



CLOUD JELLY

Cloud jellies resemble colossal, hovering jellyfish which roam the skies over The Desolation of Ditimaya. Their 50-foot-long tentacles dangle below their bulbous cores, brushing the surface of the wasteland as they drift. Once the tentacles hit a living creature, it restrains it, poisons it, then slowly draws nutrients from it. After it has drained the creature of its vitality, it leaves the creature's bloated, blackened corpse in the dunes to rot under the Eye of Naeyer. So loaded with poison, its victims are inedible to the carrion-eaters that dwell in the wasteland.

Unknown Origins. Sometimes, there is no reasonable explanation for a creature's existence. For example, Pexian aberrationists are stumped by the existence of cloud jellies. The scholars reviewed the usual suspects—Aspaethan Transmuters, danaavrakti, elementals, etc.—and so far have landed on zero leads pertaining to the origin of this bizarre species. However, some have noted that the jellies first appeared shortly after the War of the Burning Plains.

Perhaps the absence of dragons allowed the jellies to propagate across Omeria?

CLOUD JELLY

Gargantuan aberration, unaligned

Armor Class 19 (natural armor)

Hit Points 175 (10d20 + 70)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	25 (+7)	4 (-3)	16 (+3)	7 (-2)

Skills Perception +7

Damage Immunities lightning

Senses blindsight 120 ft., passive Perception 17

Languages —

Challenge 12 (8,400 XP)

Dangling Tentacles. The cloud jelly has eight 50-foot-long tentacles that take up a 20-foot-by-20-foot space directly below it. Other creatures can enter the tentacles' space, but a creature that does so is subject to the jelly's Engulf and has disadvantage on the saving throw.

Creatures inside the jelly's tentacles have three-quarters cover against attacks made from any creature other than the jelly.

A creature within 5 feet of the jelly's tentacles can take an action to pull a creature or object out of the jelly's tentacles. Doing so requires a successful DC 14 Strength check, and the creature making the attempt takes 18 (4d8) poison damage.

The tentacles can hold one Huge creature, two Large creatures, or up to eight Medium or smaller creatures inside at a time.

The jelly's tentacles can be attacked (AC 19; 20 hit points; immunity to psychic damage). Destroying a

tentacle deals no damage to the jelly, which can grow a replacement tentacle in 24 hours.

If the jelly loses half of its tentacles, creatures it targets with its Engulf attack have advantage on their Dexterity saving throws made to avoid the tentacles. And if the jelly loses all of its tentacles, it cannot make attacks or use its Engulf.

Actions

Multiattack. The jelly makes two attacks with its tentacles.

Tentacle. Melee Weapon Attack: +8 to hit, reach 50 ft., one target. **Hit:** 18 (4d8) poison damage, and if the target is a creature it is grappled (escape DC 14). While grappled, the target is restrained and takes 18 (4d8) poison damage at the start of each of its turns.

Engulf. The jelly moves up to its speed. While doing so, its tentacles can enter Huge or smaller creatures' spaces. Whenever the jelly's tentacles enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the jelly's tentacles. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the jelly enters the creature's space, and the creature takes 45 (10d8) poison damage and is engulfed. The engulfed creature is restrained and takes 45 (10d8) poison damage at the start of each of the jelly's turns. When the jelly moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the jelly's tentacles.