

Monsters (O)

Ochre Jelly

Multiplying Amoeboid Hunter

Habitat: Underdark; **Treasure:** None

ARTIST: MARK BEHM



Ochre jellies are giant, yellow-brown amoebas that digest organic creatures. They tirelessly hunt any prey smaller than themselves, oozing over, under, and around obstacles in their path. Once they overwhelm their quarry, these acidic slimes dissolve the flesh, hair, and scales of their prey, leaving behind clothing, equipment, treated leather, and bone.

If damaged by lightning or a slashing weapon, an ochre jelly splits in two. These smaller jellies work together to consume foes, but afterward they move on to hunt independently. Both eventually grow into full-size jellies.

What ochre jellies can't dissolve they leave behind. Roll on or choose a result from the Ochre Jelly Leftovers table to inspire such remains.

Ochre Jelly Leftovers

1d6	After a Meal, the Ochre Jelly Leaves Behind...
1	A bone etched with a word or an eerie symbol.
2	Broken dragonborn or tiefling horns.
3	An ornate prosthetic limb.
4	The skeleton of an explorer's pet (perhaps a small dog, monkey, or parrot).

1d6	After a Meal, the Ochre Jelly Leaves Behind...
5	A skull with gold teeth worth 1d4 GP.
6	A spotless suit of metal armor.

OCHRE JELLY

Large Ooze, Unaligned

AC 8 Initiative -2 (8)

HP 52 (7d10 + 14)

Speed 20 ft., Climb 20 ft.

	MOD	SAVE		MOD	SAVE
STR	15	+2	+2	INT	2
DEX	6	-2	-2	WIS	6
CON	14	+2	+2	CHA	1

Resistances Acid

Immunities Lightning, Slashing; **Charmed**, **Deafened**, **Exhaustion**, **Frightened**, **Grappled**, **Prone**, **Restrained**

Senses **Blindsight** 60 ft.; Passive Perception 8

Languages None

CR 2 (XP 450; PB +2)

Traits

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

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

Actions

Pseudopod. *Melee Attack Roll:* +4, *reach* 5 ft. *Hit:* 12 (3d6 + 2) Acid damage.

Reactions

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

Ogres

Raging Hulks and Hoarders

Habitat: Arctic, Desert, Forest, Grassland, Hill, Mountain, Swamp, Underdark; **Treasure:** Armaments

ARTIST: HINCHELOR

Ogres are selfish raiders and hulking gluttons spawned of hateful supernatural forces. From dismal ruins and bleak hinterlands, they raid vulnerable communities and ambush travelers. Ogres covet food and treasure, and they spitefully destroy art, books, clockwork devices, and other delicate or lovingly made things. Occasionally they kidnap victims to eat later or, more rarely, performers who catch their interest.

Ogres trace their origins to wrathful deities such as Erythnul, Takhisis, and Vaprak. They magically emerge from the earth of lands corrupted by evil gods, sinister magic, or ancient curses. Some bear evidence of the places that spawned them, sporting rocky calluses, mossy growths, or frozen scars.

Ogre

Ogres are 10-foot-tall brutes that overwhelm their foes and take what spoils they please. Ogre raiders ally with other evil forces in return for food, riches, and promises of battle.



OGRES

OGRE

Large Giant, Chaotic Evil

AC 11 Initiative -1 (9)

HP 68 (8d10 + 24)

Speed 40 ft.

Gear Greatclub, Javelins (3)

Senses Darkvision 60 ft.; Passive Perception 8

Languages Common, Giant

CR 2 (XP 450; PB +2)

Actions

Greatclub. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4)

Bludgeoning damage.

Javelin. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30/120 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

Ogrillon Ogre

Ogrillons arise from Humanoids cursed by foul magic or the will of wrathful deities. They appear similar to whoever they once were, but they grow to over 8 feet tall and gain ogre-like features. Ogrillons constantly seethe with supernatural anger, which they might struggle to control or purposefully vent on other creatures.

OGRILLON OGRE

Large Giant, Chaotic Evil

AC 12 Initiative +0 (10)

HP 52 (7d10 + 14)

Speed 30 ft.

