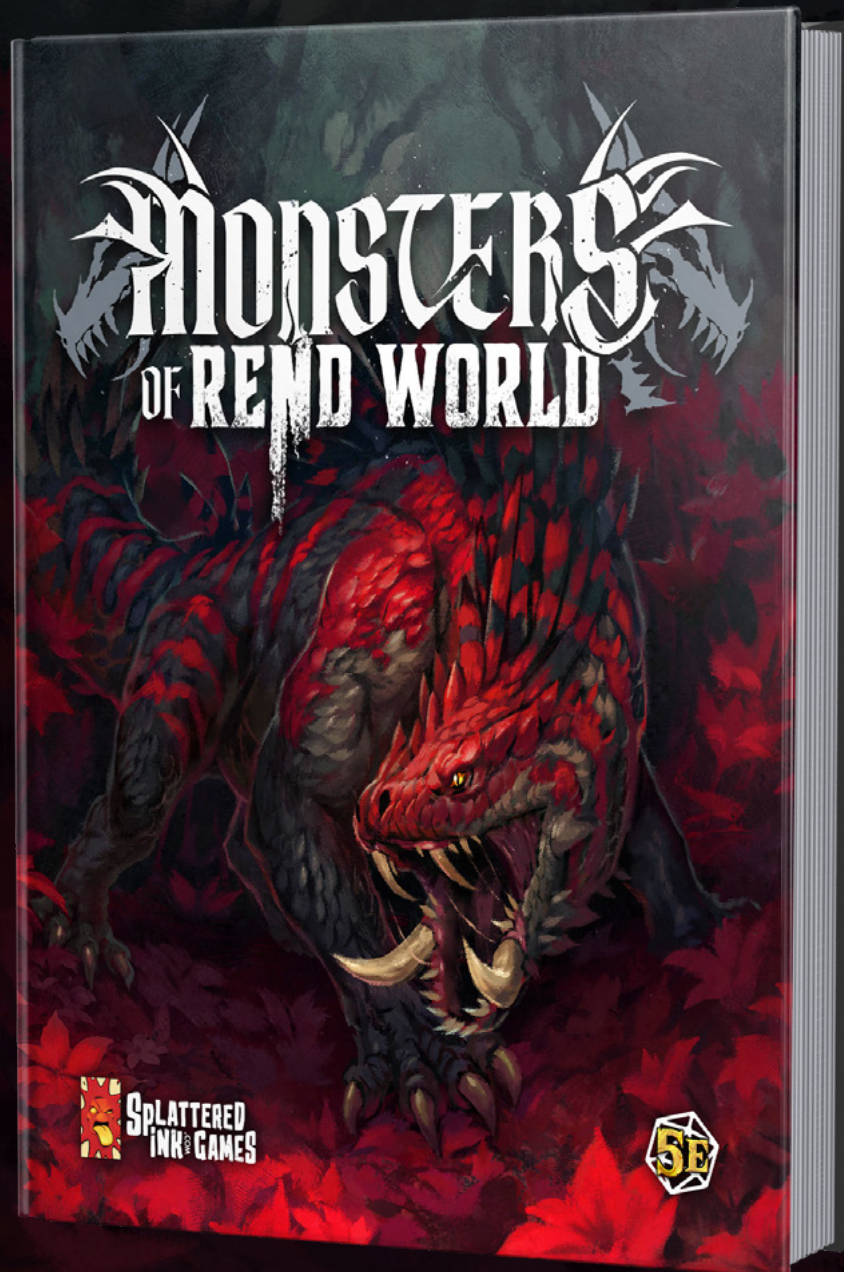
You see a shape, not quite right for a log, a mound of debris, settled in the water. Then it exhales. A slow displacement of water moves outward around it, disturbing the surface of the water, which is different, slick, dark, spreading. You hear muttering.

SWAMP MUCK COMFORT TABLE

The items found in a Slimigator's territory are often "stale"—covered in a crude, viscous slime and smelling of "old iron" and rot. Use this table for what remains of the "freshies" who succumbed to the swamp.

d20	"Comforting" Relic	Description & Value
1-4	The "Fur Blanket"	A sodden, heavy mass of moss and hair from past victims that feels unnaturally warm. It is worth nothing, but a creature wrapped in it has disadvantage on saves against Swamp Despair.
5-7	Muttering Shell	A large swamp snail shell that, when held to the ear, whispers fragments of the Slimigator's "mutter". Worth 25gp to a collector of fey curiosities.
8-10	Water-Logged Journal	The last entries describe the water as "reasonable" and "kind". The ink is mostly smeared by slime. Worth 10gp for the intact leather binding.
11-13	Slimy "Freshy" Trinket	A silver locket or ring coated in crude slime. It requires an action and a DC 16 Strength check to scrape clean before the value (50gp) can be realized.
14-15	Old Iron Shortsword	The blade is the color of the swamp water and remarkably heavy. It deals an additional 1d4 acid damage but weighs twice as much as a normal sword.
16-17	Sylvan Reed Flute	A fey instrument that sounds like bubbling mud. A player proficient in the flute can use it to gain advantage on one save against Swamp Despair per day.
18	Vial of Concentrated Slime	A glass jar of the Slimigator's secretion. Can be thrown as a splash weapon; the target must succeed on a DC 16 Strength save or be coated, halving their speed.
19	Granma's Boon (Charm)	A rare fey charm found in the deepest murk. The water "acts as a sensory organ" for the wearer, granting Swamp Sense out to 30 feet for 1 hour.
20	The Still-Fresh Heart	The preserved heart of a powerful creature that never reached "Level 3" despair. It can be harvested to create a Potion of Heroism or used as a component for fey-binding.

