

SCIENTIFIC SECRETS OF SALTMARSH



*37 New Science-Inspired
Monsters for Aquatic Adventures*



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CITATIONS

The concept of Scientific Secrets of Saltmarsh is a bestiary of aquatic monsters inspired by scientific literature on real-world animals; each of these writers interpreted that concept in a unique way. Some of the monsters within these pages take inspiration in their form or abilities while others are a direct translation of our planet’s strangest and deadliest animals into 5th Edition D&D. Regardless of the writer’s approach, each of these monsters include a citation of the scientific literature which inspired them. These citations are in APA 6th Edition format and I recommend them as further reading on the science of aquatic animals and the chaotic and beautiful world of the open ocean. It is instinctive for many people to separate science and fantasy, but when we incorporate the two together, we create richer worlds, dynamic encounters, and powerful motivations for characters, monsters, and NPCs alike. These monsters are a terrifying menagerie ripe for inclusion in your Ghosts of Saltmarsh campaign and I hope you find these readings as fascinating as I do!

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INTRODUCTION

“Traveling the Azure Sea has become more and more commonplace and people no longer think-no longer worry- about the things which move in the dark waters beneath their ships, rocking along their navigated course. But I’ve seen glimpses of those things. And those who travel the seas without humility, sooner or later, will gaze upon those servants of the wild. The gnashing teeth, the grasping tentacles, the crushing claws. The last thing an arrogant adventurer shall see is their final gasp of breath bubbling to the surface as they are pulled into the fathomless depths by the denizens of the vast blue. The ocean is to be feared. He is to be feared and respected!”

-Wellgar Brinehanded, Former Whaler & Priest at the Temple of Procan in Saltmarsh

Scientific Secrets of Saltmarsh is a supplement containing 37 monsters designed for Dungeons & Dragons 5th Edition. These monsters use rules, spells, and concepts from the Wizards of the Coast’s D&D 5th Edition and are intended to supplement the Ghosts of Saltmarsh adventures. These creatures are perfect for inclusion in the adventures within that book or you can simply use them to replace other creatures in the random encounter tables which appear in Chapter 1. Two of these encounter tables: Coast Random Encounters & Azure Sea Random Encounters, have been remade to include these creatures, which you can find in Appendix A of this supplement. Spells referenced in this supplement can be found in the Player’s Handbook. When a creature’s name appears in bold type, that’s a visual cue pointing you to the Monster Manual.

And remember, if you seek the truly bizarre and the deeply terrifying, look no further than beneath the waves...

TIPS FOR THE DM

As with any supplement, Scientific Secrets of Saltmarsh should be adapted to work for your group. If you don’t like the way a monster works, please feel free to change it. Adjust the hit points, damage, abilities, spells, and lore of these creatures to suit your games and your players. For example, if you want to use a monster, but think that its ability to impose certain conditions on the characters won’t be fun for your group, instead have it deal extra damage or give it a new trait!

To deliver an optimum experience for your players, it is best to read the stat blocks of the monsters you intend to use in full before attempting to run them. There are spells, attacks, and abilities that you need to understand in advance to run a fun and effective encounter. Have fun using these monsters!



AUTHOR BIOS

ANDREW KORNBLATT

For the last nine years Andrew Kornblatt has been working in communications, outreach and marketing for NGOs, clean tech companies, and conservation and ocean science. He has been playing D&D since he was 12 and loves world building in the campaigns he runs and loves playing with homebrew elements that flips traditions on their head. He runs and produces the podcast Ocean Science Radio and plays Marmo, the halfling lawyer (bard) in the Dungeons & Dragons & marine science podcast Dugongs & Seadragons.

AZRA HAWTHORNE

Azra Hawthorne is a 28-year-old TTRPG lover who has been playing them for over 10 years now. She has studied Medical Laboratory Science and Sociology in a combined multidisciplinary degree with the hopes of finishing the degree and working with people to help them achieve their goals as best she can. A novice game designer this is her third project delving into writing for the TTRPGs she so dearly loves. She can be found on Twitter @AzraHawthorne.

