SAPPHIRE JELLYFISH CREATURE 11

N | **HUGE** | **ANIMAL** | **AQUATIC** | **MINDLESS**

Converted by VaranSL

Perception +18; darkvision

Skills Acrobatics +20, Athletics +22, Stealth +20

Str +7, **Dex** +5, **Con** +7, **Int** -5, **Wis** +1, **Cha** -5

AC 28; **Fort** +24, **Ref** +22, **Will** +14

HP 265; **Immunities** electricity, mental, precision; **Resistances** bludgeoning 14, poison 14; **Weaknesses** piercing 7, slashing 7

Speed swim 20 feet

Melee ◆ tentacle +24 [+20/+16] (agile, reach 20 feet), **Damage** 2d10+11 plus jellyfish venom

Electricity Blast ◆◆ (electricity, evocation, primal) The jellyfish discharges a bust of electricity that deals 12d6 electricity damage in a 20-foot emanation. Each creature in the area must attempt a DC 30 Fortitude save. It can't use Electricity Blast again for 1d4 rounds.

Critical Success The creature is unaffected.

Success Half damage, and the creature is stunned 1.

Failure Full damage, and the creature is stunned 1.

Critical Failure Double damage, and the creature is stunned 2.

Jellyfish Venom (poison); **Saving Throw** DC 30 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d8 poison damage and clumsy 1 (1 round); **Stage 2** 4d6 poison damage and clumsy 2 (1 round); **Stage 3** 3d10 poison damage and paralyzed (1 round)

Squeeze A giant jellyfish can fit into tight spaces as if it were a Medium creature. It can move at its full Speed while Squeezing.