

# Flesh Jelly

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Gargantuan Ooze



Hit Dice: 18d10+108 (207 hp)

Initiative: -2

Speed: 20 ft.

AC: 4 (-4 size, -2 Dex), touch 4, flat-footed 4

Attacks: 4 slams +20 melee

Damage: Slam 2d8+11

Face/Reach: 20 ft. /15 ft.

Special Attacks: Absorb, disease, engulf

Special Qualities: Blindsight, Horrid Stench, Ooze Traits

Saves: Fort +12, Ref +4, Will +1

Abilities: Str 32, Dex 6, Con 23, Int —, Wis 1, Cha 1

Climate/Terrain: Warm forest, plains or marsh

Organization: Solitary

Challenge Rating: 19

Treasure: None

Alignment: Always neutral

Advancement: 19-36 HD (Colossal)

Level Adjustment: -

A flesh jelly is a nauseating mound of stinking flesh that gorges itself on any creatures unfortunate enough to cross its path. These ravenous oozes are usually found in tropical regions.

A flesh jelly is a blob of soft, fleshy tissue surrounded by a filthy membrane composed of skin, hair, and fur. When it moves, a few of the loose bones inside it press against the outer membrane, causing its disgusting body to bulge out here and there. The creature has no eyes, ears, or mouth.

## **COMBAT**

Driven by its raging hunger, a flesh jelly simply rolls over its foes, absorbing them into its body mass. When facing a group, it usually concentrates on engulfing one target, then defends itself by lashing out at other opponents with its fleshy pseudopods while attempting to absorb its meal.

**Absorb (Ex):** A flesh jelly feeds by absorbing other creatures into its bulk. Any creature engulfed by the monster must succeed at a Fortitude save (DC 25) or be absorbed into its mass and die. A successful save prevents absorption that round. Each absorbed creature heals a flesh jelly of 2d6 points of damage. A flesh jelly expels the absorbed creature's personal belongings from its body 1d3 rounds after absorption. Nothing short of a wish or similar magic can restore a creature that has been absorbed.

**Disease (Ex):** Any creature engulfed by a flesh jelly or hit by its slam attack must succeed at a Fortitude save (DC 25) or contract filth fever. The incubation period is 1d3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage (see Disease in Chapter 3 of the *Dungeon Master's Guide*).

**Engulf (Ex):** A flesh jelly can simply bowl over creatures up to one size category smaller than itself as a standard action. This attack affects as many opponents as the flesh jelly's body can cover. Each target can make either an attack of opportunity against the flesh jelly or a Reflex save (DC 30) to avoid being engulfed. A successful saving throw indicates that the target has been pushed back or aside (target's choice) as the ooze moves forward. An engulfed creature is considered grappled and trapped within the flesh jelly's body. A flesh jelly cannot make a slam attack during a round in which it attempts to engulf, but each engulfed creature takes automatic slam damage and must save against disease (see above) on that round and every round thereafter that it remains trapped. On any round after engulfing a creature, the flesh jelly can attempt to absorb it.

**Blindsense (Ex):** A flesh jelly is blind, but its entire body is a primitive sensory organ that can ascertain prey by scent and vibration. This ability enables it to discern objects and creatures within 60 feet. The flesh jelly usually does not need to make Spot or Listen checks to notice creatures within range of its blindsense.

**Horrid Stench (Ex):** Any corporeal creature with 10 or fewer Hit Dice that comes within 50 feet of a flesh jelly must make a Fortitude saving throw (DC 25) or be nauseated for the next 2d6 rounds. Another save is required at the end of that time if the creature is still within range. A single successful save against this effect renders the creature immune to that flesh jelly's horrid stench for 24 hours. A nauseated creature cannot attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action permitted is a single move or move-equivalent action.

**Ooze Traits:** A flesh jelly is immune to mind-affecting effects, poison, sleep, paralysis, stunning, and polymorph. It is not subject to critical hits or flanking.

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