CHRIS PARSONS

Dr. Chris Parsons has been involved in whale and dolphin research for over two decades and has been involved in projects on every continent. However, he's been playing Dungeons & Dragons for nearly 40 years. He's currently a consultant for a number of environmental groups in Washington DC, consulting on marine wildlife, conservation and science communication and policy issues. He's also the Scientific Content & Creative Director for the leading independent nature podcasting company Speak Up for Blue media. He hosts and produces a number of science podcasts including: the Marine Mammal Science podcast, the Environmental Studies & Sciences podcast and the Marine Conservation Happy Hour. He also produces and edits the Dungeons & Dragons & marine science podcast Dugongs & Seadragons. Website: <https://ecm-parsons.weebly.com/>

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JVC PARRY

JVC Parry is a self-employed freelance writer working primarily in the TTRPG industry. You can find his work on the DMsGuild under JVC Parry, where the campaign Call from the Deep, is perhaps his most recognisable work. You can also find him on facebook under JVC Parry, and on Twitter @jvcparry.

KAI LINDER

Kai is a UK-based German-American school coordinator and research psychologist interested in play therapy and games as developmental tools. He's been playing D&D intensively for three years, DMing for two, and is a newcomer to the DMsGuild, where he currently has two published backgrounds. Kai has been an editor on new projects including Artifacts of the Old World, Heroes of the Old World, and the Bloodties Anthology, where he's also written the druidic body-horror adventure The Mad Lab of Dr. Zakari. He is currently working on a book of Eberron subclasses, going through the RPG Writer's Workshop, and writing an adventure for the ill-advised Unbridled: A Book of Hags, Unicorns, and Hags Riding Unicorns. Kai can be found on the DMsGuild, Twitter (@Paradoliak), and as a player on the Dastardly Dungeons podcast (Twitter: @dastardlycast).

KRISH

Krish is a Graphic Designer who specializes in pop-culture merchandise and loves making T-shirts inspired by D&D. His designs have been featured on all major print-on-demand websites like Qwertee, Teefury, Ript, etc., and he has stores on Redbubble and Teepublic. He has been playing Dungeons & Dragons since 2013 and has been running his own setting, Vistara - inspired by the mythology of ancient India and South Asia, since 2016. He has contributed to collaborative projects like Monsters of The Guild and Artifacts of The Guild on DMsGuild, with a couple more group projects in the making. He is now working on Monsters of Vistara, a bestiary of creatures inspired by the myth and legend of South Asia & India, which will be available in mid-2020. More information about the setting can be found on Facebook (@VistaraCampaignSetting) and Instagram (@Vistara_Setting).

MATT TIETBOHL

Over the dunes, and into the sea... This is where Matt spends most of his time now, while he is working on his PhD at the King Abdullah University of Science and Technology (KAUST) in the Kingdom of Saudi Arabia. Matt is using a combination of techniques to better understand the ecology of herbivorous fishes in the region and the role they play in helping to keep coral reefs healthy. When not diving and

counting/collecting fishes for work, Matt enjoys spending time in the desert and exploring this fascinating region. He is also a huge book-worm, and lover of charismatic microfauna in the sea and elsewhere. Online, you can find him on Twitter @WhyOceansMATTER or listen to him on the Dugongs & Seadragons marine-science themed Dungeons & Dragons podcast (@DugongsD) playing as Leo, a sea-dragonborn ranger!

MATTHEW SIDEWATER

Matthew Sidewater is currently participating in a gap year program in Worcester, MA, and will attend Oberlin College in the Autumn of 2020. He has been Dming for the better part of a year, and enjoys worldbuilding and making monster stat blocks. This is his first project on Dms Guild, and he cannot wait to continue making more products. Next year he will be creating his next book, a book of 10 new yugoloths.

MAXINE HENRY

Maxine Henry lives in South Carolina and dreams longingly of winter. She enjoys being on both sides of the DM screen and believes that RPGs can be life-changing for the better. In her spare time, she enjoys fiber and textile arts, as well as reading about cutting edge technology. Maxine has an adventure in the upcoming Uncaged Volume 4, and more of her work can be found on DMs Guild.

MOLLY MEADOWS

Molly is a marine biologist with a Master of Science by Research in Bioscience from the University of Exeter in the UK. Her research involved examining the dietary and habitat preferences of stingrays in The Bahamas using stable isotopes. When she wasn't working on her masters she was playing or thinking about D&D. After finishing a 6 month expedition along the Pacific Crest Trail in the states she is now trying to focus on writing for the DMs guild. She is currently designing a first level fey adventure targeted at first time players. Watch out for future releases on Twitter (@mollymdws).

