

JELLYFISH

Source: 1e *Monster Manual* (giant Portuguese man o' war).

There are many types of jellyfish, not all of which are dangerous, in the oceans of Cydra. While some types are virtually immobile, floating on the tide, others are surprisingly swift. Jellyfish are closely related to oozes.

Jellyfish Man o' War

Large natural beast (aquatic, blind, ooze)

HP 77; **Bloodied** 38

AC 18; **Fortitude** 20; **Reflex** 16; **Will** 18

Speed swim 4

Vulnerable 5 weapons

Level 6 Lurker

XP 250

Initiative +3

Perception +4

Tremorsense 12

TRAITS

Cloud of Tentacles (poison) * **Aura** 4

Any creature that ends its turn in the aura takes 5 poison damage and is slowed (save ends).

Aquatic

The jellyfish can breathe water and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Ooze

While squeezing, the jellyfish 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. The jellyfish cannot be knocked prone.

Transparent

While it is in water, the jellyfish gains total concealment against creatures more than 3 squares from it. When creatures first encounter it in the water, until a creature first enters its aura, it requires a Perception check, DC 20, to become aware of the jellyfish.

STANDARD ACTIONS

(mbasic) Stinging Tentacle (poison) * **At Will**

Attack: Melee 3 (one creature); +9 vs. Fortitude.

Hit: 1d6+4 poison damage, plus ongoing 10 poison damage and the target is immobilized (save ends both).

Str 5 **Dex** 3 **Wis** 12

Con 20 **Int** 1 **Cha** 3

Alignment unaligned

Languages -

Stinging Jellyfish Swarm

Large natural beast (aquatic, blind, ooze, swarm)

HP 88; **Bloodied** 44

AC 17; **Fortitude** 20; **Reflex** 17; **Will** 18

Speed swim 6

Resist half damage from ranged and melee attacks; **Vulnerable** 10 against close and area attacks

Level 6 Brute

XP 250

Initiative +3

Perception +5

Tremorsense 10

TRAITS

Stinging Tentacles (poison) * **Aura** 2

Creatures in the aura gain vulnerable 5 poison.

Aquatic

The jellyfish can breathe water and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Ooze

While squeezing, the jellyfish 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. The jellyfish cannot be knocked prone.

Swarm

The jellyfish swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The jellyfish swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(mbasic) Swarm Attack (poison) * **At Will**

Attack: Melee 1 (one creature); +9 vs. Reflex.

Hit: 2d10+7 poison damage.

TRIGGERED ACTIONS

Instinctive Dispersal * **Encounter**

Trigger: The jellyfish swarm becomes bloodied.

Effect (Immediate Reaction): The jellyfish swarm disperses and is removed from play until the beginning of its next turn, at which point it returns in any unoccupied space within 3 squares of its starting position.

Str 10 **Dex** 10 **Wis** 15

Con 18 **Int** 2 **Cha** 3

Alignment unaligned

Languages -