Gear Battleaxe, Javelins (3)

Senses Darkvision 60 ft.; Passive Perception 9

Languages Common, Giant

CR 1 (XP 200; PB +2)

Actions

Battleaxe. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage.

Javelin. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 30/120 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Oni

Wickedness Drawn to the Wicked

Habitat: Forest, Urban; **Treasure:** [Armaments](#)



Oni are elusive entities that inhabit dark forests and other wildernesses. By shape-shifting into the form of an innocent or moving invisibly, oni encroach on communities and lonely roads. They frequently harass people of faith, testing the limits of their piousness, or torment selfish people, punishing them for their wickedness. Wise communities often have guardian statues, annual rituals, or local superstitions meant to keep oni at bay. In rare cases, an oni might gradually befriend such communities and protect them from other threats for generations.

Oni torment villages that don't pay them or other supernatural forces respect. Roll on or choose a result from the Oni Troubles table to inspire how an oni menaces such communities.

Oni Troubles

1d4	The Oni Torments People By...
1	Charming people to perform nasty tricks.
2	Claiming a bridge, gate, shrine, or trail and trying to eat anyone who comes near.
3	Luring other monsters to the settlement.
4	Playing drums that keep everyone awake.



ONI

Large Fiend, Lawful Evil

AC 17 **Initiative** +0 (10)

HP 119 (14d10 + 42)

Speed 30 ft., Fly 30 ft. (hover)

	MOD	SAVE		MOD	SAVE
STR	19	+4	+4	INT	14
DEX	11	+0	+3	WIS	12
CON	16	+3	+6	CHA	15

Skills Arcana +5, Deception +8, Perception +4

Resistances Cold

Senses Darkvision 60 ft.; Passive Perception 14

Languages Common, Giant

CR 7 (XP 2,900; PB +3)

Traits

Regeneration. The oni regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Actions

Multiaction. The oni makes two Claw or Nightmare Ray attacks. It can replace one attack with a use of Spellcasting.

Claw. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 10 (1d12 + 4) Slashing damage plus 9 (2d8) Necrotic damage.

Nightmare Ray. *Ranged Attack Roll:* +5, range 60 ft. *Hit:* 9 (2d6 + 2) Psychic damage, and the target has the **Frightened** condition until the start of the oni's next turn.

Shape-Shift. The oni **shape-shifts** into a Small or Medium Humanoid or a Large Giant, or it returns to its true form. Other than its size, its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Spellcasting. The oni casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 13):

1/Day Each: *Charm Person* (level 2 version), *Darkness, Gaseous Form, Sleep*

Bonus Actions

Invisibility. The oni casts *Invisibility* on itself, requiring no spell components and using the same spellcasting ability as Spellcasting.

