

The background of the entire page is a dark, atmospheric illustration of a ruined dungeon. Several grotesque, mutated rat-like creatures are depicted. Some are perched on stone pillars, while others are in the foreground, appearing to be in a state of aggression or pain. The creatures have various mutations, including glowing green eyes, exposed teeth, and decaying flesh. The overall tone is dark and horror-themed.

# MINI DUNGEONS

MINI-DUNGEON 329

## RUINS OF TOLGORITH TOWER



4-6

Characters



Levels

2-4



Underworld

Urban

Planar



## Ruins of Tolgorith Tower

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### FALL OF TOLGORITH

During the Hour of Venom, Tolgorith Tower imploded. The collapse tore open fractures that flooded the surrounding caverns with corrosive seepage tied to the Demiplane of Venom. The tower's interior did not fully collapse inward; much was hurled outward, scattering chambers, relics, and creatures far beyond the original footprint.

### NEELAL'S OFFER

In an Underworld market, a scarred half-drow scavenger named Neelal seeks a group to retrieve an obsidian spider brooch from the Ruins of Tolgorith Tower. She recently led a small crew there, but it was a disastrous expedition; most of them did not return. Neelal refuses to go back, but claims a buyer will pay 150 gp for the brooch, offering the characters 100 gp if they retrieve it.

A character studying Neelal can attempt a **DC 18 Wisdom (Insight) check** to realize she is deliberately understating the brooch's value. A character can attempt a **DC 16 Charisma (Persuasion)** or **DC 14 Charisma (Intimidation) check** to improve the deal; on a success, Neelal raises her offer to 150–200 gp and agrees to half now, half later.

Neelal does not reveal that the buyer will pay her 350 gp. She means to "keep the change." The brooch once belonged to a member of House Gullion, presumed dead by most.

#### *What the Characters Know.*

**DC 10 Intelligence (History) check:** Tolgorith Tower fell in a catastrophic implosion.

**DC 13 Intelligence (History) check:** The collapse involved planar fractures and corrosive aftershocks.

**DC 16 Intelligence (History) check:** House Gullion's influence and alliance with a crystalline race known as the Vidre was closely tied to the tower's structural formation.

**DC 18+ Intelligence (History) check:** The collapse of the tower is remembered as part of the Hour of Venom, when influence and venom seepage from the Demiplane of Venom warped terrain and creatures across the Underworld.

### THE RUINS OF TOLGORITH TOWER

The characters may approach the ruins from any direction. If a starting point is needed, begin in Area 1 across the venom river to the west, at the small unnumbered cave opening to the north, or along one of the winding paths that thread through the rubble. Encounters need not occur in any particular order.

GENERAL FEATURES

There are no true paths, only routes where rubble has settled or creatures have passed repeatedly. Puddles of once-toxic venomous sludge collect in fractures and indentations. Entering one deals 7 (2d4 + 2) Poison damage. Lingering carelessly within 5 feet deals 1 Acid damage at the start of a creature’s turn.

RESTING

A short rest is possible only if the characters have cleared enemies in the current area and any adjacent areas, otherwise a random encounter occurs (Table 1).

A long rest is always risky. When the party attempts one, roll percentile dice. There is a 10% cumulative chance per uncleared area that a random encounter interrupts the rest.

RANDOM ENCOUNTERS

When a random encounter is called for, roll 1d6, adding 1 or 2 for increased difficulty.

Table 1: Random Encounters

| 1d6<br>(+1-2) | Creature(s)<br>Encountered                         | Strange Discovery                                            |
|---------------|----------------------------------------------------|--------------------------------------------------------------|
| 1             | Sharp-Leafed<br><b>Awakened Shrub</b><br>(2d4)     | A shrub hisses when angry; sap is<br>tasty but addictive     |
| 2             | Green <b>Giant</b><br><b>Fire Beetle</b> (2d4)     | 5 minutes' exposure to a beetle's<br>light turns skin green  |
| 3             | Venom <b>Stirge</b> (2d3)                          | Stirge's proboscis drips venom (Hit:<br>+1 Poison damage)    |
| 4             | Goblombie (2d2)<br>( <b>Zombie</b> )               | Goblin's legless torso is stitched to<br>another's shoulders |
| 5             | Artichoke Fungus<br>(2d2) ( <b>Violet Fungus</b> ) | Green cap imitates an observer's<br>head after 2 rounds      |
| 6             | Honeydewze (1d3)<br>(as <b>Gray Ooze</b> )         | Greenish, off-white ooze smells<br>sickeningly enticing      |
| (7)           | Drow <b>Animated</b><br><b>Armor</b> (1d2)         | Etched with runes that leak venom                            |
| (8)           | <b>Carrion Crawler</b> (1)                         | Eyes embedded in every<br>body segment                       |



