Ochre jelly

written by CresthavenRPG Guru | September 14, 2015

Very Rare | Medium | Neutral | Ooze

Ochre jellies were a dangerous variety of subterranean yellowish ooze that can slip under doors and through cracks in pursuit of food to devour.

Armor Class	Hit Points	Move
7	24 *(6 Hit Dice)*	walk 10 ft
Appearing	1	
Habitat	Underground,Urban	
Negotiation	no	
Morale DC	2	
Challenge	8.4 (2,520 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
2	-2	1	-2	-2	-2

Combat

Has 1 attack. Hit Bonus +2. Damage Slam 2d4 + 1d4 acid and grab damage

Special Attacks

Engulf. On a successful attack the target may become grappled by the monster.

Special Defense

Acid Splash. On a successful hit to the Ochre jelly, its natural acid can corrode iron or copper objects on DC 16 or more. Failed saves make the item worthless. Targets within 5 feet must make a Dexterity DC 12 save or be hit with 1d4 acid splash damage.

Treasure

Individual: None

Lair: None