RICHARD KREUTZ-LANDRY

Richard Kreutz-Landry is a software engineer, tabletop RPG designer, origami artist, and the assistant editor for Whelmed: The Young Justice Files. He is the Project Lead on Descent into Midnight, a Powered by the Apocalypse game about psionic sea creatures in an alien planet fighting an existential threat to their world. His original origami creations can be found on his website.

SVEN TRUCKENBRODT

Sven is a biologist by day and writes D&D content by night. He holds a PhD in Molecular Biology and recently graduated from a Master's in Modern European History and Literature - with a thesis comparing the use of language and multiple media in toilet graffiti and Twitter texts. His lab work is mainly focused on understanding how synapses, the connections between our nerve cells, look like on a molecular level. To visualize these structures better, he has developed a new microscopy technique called X10 expansion microscopy - which uses hydrogels similar to those in baby diapers to magnify biological samples. Sven was

first introduced to D&D in 2015, by a fellow student, and has been Dming and playing (mostly Dming - the curse is real) ever since. He started contributing to DMs Guild in 2019 and is currently working on a collection of Eberron sidekicks and adventures. You can find his work on DMs Guild and follow him on Twitter.

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Teos Abadía is a Colombian-American freelance author and developer working with Wizards of the Coast, Penny Arcade, Dwarven Forge, and several organized play programs. Teos has a master in environmental management and his first collaborative D&D monster project was the Net Book of Athasian Ecology, published in 1998, because he is old and loves the environment. Teos maintains a blog at Aphastream.org and is @Alphastream on Twitter. Teos is active on the DMs Guild. His mega-adventure collaboration with Dwarven Forge, Dungeon of Doom, is available free and Caverns Deep will be available soon.

ZEKE GONZALEZ

Zeke Gonzalez is queer scientist studying fish vision who loves to infuse science and horror into his fantasy TTRPGs. He writes adventures & bestiaries for the DMs Guild and can be found geeking out over #ScienceDnD and indie horror in equal parts at @FantasyEcology on Twitter. He is preparing to release a trilogy of Tier 4 adventures entitled #PrettyLittleLiches in late 2019 and early 2020.

VALL SYRENE

Vall Syrene is a writer, illustrator and game designer residing in Northern Ireland, most notably known for his Monster Hunts series and The Greasemonkey's Handbook, a comprehensive guide to mech construction in Dungeons and Dragons 5th edition. While not expanding on his personal home campaign, Vall spends most of his time designing creatures, traps and cosmic horror content, both for the Dungeon Master's Guild and his personal blog, valldoesdnd.tumblr.com. Vall is currently hard at work on an expanded series of brand new legendary monster hunting supplements, and aims to have the first new volume available by early 2020. Further supplements are also aimed throughout 2020, with an additional entry into the Greasemonkey's Handbook series to round off the year. You can follow Vall's ramblings, commission work and project updates on twitter (@valldoesdnd) or on his facebook page, at www.facebook.com/valldoesdnd.

ALPHEUS

Author: Kai Linder

Inspired By: Pistol Shrimp (*Alpheus heterochaelis*)

Alpheus are solitary deep dwellers from another realm that make their home in the black comfort of the ocean deep. Little is known about these creatures or their motives. Communication has mostly proved impossible and they tend only to rise from the depths to aggressively hunt whatever or whoever they can. Aquatic folk know the alpheus to be patient and precise predators armed with deadly weapons; their explosive claws.

Sound From The Deep. Tales have drifted to the surface of loud popping and cracking sounds in the depths, a heart-sinking cacophony that indicates an alpheus gathering. They can cock back their claws then snap them into place with such sudden force that ruptures the space between them, creating a burst of superheated pressure that sounds like a thunderous explosion. Sometimes this ability is used to communicate over distance, but its primary use is to hunt. Alpheus are able to direct these shots of pressurized force with surprising accuracy at prey. This, incapacitates or outright kills prey from range before they even hear the noise, making for an easy meal. The chitinous creatures can also cause the bursts to radiate outward, disorienting and injuring anyone unfortunate enough to be nearby. Alpheus are patient hunters, waiting under outcroppings of rock waiting to ambush prey as they pass within range so that they can safely stun and kill them.