## HAZARDS

When characters approach or enter piles of rubble, linger in unstable terrain within the ruins, or take risky routes, you may use the hazard below or reference [d12 Hazards Approaching the Ruins of Tolgorith Tower](#) on the AAW Blog.

### FALLEN MODULAR BUILDING

*Minor constant hazard (level 1–4)*

A winding path cuts through collapsed structures half-sunken in venom. Though the route appears straightforward, the fallen walls form unstable chambers.

These ruins were once the subterranean levels of a noble house built on shifting tracks, allowing walls and rooms to be repositioned. Roughly a dozen such spaces remain, all precariously balanced.

**Trigger.** A creature moves faster than half speed through the area.

**Effect.** A wall slides shut behind the triggering creature, potentially isolating it. When a wall begins to move, the creature must succeed on a **DC 15 Strength (Athletics)** or **Dexterity (Acrobatics)** check to leap clear and avoid separation. Once one section shifts, adjacent sections may also slide (75% chance), creating temporary divisions that are difficult to navigate around.

**Countermeasures.** A **DC 16 Wisdom (Perception)** or **Wisdom (Survival)** check reveals the walls are unusual. A **DC 10 Intelligence (Investigation)** check after 1 minute of study yields the same result. A **DC 20 Intelligence (Investigation)** check identifies the track system; alternatively, 5 minutes of study and a **DC 15 Intelligence (Investigation)** check reveals the trackway.

## 1. CROSSING THE VENOMFLOW

As the party approaches a slow-flowing, caledonite-green river, they hear a cataract's roar some distance to the west. Heaped piles of rubble blanketed with a thick, green mist block the view of its source. Before the characters, the scant path ends at fallen debris forming a makeshift span across the venom river.

Characters can choose either Acrobatics or Athletics to cross the bridge, but it is a difficult task. The first person to cross must succeed at a DC 14 check or the precariously-balanced wreckage begins to buckle. If they fail this check, they must make a successful **DC 15 Dexterity saving throw** or fall into the venomcourse beneath them and be swept away at 30 feet per round.

If another character tries to reach them, they must both make a successful **DC 15 Dexterity (Acrobatics)** check to grab each other. If the first character succeeds at this check, the second has Advantage on their check.

At the GM's discretion, and from a roleplaying viewpoint, if the most-able character shouts something like, "Grab my hand!" just before attempting their check (6 words or fewer), then both rolls are made with Advantage.

The required DC to cross the bridge goes up by one each time an adventurer fails a roll, reflecting the increasing instability of the connecting fragments.

## SEARCHING

When characters spend time digging through debris or prying at collapsed stone, roll 1d12 and use the following table, or alternatively, roll 1d100 and reference the [d100 Items Found in the Ruins of Tolgorith Tower](#) on the AAW Blog.

1. Acid-warped drow dagger that sheds flakes and pore-clogging dust (5 gp)
2. Silver coins fused by corrosion into a stack that looks like a cosh (18 gp)
3. Rock-hard spider silk strands (2d4+2) that can be used as standard bolts (10 gp)
4. Scorched journal fragments describing omens and portents prior to the implosion
5. Obsidian trade chits that may be mistaken for worthless gaming tokens (12 gp)
6. A broken House Gullion insignia that embeds itself in the "most worthy" creature
7. Preserved rations sealed in resin, most suited to a creature that only eats raw meat
8. Solid silk cord coil that takes little skill but much time (or vice versa) to untie (10 gp)
9. Spent magic rod that either explodes or crumbles when pressure is applied (8 gp)
10. Blackened medallion with spider motif, once a spider mosaic [hazard tile](#) (20 gp)
11. Emerald-sullied sapphires, the colors of which clash surprisingly (2d4 × 4 gp)
12. Hidden compartment with unrecognizable but seeming valuable oddities (50 gp)

5 rounds after a total of four unsuccessful checks and/or saves, the wrecked span collapses entirely. Without the bridge, a character on the far bank must:

- Swim across the river, or
- Creatively circumnavigate the obstacle, or
- Climb up above the waterfall to find another way across.

