



Art: AI



Magma Pudding



Magma Pudding.

Medium ooze, chaotic evil

Armor Class: 9

Hit Points: 45 (6d8 + 18)

Speed: 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	9(-1)	16(+3)	1(-5)	8(-1)	3(-4)

Damage Vulnerabilities cold

Damage Resistances acid, poison

Damage Immunities fire

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

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

Languages —

Challenge 3 (700 XP)

Traits

Heated body. A creature that touches the magma pudding or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage.



Lava form. The magma pudding can move across and climb rocky surfaces without needing to make an ability check. Additionally, it can pass through spaces as small as 1 inch without squeezing, but it can't pass through water.

Ignite. Any flammable object that isn't being worn or carried ignites when it comes into contact with the magma pudding.

Actions

Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) bludgeoning damage plus 3 (1d6) fire damage. If the target is a creature, it must succeed on a DC 13 Dexterity saving throw or catch fire, taking 3 (1d6) fire damage at the start of each of its turns. A creature can use its action to extinguish the fire.

Engulf. The magma pudding moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the pudding enters a creature's space, the creature must make a DC 13 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the pudding. A



creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the magma pudding enters the creature's space, and the creature takes 7 (2d6) fire damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 7 (2d6) fire damage at the start of each of the pudding's turns. When the magma pudding moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 13 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the pudding.

Erupt (1/Day). The magma pudding can violently explode in a burst of molten rock and intense heat. Every creature within a 20-foot radius of the magma pudding must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) bludgeoning damage and is covered in burning magma. The affected creature must then make a DC 13 Constitution saving throw. On a failed save, it takes 7 (2d6) fire damage at the start of each of its turns due to the magma melting away its skin (provided it has skin) until someone takes an action to douse the fire. On a successful save, the creature takes half as much initial bludgeoning damage and does



not catch on fire. Flammable objects in the area that aren't being worn or carried are ignited.