

FLESH JELLY

Source: 3e *Monster Manual II*.

The flesh jelly is a nauseating mass of stinking flesh that gorges itself on any creatures unfortunate enough to cross its path. Usually found in tropical regions, a flesh jelly looks like an immense 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 within it press against the jelly's membrane, causing its disgusting body to bulge out here and there. The creature has no discernible features and exudes a horrid stench.

A Spreading Threat: Even a single flesh jelly poses a tremendous threat to the ecosystem of the entire continent it is on, and potentially even the entire world, for as it absorbs living tissue, it swells until it eventually buds off four to twenty ravenous, immature flesh jellies that move about mindlessly unless confronted by a threat. When these young jellies reach the ocean, they enter the water and swim tirelessly away until they find a new land mass. During its trip through the sea, each flesh jelly consumes massive amounts of fish, jellyfish, plankton and other aquatic life, and most are fully grown not long after reaching land.

Flesh Jelly

Level 26 Brute

Gargantuan natural animate (blind, ooze)

XP 45,000

HP 294; **Bloodied** 147

Initiative +12

AC 36; **Fortitude** 42; **Reflex** 36; **Will** 38

Perception +20

Speed 5

Blindsight 20

Immune disease

TRAITS

Horrid Stench * **Aura** 3

Creatures in the aura have a -2 penalty to Fortitude defense.

STANDARD ACTIONS

(mbasic) Slam * **At Will**

Attack: Melee 3 (one creature); +31 vs. AC.

Hit: 4d10+20 damage.

(melee) Sticky Grasp * **At Will**

Attack: Melee 3 (one creature); +31 vs. AC.

Hit: 4d10+16 damage, and the target is grabbed (escape DC 26).

(melee) Absorb (disease, healing) * **At Will**

Attack: Melee 3 (one grabbed creature); +29 vs. Fortitude.

Hit: 4d8+10 damage plus 20 acid damage and the target is pulled into the jelly's space (escape DC 29). While it is within the jelly, no creature has line of sight to the target, nor does the target have line of sight to any other creature except the jelly. It takes ongoing 50 acid damage while within the jelly. If the target deals 50 points of damage to the jelly with a single attack, the jelly expels the target in any square adjacent to the jelly. If the target dies within the jelly, the jelly regains 40 hit points.

Effect: At the end of the encounter, the target must make a saving throw or contract flesh jelly sepsis (stage 1). The target need only make one such saving throw, even if potentially exposed multiple times.

TRIGGERED ACTIONS

(close) Bursting Wound (disease) * **Encounter**

Trigger: The flesh jelly becomes bloodied.

Attack (No Action): Close blast 3 (each creature in the blast; if the jelly is bloodied by an attack, the blast must include the attacker if possible); +27 vs. Fortitude.

Hit: At the end of the encounter, the target must make a saving throw or contract flesh jelly sepsis (stage 1). The target need only make one such saving throw, even if potentially exposed multiple times.

Str 29 **Dex** 8 **Wis** 25

Con 24 **Int** 1 **Cha** 3

Alignment unaligned

Languages -

Immature Flesh Jelly

Large natural animate (blind, ooze)

HP 1; a missed attack never damages a minion

AC 36; **Fortitude** 42; **Reflex** 36; **Will** 38

Speed 6, swim 6

Immune disease

Level 26 Minion Brute

XP 2,250

Initiative +13

Perception +18

Blindsight 10

TRAITS

Horrid Stench * **Aura** 1

Creatures in the aura have a -2 penalty to Fortitude defense.

STANDARD ACTIONS

(mbasic) Slam * **At Will**

Attack: Melee 2 (one creature); +31 vs. AC.

Hit: 21 damage.

TRIGGERED ACTIONS

(close) Burst Open (disease) * **Encounter**

Trigger: The immature flesh jelly is reduced to 0 hit points.

Attack (No Action): Close blast 3 (each creature in the blast; if the jelly is reduced to 0 hit points by an attack, the blast must include the attacker if possible); +27 vs. Fortitude.

Hit: At the end of the encounter, the target must make a saving throw or contract flesh jelly sepsis (stage 1). The target need only make one such saving throw, even if potentially exposed multiple times.

Str 26 **Dex** 10 **Wis** 20

Con 24 **Int** 1 **Cha** 5

Alignment unaligned

Languages -

Flesh Jelly Sepsis

Level 26 Disease

Slowly the victim's body becomes more and more disgusting, sprouting fur and sores that seep filth. Eventually, the victim completely liquifies.

Stage 0: The target recovers from the disease.

Stage 1: While affected by stage 1, the target's body begins to sprout tufts of filthy fur and hair. The victim's Fortitude defense is reduced by 2.

Stage 2: While affected by stage 2, the target's body begins to reek as sores leaking filth begin to open all over it. In addition to the effect of stage 1, the victim gains a horrid stench aura 2; any creature within the aura suffers a -2 penalty to Fortitude, and the victim suffers a -5 penalty to Diplomacy, Endurance and Stealth checks. Creatures immune to disease ignore this aura.

Stage 3: The victim's body becomes rubbery, its bones softening and tissues starting to liquify. In addition to the effects of stages 1 and 2, the target gains vulnerable 10 all.

Stage 4: The victim dies. Over the course of 24 hours, its body melts into a puddle of greasy fat and half-molten bones.

Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1, 2 or 3.

21 or less: The stage of the disease increases by 1.

22 to 28: No change.

29 or higher: The stage of the disease decreases by 1.