The acidic, venomous water deals 2 (1d2+1) Acid damage and 1 (1d2) Poison damage per round. If a character takes these damages for three consecutive rounds, they must make a successful **DC 13 Strength (Athletics)** save to keep their head above water. On a failure, all damage and effects are doubled for the next 1d2 rounds.

## 2. VENOM MIST

Mist rises from the venom waterfall and spreads 60 feet from the pond.

The area is **Heavily Obscured** within 30 feet of the chute and **Lightly Obscured** between 30 and 60 feet.

A creature exposed to the mist takes Acid damage each minute based on its distance from the waterfall:

- 40–60 feet: 1 (1d2) Acid damage per minute
- 20–40 feet: 2 (1d4) Acid damage per minute
- 0–20 feet: 3 (1d6) Acid damage per minute

In addition, a creature that takes more than one breath per minute while within the mist takes 2 (1d4) Poison damage per round (or per breath, if using SGS rules). A creature that takes this Poison damage gains the Poisoned condition for a number of rounds equal to the total Poison damage dealt.

Creatures that hold their breath and avoid strenuous activity take no Poison damage, following the optional rules in [Survivalist's Guide to Spelunking](#), Chapter 10: Breathless in the Underworld (pp. 128–140).

### 3. VENOM POND

The venom pond has mutated, venom-infused [creatures](#) in and around it, such as Crabs, Frogs, Lizards, Piranhas, Rats and Spiders. They appear individually and are nothing more than irritating, as the damage they deliver means the recipient must succeed on a **DC 10 Constitution save** or break out in an itchy, distracting rash that lasts for 2d6 minutes.

A drift of venom-warped [Darkmantles](#) (**Immunities:** Acid, Poison; Poisoned) lives above the pond (1 per character), attacking creatures on the shore and trying to get them to blunder into the pond (which has the same properties as the river but is not flowing) if the aberration's Crush action is successful.

The pond contains 2 magic items, both clearly visible but about six feet below the surface:

- What is effectively a sentient, but entirely deranged, gleaming silver hand crossbow (**Alignment** Neutral Evil; **Communication** Emotion; **Senses** Standard to 30 feet; **Special Purpose** Destroyer). It knows there is a case of six bolts nearby, and insists the character that lifts it from the pond immediately recovers these as well. Its anger perverts a bolt into a *Vicious Weapon*. However, once it has fired 2d2+1 bolts, its maniacal demeanor causes it to mentally disintegrate in unfulfilled fury, its screaming frenzy crashing around the character's head and inflicting the Stunned condition for 1d3+1 rounds. It falls apart and cannot be put back together.
- An acid-pitted hide *Hat of Vermin*. If used whilst the wearer is within venom, it produces a Crab, Frog or Piranha. If activated in the mist or within 300 feet of it, a Lizard, Rat or Spider appears. The hat is in such poor condition that once it has been used 3 times, it disintegrates into tiny pieces.

### 4. SYMBIOTIC SURVIVORS

A compact rubble mound at the center of the debris field has three entry holes: one at the top, one along the western face, and one along the eastern face. The mound is Difficult Terrain. Any creature moving faster than half speed must succeed on a **DC 15 Dexterity save** or become partially buried and restrained beneath sharp scree and dense rubble until freed. It takes 5 minutes' digging to free a trapped creature. Each creature assisting must succeed on a **DC 13 Dexterity check**; a creature proficient with Sleight of Hand makes this check with Advantage and can Help others. Those failing the check must make a save as above to avoid also becoming pinned or buried.

The top and west entrances descend into unstable pockets where undead drow lie pinned. Each time rubble is significantly disturbed—searching, digging, or forcing passage—there is a cumulative 25 percent chance to release undead.



**Top Entrance.** Pinned [Skeletons](#) and [Zombies](#). No more than eight minor undead emerge in total.

**West Entrance.** A deeper fracture holds a hungry drow [Ghoul](#). After the first ghoul is freed, further disturbance releases a second Ghoul 4 rounds after the first is destroyed. No more than two ghouls emerge in total.

