

Gelatinous Cube

Creature 3

N

LARGE

MINDLESS

OOZE

Gelatinous cube *Bestiary* 254

Skills Athletics +11 (+13 to Shove)

Str +4, **Dex** -5, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense 60 Feet The creature can sense nearby motion through vibration and air movement.

AC 10; **Fort** +12; **Ref** +0; **Will** +5

HP 90; **Immunities** acid, critical hits, mental, precision, unconscious, visual; **Resistances** electricity 5

Speed 15 feet

Melee ♦ cube face +11, Damage 1d6 bludgeoning/acid plus paralysis

Engulf ♦♦ 2d6 Acid, Escape DC 19, Rupture 7, A creature Engulfed by the gelatinous cube must also attempt a saving throw against paralysis., DC 19

Paralysis A creature Engulfed by the cube or hit by its attack is paralyzed unless it succeeds at a DC 20 Fortitude save. A victim can attempt a new save to recover at the end of each of its turns.

Weak Acid A gelatinous cube.s acid damages only organic material.not metal, stone, or other inorganic substances.

Ochre Jelly

Creature 5

CG

LARGE

MINDLESS

OOZE

Ochre jelly *Bestiary* 255

Skills Athletics +13

Str +4, **Dex** -5, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense 60 Feet The creature can sense nearby motion through vibration and air movement.

AC 12; **Fort** +15; **Ref** +4; **Will** +7

HP 150; **Immunities** acid, critical hits, electricity, mental, piercing, precision, slashing, unconscious, visual

Split Whenever an ochre jelly is hit by an attack or effect that would deal slashing, piercing, or electricity damage and the ochre jelly has at least 10 HP, the jelly splits into two identical jellies with half the original.s HP. One jelly is in the same space as the original, and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or sturdy to push).

Speed 15 feet, climb 10 feet

Melee ♦ pseudopod +15, Damage 1d8+7 bludgeoning plus 2d4 acid and grab

Constrict ♦ 1d8+3 Bludgeoning plus 1d4 acid, DC 23

Ochre Acid An ochre jelly.s acid damages only flesh.not bone, stone, wood, or other materials.

Sewer Ooze

Creature 1

N

MEDIUM

MINDLESS

OOZE

Sewer ooze *Bestiary* 254

Skills Stealth +1 (+4 in sewers)

Str +2, **Dex** -5, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense 60 Feet The creature can sense nearby motion through vibration and air movement.

AC 8; **Fort** +9; **Ref** +1; **Will** +3

HP 40; **Immunities** acid, critical hits, mental, precision, unconscious, visual

Speed 10 feet

Melee ♦ pseudopod +9, Damage 1d4+1 bludgeoning plus 1d4 acid

Filth Wave ♦ Frequency once per minute Effect The sewer ooze unleashes a wave of filth, covering all creatures within a 20-foot emanation. Each creature in the area must succeed at a DC 17 Reflex save or take 1d4 acid damage and take a .10-foot penalty to its Speeds for 1 minute (on a critical failure, the creature also falls prone). A creature can spend an Interact action to clean someone off, decreasing the Speed penalty by 5 feet with each action.

Yellow Mold

Hazard 8

ENVIRONMENTAL

FUNGUS

Stealth DC 28 (trained)

Description Poisonous mold spores assault nearby creatures.

Disable DC 26 (expert) to remove the mold without triggering the spores.

AC 27; **Fort** +17, **Ref** +13

HP 70; **Immunities** critical hits, object immunities, precision damage

Engulf ♦♦

Spore Explosion ↷ **Trigger** A creature moves into the mold’s space or damages the mold. The mold can’t use this reaction if it’s in direct sunlight or if the damage was fire damage.

Effect The triggering creature and all creatures within 10 feet are exposed to yellow mold spores.

Yellow Mold Spores (inhaled, poison) Any drained condition from the spores persists after the poison’s duration ends; **Saving Throw** DC 26 Fortitude **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and drained 1 (1 round); **Stage 2** 2d8 poison damage and drained 2 (1 round); **Stage 3** 3d8 poison damage and drained 3 (1 round)