

FIENDISH MUSTARD JELLY

CREATURE 14

N**LARGE****OOZE****MINDLESS**

Perception +23; motion sense 240 feet, no vision

Skills Athletics +27

Str +8, **Dex** -3, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense A mustard jelly can sense nearby creatures through vibration and air or water movement.

AC 21; **Fort** +26, **Ref** +15, **Will** +20

HP 310; **Immunities** electricity; **Resistances** cold 15, fire 15

Split When a mustard jelly that has 10 or more HP is hit by an attack that would deal piercing or slashing damage, it splits into two identical oozes, each with half the original's HP. One ooze is in the same space as the original, and the other is in an adjacent, unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or heavy to push).

Energy Absorption The Mustard Jelly is immune to electricity and magic missiles. If targeted by such an effect, it instead gains temporary hit points equal to the damage that the effect would deal. These temporary hit points last for 1 hour.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ◆ pseudopod +26 (reach 30 feet), **Damage** 2d12+12 bludgeoning plus 2d6 acid and Grab

Toxic Gas A mustard jelly exudes an aura of toxic gas in a 10 foot radius spread. A creature in this area at the start of their turn must succeed at a DC 33 Fortitude save or be slowed 1 for 1d4 rounds. Critical failure is slowed 2 for 1 round and slowed 1 for 1d4 rounds after that..

Constrict ◆ 2d12 bludgeoning plus 2d6 acid, DC 33

Engulf ◆◆ DC 33, 4d10 acid, Escape DC 33, Rupture 20