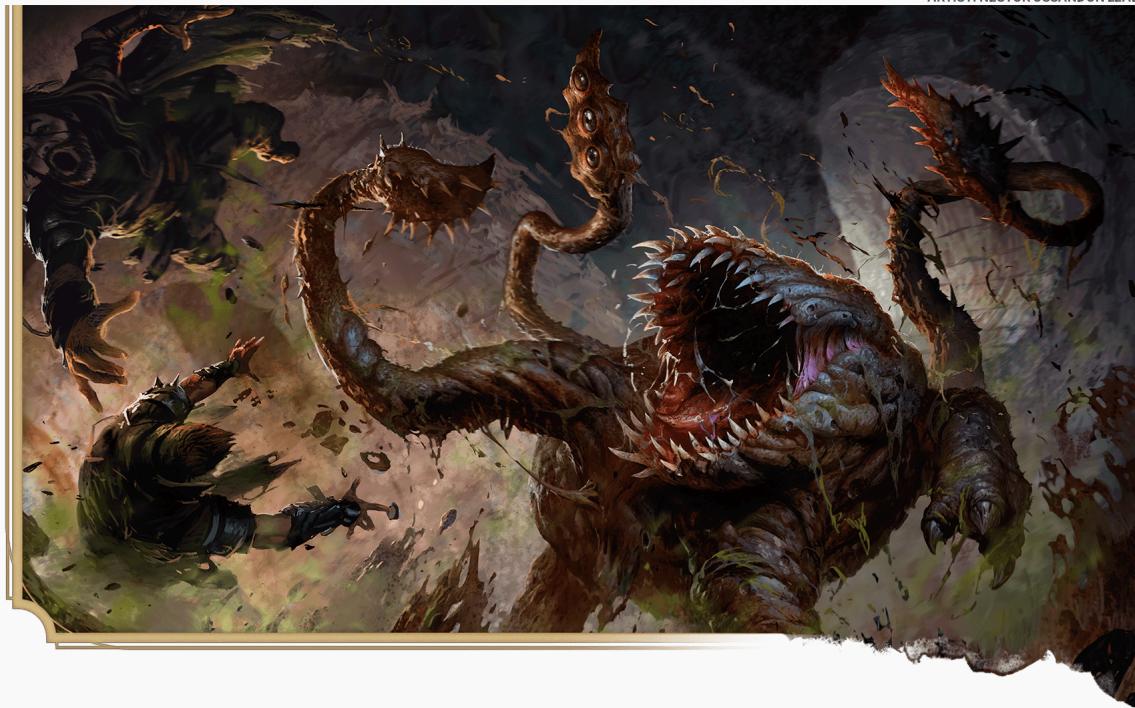
Otyugh

Garbage-Heap Gourmand



Habitat: Underdark; **Treasure:** Any

ARTIST: NÉSTOR OSSANDÓN LEAL



Otyughs live to eat—the more disgusting the meal, the better. They consider all non-otyughs that come within reach dishes in life's endless buffet. In dumps, sewers, polluted ruins, and similar murky depths, otyughs devour garbage, carcasses, and anything else their tentacles can cram in their expansive maws. Some creatures ply otyughs with trash to recruit them as watchful—if disgusting—guardians.

Otyughs often bury themselves amid trash heaps and observe their surroundings with their eye-studded stalk. They use glittery trash and telepathic urgings to coax creatures close, then burst from hiding, attacking with their spiny tentacles and filthy maws. Roll on or choose a result from the Otyugh Lures table to inspire how an otyugh tempts prey close.

Otyugh Lures

1d4	To Attract Potential Meals, the Otyugh...
1	Disguises its tentacles with garbage puppets.
2	Sings an enticing song in Otyugh.
3	Telepathically transmits a message like "Happy good stuff here!" or "Help now! I'm too delicious?"
4	Telepathically transmits an image of a large gemstone, crooked weapon, or soggy pastry.

OTYUGH

Large Aberration, Neutral

AC 14 **Initiative +0 (10)**

HP 104 (11d10 + 44)

Speed 30 ft.

Senses Darkvision 120 ft.; Passive Perception 11

Languages Otyugh; telepathy 120 ft. (doesn't allow the receiving creature to respond telepathically)

CR 5 (XP 1,800; PB +3)

Actions

Multiaction. The otyugh makes one Bite attack and two Tentacle attacks.

	MOD	SAVE		MOD	SAVE		
STR	16	+3	+3	INT	6	-2	-2
DEX	11	+0	+0	WIS	13	+1	+1
CON	19	+4	+7	CHA	6	-2	-2

Bite. *Melee Attack Roll:* +6, *reach* 5 ft. *Hit:* 12 (2d8 + 3) Piercing damage, and the target has the **Poisoned** condition. Whenever the Poisoned target finishes a Long Rest, it is subjected to the following effect. *Constitution Saving Throw:* DC 15. *Failure:* The target's Hit Point maximum decreases by 5 (1d10) and doesn't return to normal until the Poisoned condition ends on the target. *Success:* The Poisoned condition ends.

Tentacle. *Melee Attack Roll:* +6, *reach* 10 ft. *Hit:* 12 (2d8 + 3) Piercing damage. If the target is a Medium or smaller creature, it has the **Grappled** condition (escape DC 13) from one of two tentacles.

Tentacle Slam. *Constitution Saving Throw:* DC 14, each creature **Grappled** by the otyugh. *Failure:* 16 (3d8 + 3) Bludgeoning damage, and the target has the **Stunned** condition until the start of the otyugh's next turn. *Success:* Half damage only.

