


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