

GIANT HYPERBOREAN JELLYFISH

No. Encountered: 1 (10d10)

Alignment: Neutral

Size: L

Movement: 0 (swim 40)

Dexterity: 7

Armour Class: 7 (13)

Hit Dice: 5+4

No. of Attacks: 3/1 (tentacle/tentacle/tentacle)

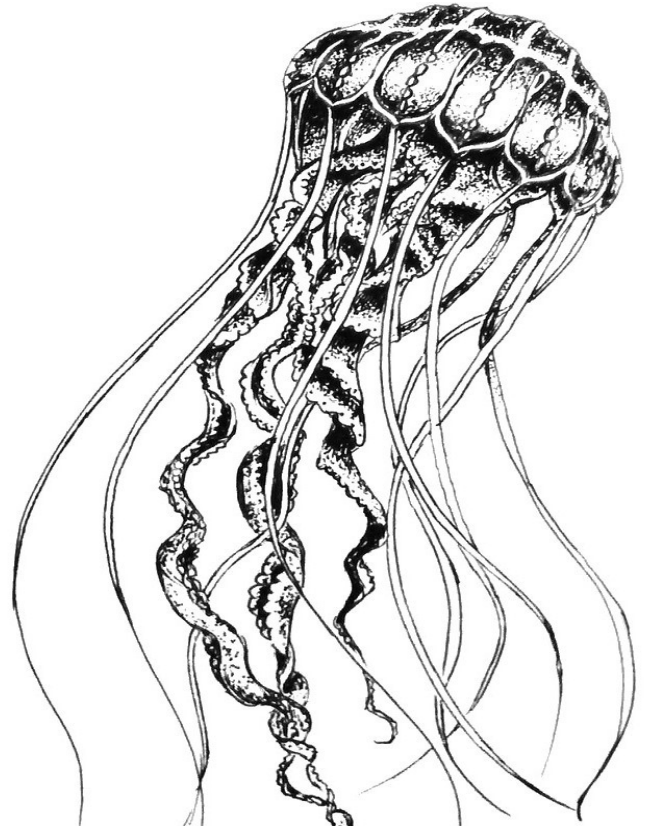
Damage: 1d3/1d3/1d3

Saving Throw: 14

Morale: 12

Experience Points: 420

Treasure Class: -



An animal with a near transparent dome shaped head is about and eight foot wide when it is pulled in to help it swim and 12 foot wide when it extracts; wafting itself through the waters. Its tentacles stretching out to 24 feet although a few can be used when not mobile, anchoring its self to the seabed like stalks. It is about 120 lb. in weight and range from 10 to 12 foot long.

The tentacles are armed with stinging cells and may be used to capture prey and defend against predators. These stinging cells used by giant jellyfish to subdue their prey can also injure humans. Many thousands of fishermen or swimmers are stung every year, with effects ranging from mild discomfort to serious injury or even death. Tentacles that are removed can regrow in a couple of weeks.

Jellyfish are found all over the Hyperborean Seas, from surface waters to the deep sea. The giant jellyfish are exclusively marine, but some live in freshwater. The large, often colourful, giant jellyfish are common in coastal zones worldwide.

These giant jellyfish are fast growing, mature within a few months and die soon after breeding, but the polyp stage, attached to the seabed, may be much more long-lived.

Jellyfish are eaten by the Lemurians and Mu Minor, being considered a delicacy which are pressed and salted to remove excess water. When conditions are favourable, they are known to swarm in hundreds, near thousands around these islands. But they migrate to the coastal regions around the mainland of Hyperborea in the warmer weathers.

Special:

★ The giant jellyfish when it hit requires a saving throw versus *death*, modified by *poison adjustment* (see Vol. I, p. 8: *Attributes, constitution*), if applicable, and if the victim fails its saving throw its takes 1d4 damage.

★ The giant jellyfish has from 8 to 12 tentacles, but it can only use three at a time. An attack which the attacker states they are intentionally attacking the tentacle (at -2 to hit, plus any other penalties for fighting underwater) must do 3 points of damage with a slashing weapon to severe tentacle and reduces the giant jellyfish's attacks, of course every tentacle must be served to end this assault.

★ Any swimming under a giant jellyfish must make a saving throw versus *avoidance*, modified by *defence adjustment* (see Vol. I, p. 7: *Attributes, dexterity*), if applicable or be hit by 1d6 tentacles and having to make the saving throw as above versus each tentacle, but he only takes damage for the poison effect; as the tentacles are coated in the glue-like poisonous extract.