Symbiotic Aberrations. Alpheus live and hunt largely alone, gathering into swarms on rare occasions for purposes unknown. While solitary in regards to their own kind, alpheus often form mutually beneficial partnerships with other sea creatures, from coral masses to giant eels to swarms of remoras. They have shown severe hostility towards both tritons and sahuagin, with all three attacking each other on sight. However, a few odd cases of alpheus partnering with folk such as aquatic elves and merfolk have been noted, always in exchange for orichalcum or jade. A few scholars caution against such trades of material, believing that alpheus may be what are referred to in ancient triton legends as either 'gate keepers' or 'gate builders' to some far realm. They fear what the alpheus may be doing in the dark depths.

ALPHEUS

Medium aberration, lawful neutral

Armor Class 16 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	7 (-2)	15 (+2)	5 (-3)

Saving Throws Str +7, Int +3

Skills Perception +5, Stealth +4

Damage Immunities thunder

Condition Immunities deafened, stunned

Senses darkvision 120 ft., truesight 15 ft., passive Perception 15

Languages Deep Speech

Challenge 6 (3,900 XP)

Alien Physiology. Alpheus do not breathe or sleep, and ignore any of the drawbacks caused by a deep, underwater environment.

Siege Monster. The alpheus pressure lance and claw burst attacks deal double damage to objects and structures.

Ambusher. During its first turn, the alpheus has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the alpheus scores against a surprised or stunned creature is a critical hit.

Actions

Multiattack. The alpheus makes two pincer attacks.

Pincer. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 15 (2d10 + 4) bludgeoning damage. The target is grappled (escape DC 15) if it is a Medium or smaller creature and the alpheus doesn't have two other creatures grappled.

Pressure Lance. Ranged Weapon Attack: +7 to hit, reach 100 ft., one target. **Hit:** 38 (7d10) force damage. A creature hit by this attack must succeed on a DC15 Constitution saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This attack emits a thunderous boom audible out to 600 feet.

Claw Burst (Recharge 5-6). The alpheus slams its pincer shut, creating an implosive shockwave in a 20-foot radius. Each other creature in that area must succeed on a DC 15 Constitution saving throw or take 16 (3d10) force damage and 16 (3d10) thunder damage, and be deafened for 1 minute. Creatures with blindsight, tremorsense, or echolocation are also blinded. On a success, the creature takes half damage. This attack emits a thunderous boom audible out to 1000 feet.



ASSASSIN SEAWEED

Author: Daniel Scheltema

Inspired By: Chinese Wisteria (*Wisteria sinensis*)

An assassin seaweed is an ambulatory plant that feeds by constricting its prey and consuming them using acidic secretions from its blades. It usually rides the currents alongside normal seaweed to better hide and ambush prey. Anything unfortunate enough to come within 20 feet of the assassin seaweed is quickly snagged. Once the assassin seaweed grabs its victim there is little chance of survival due to either acidic secretions or drowning. The assassin seaweed must consume a larger meal every 4-6 weeks. If the assassin seaweed goes 6 weeks without a meal, it will begin swimming to seek out prey. A mature plant has a main blade that reaches about 20 feet long, along with dozens of smaller blades.

Opportunistic Hunters. The assassin seaweed prefers to ride the currents and wait for prey. They have been known to create tidal waves to capsize rowboats and kill unfortunate fisherman. If waiting proves unsuccessful, they are adept hunters. If they are hungry enough, they have even been known to hunt on land. They are able to generate tidal waves by using water stored in their blades to knock down prey on land who attempt to flee.

Sea Hag Collectors. Some sailors believe assassin seaweed are plants awakened by a sea hag's evil magic. If a bargain is not honored, a sea hag will send an assassin seaweed to kill the debtee and drag them back to her. A sea hag may also send an assassin seaweed to collect body parts from humanoids for their foul rituals. Either way, if an assassin seaweed is sent by a sea hag it will pursue its target until it is successful or until the assassin seaweed itself is killed. Due to this superstition, sailors are unwilling to help those attacked by an assassin seaweed. Especially wary sailors may even try to stop anyone else from helping the victim.

ASSASSIN SEAWEED

Large plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	10 (+0)	10 (+0)	1 (-5)

Damage Immunities cold, fire

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 60 ft., passive perception 10

Languages Aquan

Challenge 6 (2,300 XP)

False Appearance. While the assassin seaweed remains motionless, it is indistinguishable from a normal plant.