**East Entrance.** This opening leads into the true chamber. Here lairs the [Venom Gibbering Moulder](#) and 1d3+1 [Swarms of Venom Rats](#). The moulder was formed from a former drow family cursed by [Naraneus](#); its many voices babble in Undercommon. The swarms attack outside, then retreat toward this entrance to lure prey inward; the moulder feeds and spits remains back out for the rats to devour.

Once the moulder and rats have been defeated, the party can find the [spider brooch](#) beneath the Venom Gibbering Moulder with a successful **DC 10 Intelligence (Investigation)** check.

At the GM's discretion, minor treasure from dead adventurers (including some of Neelal's comrades) may be recovered here, though much has corroded beyond recognition.

### 5. MASSIVE RUBBLE PILE

A massive rubble pile topped with a section of Tolgoth Tower, this debris pile ended up here when the tower (to the east) violently imploded from the loss of the Vidrefacte artifact and then exploded as rifts to the Demiplane of Venom opened.

**Trapped.** Damond, a dweorg dwarf, is pinned beneath a slab. Freeing him requires a successful **DC 13 Strength (Athletics)** check. Damond is a [Bandit](#) and travels with the party only until they return to civilization. Damond refuses to climb and warns the party that something deadly lurks above, to which he lost two companions.

**Encounters.** If characters spend more than 10 minutes in any one spot upon this mound of rubble, a [Swarm of Venom Bats](#) descends and attacks (**Immunities:** Acid, Poison; Poisoned, *Hit:* +1 Poison damage). One bat in the first swarm has one *Slipper of Spider Climbing's* laces tangled in its claws. The matching slipper may be found while *Searching the Pile* (see below).

**Climbing.** Climbing the rubble up to Area 6 requires a successful **DC 14 Strength (Athletics) check** or a successful **DC 12 Dexterity (Acrobatics) check**, otherwise a character falls and tumbles down taking 3 (1d6) Bludgeoning damage and risks a collapse of debris (10% cumulative per fall) which causes an additional 9 (2d6+2) Bludgeoning damage and pins the character, requiring another party member to make a successful **DC 16 Strength (Athletics) check** to free them (if two or more members attempt this, no roll is needed). Repeated attempts at climbing and searching may trigger Random Encounters (Table 1).

**Searching the Pile.** By using the Search action in the rubble there is a cumulative 20% chance of uncovering the other *Slipper of Spider Climbing*. Searching the rubble can also reveal items as described in the initial **Searching** section, but may also cause things to shift as described in the **Hazards** section.

## 6. PEAK PESTILENCE

Once a Black Pudding trained by Sor Gullion to split at will, this **Venom Pudding** was blasted from Tolgorith Tower when a rift tore open to the Demiplane of Venom. Venom reshaped it. It absorbed the blood and hatred of the fallen. Now it sprawls across a broken curve of the tower's stone, crowning the highest rubble mound like a living stain. If any humanoids approach the pinnacle the pudding begins to stir, sensing movement as things shift below. Venom bat swarms circle above the pudding and descend when it moves, anxious for an easy meal. Dead drow and treasure hunters lie half-dissolved along the slope.

**Searching Corpses.** Searching the corpses and the area near the top of the rubble pile is practically impossible while the Venom Pudding is still alive. Doing so first requires a successful Hide action. Any additional movement, such as relocating, requires a successful **DC 13 Dexterity (Stealth) check**.

If a check fails, the character may be noticed by the Venom Pudding (passive Perception 12 while Swarms of Venom Bats are present, their circling forms acting as watchful sentries).

If a character is spotted, the Venom Pudding immediately Splits into two. Three **Swarms of Venom Bats** descend, lifting one half and dropping it onto the exposed character. The target takes 3 (1d6) bludgeoning damage plus 3 (1d6) Acid damage, and combat begins. The remaining half surges toward any other creatures still climbing.

An additional 1d4 swarms circle overhead. They descend only if a creature becomes isolated, unconscious, or otherwise vulnerable—seeking an easy meal.

**Treasure.** Treasure may be recovered from three sources: within the Venom Pudding, scattered amongst the dead on the slope, or buried near the top of the rubble mound. Set the DCs to locate these items according to the tone and magic level of your campaign.

