

BLACK PUDDING

BLACK PUDDINGS ARE SHINY BLACK GLOBS OF viscous ooze that can shift, flatten and puff up their bodies. Despite their lack of organs, including no discernable brain, they display a cunning intelligence in their hunt to sate their endless hunger. In the darkness of subterranean caves and tunnels, they lie in wait, hanging above openings to caverns, nearly invisible pressed against a wall, or appearing like a large black puddle on the ground. In fact, some sages and scholars refer to them as “Black Puddles.” Unlike many oozes, they demonstrate forethought and patience in their hunting. This is despite their instinctual desire to devour nearly all they encounter. Flesh, wood, metal, and bone all dissolve when the Pudding touches them. Only stone and objects protected by magic can resist their caustic digestion.

Force of Nature. Like many oozes, Black Puddings serve an ecological niche, cleaning out areas of dungeons and subterranean cave systems. They make no sound, creeping along floors, walls and ceilings, rising up or dropping down on any organic matter it senses. They are feared and avoided by all other living creatures, as they are hard to kill and harder still to keep out or confine.

Black Puddings are solitary and are only encountered in numbers when recently split.

Deathless. While they can be defeated by being chopped up or dispersed into small enough pieces they no longer pose a threat or are even noticeable (when they are dropped to 0 hit points they seem to melt away and disperse), Black Puddings cannot really be killed and unless completely burned away by Fire or Radiant damage, the ooze will eventually grow back to its typical size, though this may take as long as four years, though it can be as few as one.

When Black Puddings are split into smaller versions of themselves, each portion eventually grows back to Large size, increasing by one size category every 24 hours, assuming it feeds at least once a day. This is how Black Puddings procreate.



Black Pudding

Enigmas of the Underworld. While some sages and wizards have managed to experiment on captured Black Puddings in order to learn something about them, they are difficult creatures to keep in captivity or observe in the wild. Furthermore, some sages and priests speculate they have otherworldly origins, having been originally created by Xshooshx, Demon Lord of Oozes, and then released into the world by means of a foul primordial ritual.

Notes for the DM. Once fixated on a target, Black Puddings can be relentless, fearless in their pursuit as there are few things that can stand up to them. They may wait in ambush, but never retreat once their attack has begun.

BLACK PUDDING

Large, ooze, unaligned

Armor Class 9 (-1 Dexterity)

Hit Points 90 (10d10+30)

Speed 20 ft., climb 20 ft.

Initiative -1

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	4 (-3)	6 (-2)	1 (-5)

Proficiency Bonus +3

Skills Stealth (ex) +5

Saving Throws Str +6, Con +6

Damage Resistances piercing, bludgeoning

Damage Immunities acid, cold, lightning, psychic, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone, stunned, unconscious

Senses tremorsense 120 ft. (blind beyond this radius), passive Perception 8

Languages None

Challenge 5 (1800 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing. When it lays flat it looks like a puddle, requiring a DC 20 Wisdom (Perception) check (or actually touch it) to notice this is not the case. They cannot be flanked.

Black and Silent as the Night. Black Puddings have advantage on stealth checks.

Grappler. The Black Pudding has advantage on opposed Strength checks to begin or maintain a grapple.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 1d8 acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to more than half the weapon's maximum

damage, the weapon is destroyed. Thus, a dagger with a -3 penalty or a long sword with a -5 penalty). Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage. The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

Split. When a Medium or larger Pudding that has at least 10 hit points is subjected to lightning or slashing damage, it splits into two new Puddings. Each new pudding has hit points equal to half the original pudding's current hit points, rounded down. New puddings are one size smaller than the original pudding.

Deathless. While they can be defeated, Black Puddings cannot really die unless every single point of damage against it was Fire or Radiant damage. Otherwise, the Black Pudding will eventually reconstitute itself, though this process takes 1d4 years.

ACTIONS

Pseudopod. *Melee (10' reach) Weapon Attack:* +5 to hit. *Damage:* 1d8+3 (bludgeoning) + 2d8 (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.

REACTIONS

Envelop. As a reaction to striking a target its size or smaller with a pseudopod, the Black Pudding may immediately attempt a grapple. A grappled creature is enveloped by the pudding, is restrained, can't breathe, and takes 4d8 (acid) at the end of its turn, and any armor it is wearing or weapon it is bearing suffering deterioration as described in the *Pseudopod* or *Corrosive Form* entries, except at twice the normal rate (i.e. -2 per turn). In addition, the grappled target takes half of any damage dealt to the pudding with weapons or physical spell effects. Also, anyone enveloped by a Black Pudding moves with it. The Pudding will only envelop one creature at a time.