Actions

Constrict. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and it takes 21 (6d6) poison damage at the start of each of its turns. The assassin seaweed can constrict only one target at a time.

Tidal Wave (Recharge 4-6). The assassin seaweed can conjure a wave of water that crashes down on an area within 120 feet. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in the area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 18 (4d8) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it, and then it vanishes.



BLUE SEA DRAGON SWARM

Author: Azra Hawthorne

Inspired by: Blue Glaucus (*Glaucus atlanticus*)

Despite the name, these small creatures are actually sea slugs. However, they are still just as dangerous if one is not careful. These sea slugs are highly poisonous from feeding on the toxic man o' war jellyfish and absorbing their poisonous properties. When provoked, these creatures swarm the target, stinging their victim with poisonous papillae. Aquatic races will cultivate these slugs and keep them in order to later harvest the poison from them. These races also use them as defense mechanisms against outsiders as the swarms are effective deterrents.

BLUE SEA DRAGON SWARM

Medium swarm of tiny beasts, unaligned

Armor Class 13

Hit Points 44 (8d8 + 8)

Speed 0 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	4 (-4)	10 (+0)	5 (-3)

Damage Resistances acid, cold

Damage Immunities poison

Condition Immunities grappled, paralyzed, prone, restrained, stunned

Senses blindsight 20 ft. (blind beyond this radius)

passive perception 10

Challenge 2 (450 XP)

Amphibious. The blue sea dragon swarm can breathe both water and air.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny sea slug. The swarm can't regain hit points or gain temporary hit points.

Actions

Papillae. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage or 6 (1d6 + 3) bludgeoning damage if the swarm has half of fewer hit points. The target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.



BOGBOIL

Inspired By: Surinam Toad (Pipa pipa) Reproduction

Author: Molly Meadows

In the festering bogs and ponds of the wetlands along the Sword Coast lives the amphibious bogboil, a hideous but usually harmless creature. The only exception is upon the onset of the wet season when females take to the deeper bogs and ponds to reproduce. The bogboil's reproduction relies on a symbiotic relationship with a rare aquatic herb, Galesage, which only blossoms after a powerful storm. In her deep-water lair, the bogboil gorges upon fresh storm-fed galesage. When she does so, her body swells to a monstrous size in order to accommodate the developing spawn that grow within boil-like capsules embedded on her back. The spawning bogboil becomes fiercely territorial during this time, driving away the pitiful males and rising from her fetid quagmire to attack any creature that approaches the shore or has the unfortunate luck of encountering the bogboil underwater.

Spawn Eruption. During combat an incubating boil may become ruptured, ejecting a splatter of putrid discharge and possibly an enraged infant bogboil. If the infant bursts out, then it will launch straight into combat and attack the closest enemy in defence of its mother. If the bogboil becomes severely injured, it will attempt to escape along with

BOGBOIL

Large Monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	2 (-4)	11 (+0)	3 (-4)

Skills Perception +2

Damage Resistances poison

Senses darkvision 30 ft., passive perception 12

Challenge 4 (1,100 XP)

Amphibious. The bogboil can breathe air and water.

Standing Leap. The bogboil's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Rupture Boil. Whenever the bogboil takes slashing or piercing damage a spray of rancid pus is ejected and each creature within 5 ft of the bogboil takes 3 (1d6) acid damage.

Eject Boilspawn. At the end of each of the bogboil's turns, as long as the bogboil has taken slashing or piercing damage since the end of its last turn, a boilspawn erupts from a ruptured boil and appears in a space within 5 ft. of the bogboil (if no empty space is available the boilspawn immediately attacks a random target within 5 ft).

Actions

Multiattack. The bogboil makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

any erupted spawn in tow.

The Smuggler's Guard. Female bogboils are commonly captured and used by coastal smugglers to deter trespassers and defend underwater caches and passages. The smugglers keep the bogboils in a continuous state of reproduction by feeding them artificially grown galesage blossoms. This ensures the bogboil remains a fiercely territorial monster and therefore, the perfect smuggler's guard.

BOGSPAWN

Tiny Monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 4 (1d4+2)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances poison

Senses darkvision 30 ft., passive perception 10

Challenge 0 (10 XP)

Amphibious. The bogboil can breathe air and water.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.



