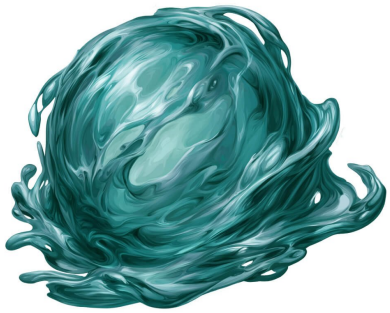
THUNDER JELLY

Large • Ooze • Unaligned



Armor Class 8
Initiative -1 (9)
Hit Points 76 (9d10 + 27)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	16 (+3)	2 (-4)	6 (-2)	1 (-5)

Damage Immunities bludgeoning; force, thunder
Condition Immunities charmed, deafened, exhaustion, frightened, grappled, prone, restrained
Senses blindsight 60 ft., passive Perception 8
Languages -
CR 4 (XP 1,100; PB +2)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Bouncy. The ooze doesn't take fall damage.

Kinetic Absorption. Whenever a creature hits the ooze with an attack roll, it gains 1 Kinetic Charge. Additionally, whenever the ooze is subjected to bludgeoning, force, or thunder damage, it gains 2 Kinetic Charges. The ooze can have a maximum of 6 charges.

Newtonian Fluid. While the ooze has 4 or more Kinetic Charges, its speed is halved, and its Armor Class is increased by 8.

Unusual Nature. The ooze doesn't require air or sleep.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 19 (3d10 + 3) bludgeoning damage. The ooze can expend any number of Kinetic Charges to deal an additional 3 (1d6) thunder damage per charge.

Kinetic Blast (3 Kinetic Charges). *Constitution Saving Throw:* DC 13, each creature in a 15-foot emanation originating from the ooze. *Failure:* 16 (3d10) thunder damage. *Success:* Half damage.

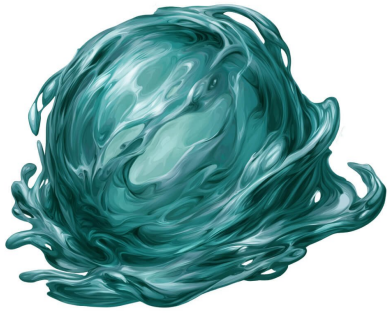
BONUS ACTIONS

Kinetic Lurge. The ooze can expend any number of Kinetic Charges to jump up to 10 feet per charge. This movement doesn't provoke opportunity attacks.

REACTIONS

Rebound. *Trigger:* The ooze is hit by an attack roll from a creature within 5 feet of it. *Response - Strength Saving Throw:* DC 13, the attacker. *Failure:* The target is knocked prone. If the target is Large or smaller, the ooze also moves into its space, and the target can't stand up while the ooze remains in its space.

THUNDER JELLY — WEAKER



Armor Class 8
Initiative -1 (9)
Hit Points 37 (5d10 + 10)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Immunities bludgeoning; force, thunder
Condition Immunities charmed, deafened, exhaustion, frightened, grappled, prone, restrained
Senses blindsight 60 ft., passive Perception 8
Languages -
CR 1 (XP 200; PB +2)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Bouncy. The ooze doesn't take fall damage.

Kinetic Absorption. Whenever a creature hits the ooze with an attack roll, it gains 1 Kinetic Charge. Additionally, whenever the ooze is subjected to bludgeoning, force, or thunder damage, it gains 2 Kinetic Charges. The ooze can have a maximum of 6 charges.

Newtonian Fluid. While the ooze has 4 or more Kinetic Charges, its speed is halved, and its Armor Class is increased by 8.

Unusual Nature. The ooze doesn't require air or sleep.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) bludgeoning damage. The ooze can expend any number of Kinetic Charges to deal an additional 2 (1d4) thunder damage per charge.

Kinetic Blast (3 Kinetic Charges). *Constitution Saving Throw:* DC 12, each creature in a 15-foot emanation originating from the ooze. *Failure:* 9 (2d8) thunder damage. *Success:* Half damage.

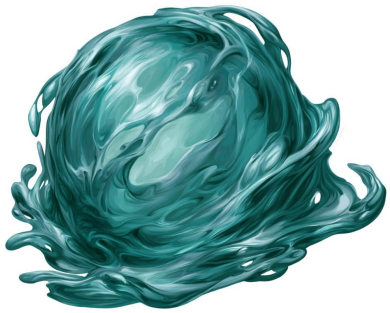
BONUS ACTIONS

Kinetic Lurge. The ooze can expend any number of Kinetic Charges to jump up to 10 feet per charge. This movement doesn't provoke opportunity attacks.

REACTIONS

Rebound. *Trigger:* The ooze is hit by an attack roll from a creature within 5 feet of it. *Response* - *Strength Saving Throw:* DC 12, the attacker. *Failure:* The target is knocked prone. If the target is Large or smaller, the ooze also moves into its space, and the target can't stand up while the ooze remains in its space.

THUNDER JELLY — STRONGER



Armor Class 8 **Initiative** -1 (9)
Hit Points 123 (13d10 + 52)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	2 (-4)	6 (-2)	1 (-5)

Damage Immunities bludgeoning; force, thunder
Condition Immunities charmed, deafened, exhaustion, frightened, grappled, prone, restrained
Senses blindsight 60 ft., passive Perception 8
Languages -
CR 7 (XP 2,900; PB +3)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Bouncy. The ooze doesn't take fall damage.

Kinetic Absorption. Whenever a creature hits the ooze with an attack roll, it gains 1 Kinetic Charge. Additionally, whenever the ooze is subjected to bludgeoning, force, or thunder damage, it gains 2 Kinetic Charges. The ooze can have a maximum of 6 charges.

Newtonian Fluid. While the ooze has 4 or more Kinetic Charges, its speed is halved, and its Armor Class is increased by 8.

Unusual Nature. The ooze doesn't require air or sleep.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 36 (5d12 + 4) bludgeoning damage. The ooze can expend any number of Kinetic Charges to deal an additional 3 (1d8) thunder damage per charge.

Kinetic Blast (3 Kinetic Charges). *Constitution Saving Throw:* DC 15, each creature in a 15-foot emanation originating from the ooze. *Failure:* 26 (4d12) thunder damage. *Success:* Half damage.

BONUS ACTIONS

Kinetic Lurge. The ooze can expend any number of Kinetic Charges to jump up to 10 feet per charge. This movement doesn't provoke opportunity attacks.

REACTIONS

Rebound. *Trigger:* The ooze is hit by an attack roll from a creature within 5 feet of it. *Response* - *Strength Saving Throw:* DC 15, the attacker. *Failure:* The target is knocked prone. If the target is Large or smaller, the ooze also moves into its space, and the target can't stand up while the ooze remains in its space.