# MUSTARD JELLY

**Large Ooze**

**Hit Dice:** 7d10+29 (67 hp)  
**Initiative:** -5 (Dex)  
**Speed:** 10 ft  
**AC:** 4 (-1 size, -5 Dex)  
**Attacks:** Slam +6 melee  
**Damage:** Slam 2d4+3 and 1d4 acid  
**Face/Reach:** 5 ft by 10 ft/10 ft  
**Special Attacks:** Improved grab, acid, poisonous aura, constrict 2d4+3 and 1d4 acid  
**Special Qualities:** Damage reduction 10/+1, blindsight, SR 13, cold immunity, split, ooze  
**Saves:** Fort +4, Ref -3, Will -3  
**Abilities:** Str 15, Dex 1, Con 15, Int –, Wis 1, Cha 1  

**Climate/Terrain:** Any marsh and underground  
**Organization:** Solitary  
**Challenge Rating:** 7  
**Treasure:** None  
**Alignment:** Always neutral  
**Advancement:** 8-10 HD (Large); 11-21 HD (Huge)

The mustard jelly, thought to be related to the ochre jelly, however it is far more dangerous, is a large, amorphous ooze. The only clue to its presence is a faint odor (that can be detected at 20 feet) not unlike that of blooming mustard plants. That and its translucent yellowish-brown color give it its name. Unlike other oozes, the mustard jelly cannot climb walls or stick to ceilings.

**COMBAT**

A mustard jelly attacks by forming a pseudopod of its acidic substance and striking with it.

**Improved Grab (Ex):** To use this ability, the mustard jelly must hit with its slam attack. If it gets a hold, it can constrict.

**Constrict (Ex):** A mustard jelly deals automatic slam and acid damage with a successful grapple check.

**Acid (Ex):** A mustard jelly secretes a digestive acid that dissolves only flesh and wood. Any melee hit deals acid damage.

**Poisonous Aura (Ex):** 10-foot radius, affected as by slow spell as cast by a 12th-level sorcerer, Fortitude negates DC 15. The save must be made each round a creature is within range.

**Split (Ex):** Weapon and electricity attacks deal no damage to a mustard jelly. Instead the creature splits into two identical jellies, each with half the original's hit points (round down). A jelly with only 1 hit point cannot be further split.

**Ooze:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

The Mustard Jelly first appeared in the 1e MM (Gary Gygax, 1977).