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GLASS JELLY

Glass jellies are small, sparkling jellyfish-like creatures that fly through the air as effortlessly as their aquatic cousins swim through water. Their body comprises thousands of delicate strands constantly shifting and twisting in the air. Playful and mischievous, they use their powers for entertainment and defense. They can refract light to create powerful illusions that can confuse their enemies.

Despite their apparent fragility, glass jellies are cunning creatures that use illusions to gain an advantage in combat. Their razor-sharp glass shards are weapons that can cause significant damage to enemies. Despite its dangerous abilities, the Glass Jelly is not aggressive and will only defend itself if threatened.

Shape-Shifting. A glass jelly can shatter and reform its body at will as an aggressive defensive measure.

Illusions. Glass jellies can refract light to create dazzling illusions.

Playful Nature. Despite possessing dangerous abilities, glass jellies are playful and mischievous, often using their powers for entertainment as much as for defense.

GLASS JELLY

Small elemental, unaligned

Armor Class 14 (natural armor)

Hit Points 78 (12d6 + 36)

Speed 5 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	3 (-4)	14 (+2)	16 (+3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison, psychic

Condition Immunities blinded, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages -

Challenge 4 (1,100 XP)

Proficiency Bonus: +2

Glass Tentacles. The glass jelly can have up to six tentacles at a time. Each tentacle can be attacked (AC 14; 10 hit points; immunity to poison and psychic damage). Destroying a tentacle deals no damage to the glass jelly, which can extrude a replacement tentacle on its next turn. A tentacle can also be broken if a creature takes an action and succeeds on a DC 13 Strength check against it.

Innate Spellcasting. The glass jelly's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *major image*, *mirror image*

Magic Resistance. The glass jelly has advantage on saving throws against spells and other magical effects.

Reflect Lightning. Whenever the glass jelly is subjected to lightning damage, it takes no damage and instead makes a ranged spell against the target it can see. On a hit, the target takes damage equal to the triggering damage.

ACTIONS

Multiattack. The glass jelly makes two Tentacle attacks.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 2 (1d4) slashing damage. The target is also grappled (escape DC 13). Until this grapple ends, the target is restrained. While grappling the target, the glass jelly can't use this tentacle against other targets. When the glass jelly moves, a Small or smaller target it is grappling moves with it.

Shatter (Recharge 5-6). The glass jelly shatters its body into a burst of razor-sharp glass shards. Each creature within 10 ft. of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) slashing and 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one. The glass jelly's body then completely reforms from the shards.