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ITEMS AND WEAPONS

Craft Legendary Gear from Legendary Foes



Every monster is more than something to kill, it also has ingredients! A slimigator's hide stretches like ooze membrane. A Slag Dragon's core still burns hours after its heart stops. With **Heliana's Crafting** compatibility, what you take from them becomes your weapons, armor, and items.

Monsters of Rend World is fully compatible with the Harvesting and Crafting system from Heliana's Guide to Monster Hunting. Every creature entry includes harvestable components, and dozens of signature weapons, magic items, and more are keyed to the monsters that bore them. If you're already running Heliana's, MoRW drops in seamlessly. If not, get the free rules at heliana.lt/Craft.

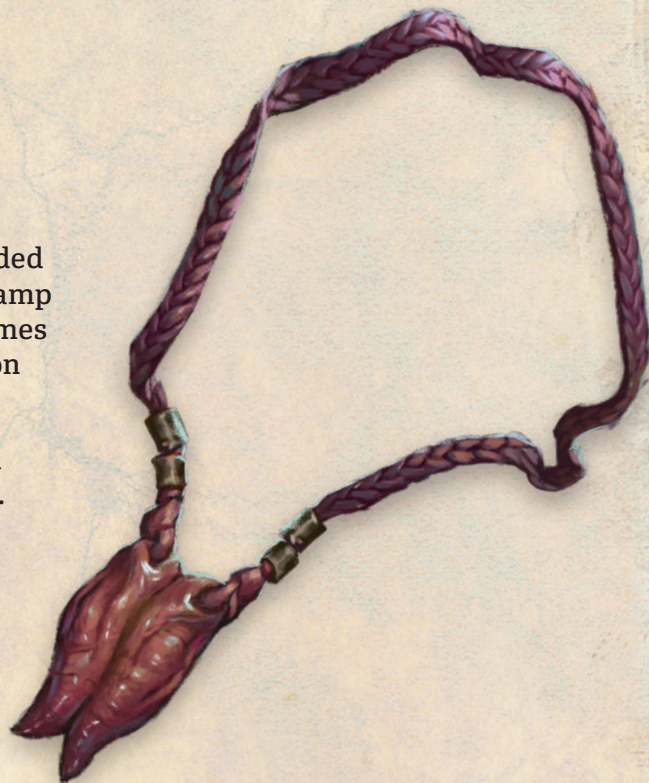
GRANMA'S WHISPER

Wondrous item, rare (requires attunement)

Component: Fey (slimigator) Tongue

A length of cured slimigator tongue, dried and braided into a leather cord worn at the throat. It is faintly damp to the touch even in dry air, and the wearer sometimes notices a soft taste at the back of the mouth, like iron and old water.

Swamp Sense. While attuned and in contact with a body of natural fresh water, you gain Swamp Sense. You are aware of the location of any creature in contact with the same body of water within 300 feet of you, even through solid barriers, for as long as you remain in contact with the water.



SLIMINET

Wondrous item, rare (requires attunement)

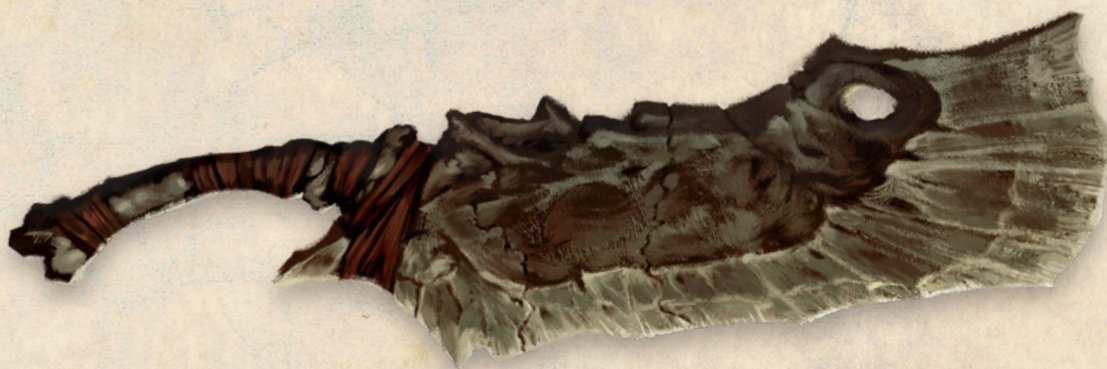
Component: Fey (slimigator) Skin

A square of cured slimigator skin, thin and stretchy as ooze membrane, with small lead weights seamed into the hemmed edges. Folded, it fits in a belt pouch. Thrown, it snaps open into a translucent sheet that drapes over its target and coats them in fresh slime on contact.

The Sliminet has 3 charges. Throwing it expends 1 charge. It regains all expended charges at the end of a long rest, but only if it has been fully submerged in fresh water for the duration of that rest. If it is not soaked, the charges do not return; the skin dries out and the slime cannot reconstitute.

As an action, you can expend 1 charge to throw the Sliminet at a Large or smaller creature within 20 feet of you. The target must succeed on a DC 15 Dexterity saving throw or be restrained and coated in slime until freed. While coated this way, the creature's speed is halved, and it has disadvantage on Strength checks made to free itself. At the start of each of the coated creature's turns, it takes 1d8 acid damage.

A creature can use its action to make a DC 15 Strength (Athletics) check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the Sliminet (AC 12) also frees the target and destroys the item until it is repaired and re-soaked.



THE BONE CLEAVER