

STUNJELLY

Source: 1e *Fiend Folio*.

The stunjelly is a relative of the gelatinous cube. Instead of relying on transparency to catch prey, the stunjelly camouflages itself as a section of wall. When a creature passes close enough, the stunjelly lashes out, attempting to stun and paralyze its victim with the deadly toxin it secretes, then engulf its prey to digest it.

Stunjelly

Large natural beast (blind, ooze)

HP 136; **Bloodied** 68

AC 22; **Fortitude** 22; **Reflex** 18; **Will** 20

Speed 4

Resist 5 weapons

Saving Throws +2; **Action Points** 1

Level 8 Elite Lurker

XP 700

Initiative +9

Perception +6

Tremorsense 10

TRAITS

Camouflage

A stunjelly can disguise itself to look like a normal 10' section of wall. A creature must make a Dungeoneering or Perception check, DC 24, in order to notice its true nature before it attacks.

STANDARD ACTIONS

(mbasic) Stunning Touch (acid, poison) * **At Will**

Attack: Melee 2 (one creature); +13 vs. AC.

Hit: 3d6+8 acid damage, and the target is stunned (save ends).

(melee) Engulf (acid) * **At Will**

Attack: Melee 2 (one stunned creature or a creature unaware of the stunjelly's presence); +11 vs. Fortitude.

Hit: 3d8+8 acid damage, and a medium or smaller target is restrained within the stunjelly (escape DC 24 ends). While restrained, the target takes ongoing 15 acid damage and moves with the stunjelly. It has line of sight and line of effect only to the stunjelly, nor does any other creature have line of effect or line of sight to the engulfed creature. Any attacks the engulfed creature makes take a -4 penalty. A creature adjacent to the stunjelly can make an Athletics check, DC 16, as a standard action to pull an engulfed creature free, but it triggers an opportunity attack from the stunjelly in doing so.

Str 21 **Dex** 13 **Wis** 15

Con 14 **Int** 1 **Cha** 2

Alignment unaligned

Languages -