**Within the Venom Pudding.** Embedded in its dissolved victims are a +1 Drow Shortsword bearing the sigil of House Gullion. A lacquered metal case holds three +1 Drow Darts and a small vial of Poison (+1d6 Poison damage for darts, contains two doses). A fused coin pouch contains 35 gp worth of partially melted coinage.

**On the Slope.** Amongst the half-dissolved drow corpses lie a Driftglobe and a paired set of Sending Stones. One corpse carries a Scroll of Spider Climb sealed inside a metal tube. A map leading to an Underworld lake (appearing in *Mini-Dungeon #328: Cloaked in Splendor*) is found within a scroll case on a dead Cloaker half-buried on the slope.

**Buried at the Peak.** Wedged beneath a fractured curve of tower stone is a Cloak of Protection wrapped in oilcloth. Nearby, a striated Ring of Feather Falling rests on a skeletal finger, overlooked by prior scavengers.

## CONCLUSION

If the party returns the brooch, Neelal honors the negotiated deal. If a character keeps the brooch, consequences unfold:

- After 1 week, the bearer feels watched when alone. Divination magic confirms the presence of observers, but the magic shielding them cannot be traced or countered.
- After 2 weeks, a drow trails the party. If captured, she swallows a poison capsule.
- After 3 weeks, undead drow ambush the party while traveling the Underworld. They reclaim the brooch and retreat across a lake toward *Dhaer-Pellinta, City of Cloakers*.

What happens next is up to the GM with a recommendation to read up on House Gullion in *Rise of the Drow*. Perhaps some members of this house are still alive...

## CONSOLIDATED LIST OF RESOURCES

The following resources are freely accessible to enhance your Mini-Dungeon experience.

- [Surviving the Venomous Ruins](#)
- [Wild Magic Surges](#)
- [d12 Hazards Approaching the Ruins of Tolgorith Tower](#)
- [d100 Items Found in the Ruins of Tolgorith Tower](#)
- [Survivalist's Guide to Spelunking \(PDF\)](#)



## SWARM OF VENOM RATS

Medium Swarm of Tiny Beasts, Neutral Evil

**AC** 10 **Initiative:** +0 (10)

**HP** 14 (4d8 - 8)

**Speed** 30 ft., Climb 30 ft.

|            |   | MOD |    | SAVE |            | MOD |    | SAVE |  | MOD        |   | SAVE |    |
|------------|---|-----|----|------|------------|-----|----|------|--|------------|---|------|----|
| <b>STR</b> | 9 | -1  | -1 |      | <b>DEX</b> | 11  | +0 | +0   |  | <b>CON</b> | 9 | -1   | -1 |
| <b>INT</b> | 2 | -4  | -4 |      | <b>WIS</b> | 10  | +0 | +0   |  | <b>CHA</b> | 3 | -4   | -4 |

**Resistances** Bludgeoning, Piercing, Slashing

**Immunities** Acid, Necrotic, Poison; Charmed, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned

**Senses** Darkvision 30 ft.; Passive Perception 10

**Languages** —

**CR** 1 (200 XP; PB +2)

### TRAITS

**Stench.** *Constitution Saving Throw:* DC 9, any creature that starts its turn in a 5-foot Emanation originating from the swarm. *Failure:* The target has the Poisoned condition until the start of its next turn. *Success:* The target is immune to this swarm's Stench for 24 hours.

**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 rat. The swarm can't regain Hit Points or gain Temporary Hit Points.

**Venomous.** When the venomous creature deals Acid damage, the target has the poisoned condition until the end of its next turn. If the target is a creature, its Hit Point maximum decreases by 2.

### ACTIONS

**Venomous Bites.** *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 5 (2d4) Piercing damage—or 2 (1d4) Piercing damage if the swarm is Bloodied—plus 7 (2d6) Acid damage.

