



### MAN-KILLER JELLY

HP 35, Morale 10, Thick hide -d6, Tendrils 2d6

**Special:** The man-killer jelly makes six attacks per round.

## MAN-KILLER JELLY

The man-killer jelly is a formidable creature that stalks the cold seas of Helkara, always searching for its next meal. Their massive tendrils, which can grow up to 100 feet long, are strong enough to pull down even the mightiest warships of Aruthaz. These creatures live for hundreds of turns, continually growing larger and more powerful as they age.

The man-killer jellies are unique in their appearance, as no two of them look alike. The younger ones are much more evolved and altered by the Essence, while the older ones have a more primitive and less evolved appearance. Despite this, the older man-killers are the most dangerous, as they have had more time to grow and hone their hunting skills.

### MAN-KILLER JELLY

*Huge beast, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 225 (18d12 + 108)

**Speed** 20 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	22 (+6)	1 (-5)	9 (-1)	7 (-1)

**Saving Throws** Wis +4

**Skills** Perception +9, Stealth +8

**Damage Vulnerabilities** psychic

**Damage Immunities** cold

**Senses** darkvision 120 ft., passive Perception 19

**Languages** —

**Challenge** 14 (11,500 XP)

**Venomous Secretion.** While underwater, the man-killer is surrounded by a cloud of venomous residue. A creature that touches the man-killer or that hits it with a melee attack while within 5 feet of it must make a DC 17 Constitution saving throw. On a failure, the creature is poisoned for 1 hour.

### Actions

**Multiattack.** The man-killer jelly makes six attacks with its tendrils. It can replace one of its tendril attacks with a beak attack.

**Beak.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) piercing damage.

**Tendrils.** *Melee Weapon Attack:* +8 to hit, reach 25 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 10 (3d6) acid damage. At the end of each of its turns, the target must make a DC 16 Constitution saving throw, taking 10 (3d6) acid damage on a failure or ending the recurring acid damage on a success. A lesser restoration spell cast on the target also ends the recurring acid damage.