Owlbears

Magically Perfected Predators

Habitat: Forest; **Treasure:** None

Created long ago by misguided mages, owlbears combine keen avian eyes, thick feathers, and a tearing beak with a mighty bearlike frame. Despite their magical origins, owlbears have propagated and spread to wildernesses across the multiverse.

Owlbears dwell in distinctive dens. Roll on or choose a result from the Owlbear Den Features table to inspire an owlbear den's noteworthy traits.

Owlbear Den Features

1d4	An Owlbear Den Contains...
1	Evidence of previous occupants, like bandits, wolves, or dragons.
2	Heaps of regurgitated pellets studded with coins or other treasure.
3	A nest with 1d6 owlbear eggs.
4	Passages through the earth or hollow trees.

Owlbear

Owlbears are tenacious hunters that might track prey over miles and rarely give up their hunts.

ARTIST: ZUZANNA WUZYK



OWLBEAR

Large Monstrosity, Unaligned

AC 13 **Initiative** +1 (11)

HP 59 (7d10 + 21)

Speed 40 ft., Climb 40 ft.

	MOD	SAVE	MOD	SAVE
STR	20	+5	+5	-4
DEX	12	+1	+1	+1
CON	17	+3	+3	-2
INT	3			
WIS	12			
CHA	7			

Skills Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 3 (XP 700; PB +2)

Actions

Multiattack. The owlbear makes two Rend attacks.

Rend. Melee Attack Roll: +7, reach 5 ft. Hit: 14 (2d8 + 5) Slashing damage.

Primeval Owlbear

Ancient forests and Feywild demesnes steeped in magic can give rise to particularly large and vicious owlbears. These primeval specimens can fly—albeit poorly—and emit thunderous screeches that can rattle foes and even tear them asunder.

PRIMEVAL OWLBEAR

Huge Monstrosity, Unaligned

AC 16 Initiative +5 (15)

HP 126 (12d12 + 48)

Speed 40 ft., Climb 40 ft., Fly 5 ft.

	MOD	SAVE		MOD	SAVE
STR	22	+6	+6	INT	8
DEX	14	+2	+2	WIS	15
CON	19	+4	+7	CHA	7

Skills Perception +8

Senses Darkvision 120 ft.; Passive Perception 18

Languages None

CR 7 (XP 2,900; PB +3)

Traits

Magic Resistance. The owlbear has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The owlbear makes two Ravage attacks.

Ravage. Melee Attack Roll: +9, reach 5 ft. Hit: 15 (2d8 + 6) Slashing damage. If the target is a Huge or smaller creature and the owlbear moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Slashing damage and has the **Prone** condition.

Screech (Recharge 5–6). Constitution Saving Throw: DC 15, each creature in a 30-foot **Emanation** originating from the owlbear. Failure: 27 (6d8) Thunder damage, and the target has the **Incapacitated** condition until the end of its next turn. Success: Half damage only.

Our Terms of Service and Privacy Notice have recently been updated to provide greater clarity as to how disputes are handled and transparency regarding the collection and use of personal data. Please review them here: [Terms of Service](#), [Privacy Notice](#). By continuing to use the services, you agree to the new Terms.



SUPPORT

- [Help Portal](#)
- [Support Forum](#)
- [System Status](#)
- [Do Not Sell or Share My Personal Information](#)
- [Your Privacy Choices](#)
- [Cookie Notice](#)
- [System Reference Document \(SRD\)](#)

ABOUT

- [Contact Us](#)
- [Careers](#)
- [Wizards of the Coast](#)

FIND US ON SOCIAL MEDIA



DOWNLOAD THE D&D BEYOND APP



© 2017-2026 WIZARDS OF THE COAST LLC | ALL RIGHTS RESERVED

Dungeons & Dragons, D&D Beyond, D&D, Wizards of the Coast, the dragon ampersand, and all other Wizards of the Coast product names, campaign settings, their respective logos, and The World's Greatest Roleplaying Game are © and trademark Wizards of the Coast in the U.S.A. and other countries. © 2026 Wizards.

[PRIVACY POLICY](#) [TERMS OF SERVICE](#)