## VENOM GIBBERING MOUTHER

Medium Aberration, Chaotic Neutral

**AC** 9 **Initiative:** -1 (9)

**HP** 52 (7d8 + 21)

**Speed** 20 ft., Swim 30 ft.

|            |    | MOD | SAVE |            |    | MOD | SAVE |            |    | MOD | SAVE |
|------------|----|-----|------|------------|----|-----|------|------------|----|-----|------|
| <b>STR</b> | 10 | +0  | +0   | <b>DEX</b> | 8  | -1  | -1   | <b>CON</b> | 16 | +3  | +3   |
| <b>INT</b> | 3  | -4  | -4   | <b>WIS</b> | 10 | +0  | +0   | <b>CHA</b> | 6  | -2  | -2   |

**Immunities** Acid, Necrotic, Poison; Poisoned, Prone

**Senses** Darkvision 60 ft.; Passive Perception 10

**Languages** —

**CR** 3 (700 XP; PB +2)

### TRAITS

**Aberrant Ground.** The ground in a 10-foot Emanation originating from the moulder is Difficult Terrain.

**Gibbering.** The moulder babbles incoherently while it doesn't have the Incapacitated condition. *Wisdom Saving Throw:* DC 10, any creature that starts its turn within 20 feet of the moulder while it is babbling. *Failure:* The target rolls 1d8 to determine what it does during the current turn:

1–4. The target does nothing.

5–6. The target takes no action or Bonus Action and uses all its movement to move in a random direction.

7–8. The target makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

**Venomous.** When the venomous creature deals Acid damage, the target is has the poisoned condition until the end of its next turn. If the target is a creature, its Hit Point maximum decreases by 2.

### ACTIONS

**Venomous Bite.** *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 7 (2d6) Piercing damage plus 11 (2d10) Acid damage. If the target is a Medium or smaller creature, it has the Prone condition. The target dies if it is reduced to 0 Hit Points by this attack. Its body is then absorbed into the moulder, leaving only equipment behind.

**Venomous Spittle (Recharge 5–6).** *Dexterity Saving Throw:* DC 10, each creature in a 10-foot-radius Sphere centered on a point within 30 feet. *Failure:* 11 (2d10) Acid damage, and the target has the Blinded condition until the end of the moulder's next turn.



VENOM PUDDING

Large Ooze, Unaligned

AC 7 Initiative: -3 (7)  
HP 68 (8d10 + 24)  
Speed 20 ft., Climb 20 ft.

|     |    | MOD | SAVE |     | MOD | SAVE |    | MOD | SAVE |    |    |
|-----|----|-----|------|-----|-----|------|----|-----|------|----|----|
| STR | 16 | +3  | +3   | DEX | 5   | -3   | -3 | CON | 16   | +3 | +3 |
| INT | 1  | -5  | -5   | WIS | 6   | -2   | -2 | CHA | 1    | -5 | -5 |

Immunities Acid, Lightning, Necrotic, Poison, Slashing; Charmed, Deafened, Exhaustion, Frightened, Grappled, Poisoned, Prone, Restrained  
Senses Blindsight 60 ft.; Passive Perception 8  
Languages —  
CR 5 (1,800 XP; PB +3)

TRAITS

Amorphous. The pudding can move through a space as narrow as 1 inch without expending extra movement to do so.

Venomous Form. A creature that hits the pudding with a melee attack roll takes 4 (1d8) Acid damage. Nonmagical ammunition is destroyed immediately after hitting the pudding and dealing any damage. Any nonmagical weapon takes a cumulative -1 penalty to attack rolls immediately after dealing damage to the pudding and coming into contact with it. The weapon is destroyed if the penalty reaches -5. The penalty can be removed by casting the Mending spell on the weapon.

In 1 minute, the pudding can eat through 2 feet of nonmagical wood or metal.

Spider Climb. The pudding can climb difficult surfaces, including along ceilings, without needing to make an ability check`.

Venomous. When the venomous creature deals Acid damage, the target is has the poisoned condition until the end of its next turn. If the target is a creature, its Hit Point maximum decreases by 3.

ACTIONS

Venomous Pseudopod. Melee Attack Roll: +6, reach 10 ft. Hit: 27 (7d6 + 3) Acid damage. Nonmagical armor worn by the target takes a -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the Mending spell on the armor.

Venomous Splash. Dexterity Saving Throw: DC 14, each creature in a 5-foot-radius Sphere centered on a point within 60 feet. Failure: 11 (2d10) Acid damage. Nonmagical armor worn by the target takes a -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the Mending spell on the armor. Success: Half damage only.

REACTIONS

Split. Trigger: While the pudding is Large or Medium and has 10+ Hit Points, it becomes Bloodied or is subjected to Lightning or Slashing damage. Response: The pudding splits into two new Venom Puddings. Each new pudding is one size smaller than the original pudding and acts on its Initiative. The original pudding's Hit Points are divided evenly between the new puddings (round down).





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