

What looked at first like a decayed corpse and a pile of weapons and armor springs to life as you approach. A translucent, flowing body seems to be wearing those items with little regard to their function.

Doppelganger jellies have adapted to lure humanoid prey to them by taking the basic form of other humanoids. They can squeeze into small cracks and under doors, but their disguises cannot, so doppelganger jellies often wait in well-used open areas near intersections or doorways, only hunting for food when very hungry.

## DOPPELGANGER JELLY

Medium natural beast (blind, ooze)

LEVEL 3 ELITE LURKER

XP 300

**Initiative** +5      **Senses** Perception +2; Blindsight 10, Tremorsense 5

**HP** 70; **Bloodied** 35; see also *split*



**AC:** 19; **Fortitude** 17, **Reflex** 18, **Will** 15

**Immune** gaze; **Resist** 5 acid

**Saving Throws** +2

**Speed** 4; see also *flowing form*

**Action Points** 1

 **Slam** (standard; at-will)  **Acid**

+8 vs. AC; 2d6 damage, and ongoing 5 acid damage (save ends).

 **Surprise Attack** (standard; at-will)

A doppelganger jelly deals 4d6 damage with its slam when it has combat advantage.

**Flowing Form** (move; at-will)

The doppelganger jelly shifts 4 squares.

**Prey Form**

A doppelganger jelly instinctually takes the basic form of its last prey, often humanoids, going so far as to force largely indigestible objects, like arms and armour, to the outside of its fluid body. Creatures that fail to notice the jelly within (perception DC 20) may venture close only to be surprise attacked.

**Split** (when first bloodied; encounter)

The doppelganger jelly splits into two, each with hit points equal to one-half its current hit points. Effects applied to the original doppelganger jelly do not apply to the second one. A doppelganger jelly can't split if reduced to 0 hit points by the attack that bloodied it. Left alone, the two halves recombine into a single creature at the end of the encounter.

**Alignment** Unaligned

**Languages** –

**Str** 10 (+1)

**Dex** 12 (+2)

**Wis** 12 (+2)

**Con** 11 (+1)

**Int** 1 (-4)

**Cha** 1 (-4)

## DOPPELGANGER JELLY TACTICS

Doppelganger jellies wait patiently for prey to come close before attacking, always using its action point as soon as it can attack twice with combat advantage. Once bloodied and split, the two jellies single out an opponent and flank it with flowing form before repeatedly slamming it to death. They then move to a new target and repeat until nothing but food (and new disguises) remains.



## ENCOUNTER GROUPS

If detected in time, doppelganger oozes can be agreeable neighbors to many dungeon-dwellers who will often wait for an ooze to attack before moving in to take its share.

### Level 3 Encounter (XP 750)

- ✦ 1 doppelganger jelly (level 3 elite lurker)
- ✦ 2 fire beetles (level 1 brute)
- ✦ 1 tangler beetle (level 5 controller)
- ✦ 2 giant rats (level 1 minion)

### Level 6 Encounter (XP 1,250)

- ✦ 2 doppelganger jellies (level 3 elite lurker)
- ✦ 3 stirges (level 1 lurker)
- ✦ 2 deathjump spiders (level 4 skirmisher)