

Giant Jellyfish

Large, Monstrosity, Unaligned

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ARMOR CLASS

13

HIT POINTS

85 (10d10 + 30)

CHALLENGE

3 | 700 XP

PROFICIENCY

+2

Speed	Swim 30 ft.
Initiative	+1
Saving Throws	N/A
Skills	N/A
Senses	Blindsight 60 ft.; Passive Perception 10
Passive Perception	10
Languages	None

STR

14
+2

DEX

13
+1

CON

16
+3

INT

1
-5

WIS

10
+0

CHA

3
-4

Traits

Transparent Drift. The jellyfish has Advantage on Dexterity (Stealth) checks while fully submerged.

Stinging Bell. A creature that touches the jellyfish or hits it with a melee attack while within 5 feet takes 4 (1d8) Poison damage.

Actions

Multiattack. The jellyfish makes two Tendril attacks.

Tendril. Melee Attack Roll: +4, reach 15 ft. Hit: 7 (1d10 + 2) Lightning damage plus 4 (1d8) Poison damage, and the target cannot take Reactions until the start of its next turn.

Numbing Pulse (Recharge 5-6). Constitution Saving Throw: creatures within 10 feet. Failure: The target is Poisoned until the end of its next turn.

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