BRILLIANT SHOREBELCHER

Author: Zeke Gonzalez

Inspired By: Midshipman Fish

The brilliant shorebelcher is an amphibious creature covered in warty skin that bears dark spines. The maw of the shorebelcher contains razor-sharp teeth as well as elongated tusks which protrude outwards. Shorebelchers are nocturnal monstrosities which bury themselves in sand or at the bottom of oceans and swamps during the day and emerge at night to hunt and find mates.

Nighttime Serenade. Shorebelchers derive their name from the grotesque “song” which the males perform at night in order to draw the attention of potential mates. Using inflatable organs inside their bodies, they emit extremely loud sounds reminiscent of a horse passing gas. When startled by a would-be predator, they are capable of using this organ to expel painfully loud blasts of sound at their attackers.

Grotesque Lanterns. Along the sides of their warty bodies, the brilliant shorebelcher in particular possesses rows of small glowing organs across their bodies. These organs are called photophores and emit an eerie illumination. Experienced sailors know to avoid glowing lights drifting at the surface of the ocean at night because getting too close to these lights can make people ill.

Unnatural Origins. While some sailors and fisherfolk believe the brilliant shorebelcher to be a normal animal, others disagree. Many legends exist to explain the origin of the ungainly creature: the result of a sorcerer’s attempt to hasten evolution, an escapee from the lower planes through an unattended portal, or a curse visited upon a haughty noble’s family by an angry deity

BRILLIANT SHOREBELCHER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 104 (16d10 + 16)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	12 (+1)	3 (-4)	12 (+1)	3 (-4)

Skills Perception +3

Senses darkvision 60 ft., blindsight 10 ft., passive perception 13

Challenge 3 (700 XP)

Amphibious. The shorebelcher can breathe air and water.

Poisonous Spines. A creature that touches the shorebelcher or hits it with a melee attack while within 5 feet of it takes 4 (1d8) poison damage.

Vile Illumination. The shorebelcher sheds bright light in a 5-foot radius and dim light in an additional 5 feet. Any creature other than a shorebelcher that starts its turn within this light must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature’s next turn. On a successful saving throw, the creature is immune to the vile illumination of all shorebelchers for 1 hour.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage and 3 (1d6) poison damage.

Terrible Belch (Recharge 5-6). The shorebelcher releases a ear-shattering belch in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one.



BURROWING CHOMPER

Author: Matthew Sidewater

Inspired By: Sarcastic Fringehead (*Neoclinus blanchardi*)

Predators lurk deep in the ocean's dark waters, but none strike fear like the burrowing chomper. This monstrosity hunts beneath the surface, charging and gobbling up large animals and merfolk too brave for their own good. These monsters are surprisingly swift, and many a careless adventurer has met a terrible fate to them while looking for treasure beneath the waves.

Tunneling Ambushers. Burrowing chompers reside underneath the ocean floor, tunneling into the ground to make small dens where they can hide and wait for prey, rushing out and snapping up whoever strays too far close to their burrows. When they pounce, burrowing chompers use their large maws to crush their prey or swallow them whole.

Fearsome Reputation. Rarely does a creature seek out a fight with a burrowing chomper. Merfolk and other sentient underwater humanoid tend to stay away from the creatures, viewing them as threats to their communities better avoided than fought. Only sahuagin, thinking burrowing chompers are an avatar of their god Sekolah engage the beasts, gifting them food sacrifices in exchange for being left alone. Sahuagin will often kidnap merfolk, tritons, and other kuo-toa to please these monstrosities.

Big Fish in a Bigger Sea. Burrowing chompers are dangerous, but there are creatures who do will happily meet them in battle, like bronze dragons and young kraken, who view burrowing chompers as rivals, and battle them whenever they cross paths. Young bronze dragons actively seek out burrowing chompers as they enjoy the challenge of fighting such a mighty opponent, and crave burrowing chompers as a nutritious delicacy.

Discordant Roar. Burrowing chompers strike fear into their prey not just by using their appearance, but by stunning them with a terrifying roar. The scream terrifies the faint of heart, causing them to freeze in their tracks. The monstrosities use the scream to freeze strong opponents so that they can retreat into their burrows, as well as to make it easier to catch weaker prey.



