

Mustard Jelly

Level 11 Elite Brute

Large natural beast (blind, ooze)

XP 1200

HP 256; **Bloodied** 128

Initiative +9

AC 23; **Fortitude** 27; **Reflex** 21; **Will** 23

Perception +9

Speed 5, climb 4 (spider climb)

Tremorsense 10

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

TRAITS

Lethargic Vapors (poison) * **Aura** 4

Any creature that starts its turn in the aura takes 10 poison damage. Any creature that ends its turn in the aura is slowed until the end of its next turn.

Force Eater

If the mustard jelly takes force damage, it gains 10 temporary hit points.

Ooze

While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls and it doesn't grant combat advantage for squeezing.

STANDARD ACTIONS

(mbasic) Slam (acid) * **At Will**

Attack: Melee 1 (one creature); +16 vs. AC.

Hit: 1d6+9 damage plus 2d6 acid damage.

(close) Vile Splash (acid, poison) * **Recharge** when the mustard jelly uses *divide* or becomes bloodied

Attack: Close burst 2 (each creature in burst); +14 vs. Fortitude.

Hit: 2d10+7 acid and poison damage and the target is blinded (save ends).

Miss: The target is blinded until the start of its next turn.

MINOR ACTIONS

Divide * **At Will**

Requirement: The mustard jelly may not already be divided.

Effect: The mustard jelly splits into two medium-sized oozes that share all the characteristics of the original except for size. Each of the divided jellies has half the original's hit points and temporary hit points and is considered bloodied at 75 hit points. This effect lasts until the end of the encounter, at which point the jellies recombine.

Str 23 **Dex** 18 **Wis** 18

Con 18 **Int** 10 **Cha** 10

Alignment unaligned

Languages understands Common