BURROWING CHOMPER

Huge Monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 162 (17d10 + 51)

Speed 0 ft., burrow 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	4 (-3)	12 (+1)	6 (-2)

Saving Throws Str +6, Con +6

Skills Perception +7

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the burrowing chomper can move up to its speed toward a hostile creature that it can see.

Assassinate. During its first turn, the burrowing chomper has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the burrowing chomper scores against a surprised creature is a critical hit.

Keen Smell. The burrowing chomper has advantage on Wisdom (Perception) checks that rely on smell.

Sneak Attack (1/Turn). The burrowing chomper deals an extra 9 (2d8) piercing damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the burrowing chomper that isn't incapacitated and the burrowing chomper doesn't have disadvantage on the attack roll.

Tunneler. The burrowing chomper can burrow through solid rock at half its burrow speed and leaves a 25-foot-diameter tunnel in its wake.

Water Breathing. The burrowing chomper can breathe only underwater.

Actions

Multiattack. The burrowing chomper makes a Bite attack and a Tentacle attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d12 + 3) piercing damage. The target must make a DC 17 Strength saving throw or be grappled (escape DC 16). Until this grapple ends, the target takes 12 (2d8 + 3) piercing damage at the start of each of its turns, and the burrowing chomper can't bite another target.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Stunning Roar. Each creature of the burrowing chomper's choice that is within 120 feet of the burrowing chomper and aware of it must succeed on a DC 17 Wisdom saving throw or become stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the burrowing chomper's Stunning Roar for the next 24 hours.

Swallow. The burrowing chomper makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the burrowing chomper, and it takes 17 (5d6) acid damage at the start of each of the burrowing chomper's turns. A burrowing chomper can have only one creature swallowed at a time.

If the burrowing chomper takes 30 damage or more damage on a single turn from the swallowed creature, the burrowing chomper must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the burrowing chomper. If the burrowing chomper dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

CAVEQUIPPER

Author: Zeke Gonzalez

Inspired By: Blind Cavefish & Electroreception

The cavequipper is a bestial creature covered with scales that bears tentacles and fins for powerful locomotion through water as well as limbs for walking on land. Atop its unnaturally long neck it bears an eyeless head and a massive mouth filled with razor-sharp teeth. The cavequipper's lower jaw is bifurcated and can unhinge to swallow large prey such as halflings and gnomes. Each of its four limbs end in glinting black claws and a disgusting briny smell follows wherever it goes. Fully-grown adults bear pitch-black arcane runes that absorb all light. While cavequippers are most often discovered in rivers and lakes within the Underdark, some are occasionally swept out to sea by fast-moving currents and find themselves hunting nocturnally in aboveground swamps or the ocean shore.

Distant Ancestry. Cavequipper is something of a misnomer, as it implies a strong relationship with the piranha-like quipper found in the waters around Saltmarsh. However, the only thing the cavequipper and the quipper share is an ancient water-dwelling common ancestor. Since splitting from this ancestor, the cavequipper has evolved a series of new traits and behaviors which make it a fearsome aquatic predator.



Blind Predator. While the cavequipper is blind, it is an adept nocturnal hunter that has developed the ability to sense the motion of other creatures both on land and underwater. When threatened, adult cavequippers are also capable of emitting a wave of magical darkness, allowing them to escape.

Electrical Attunement. While hunting underwater, the cavequipper also possesses small sensory organs in its tail that allow it to sense the natural electrical stimulus given off by living creatures. For this reason, cavequippers are often witnessed sweeping their tails across the ocean floor, scanning for the electrical stimulus of motionless prey such as flounder. Adult cavequippers have the latent arcane ability to use the runes across their body to generate attacks of electrical power.

CAVEQUIPPER

Medium monstrosity, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 169 (26d8 + 52)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	8 (-1)	15 (+2)	6 (-2)

Saving Throws Dex +5, Wis +5

Skills Perception +5, Stealth +8

Senses tremorsense 60 ft. (blind beyond this radius),
passive perception 15

Challenge 7 (2,900 XP)

Amphibious. The cavequipper can breathe air and water.

Innate Spellcasting. The cavequipper's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *darkness*, *lightning lure*

3/day: *lightning bolt*

Sunlight Sensitivity. While in sunlight, cavequippers have disadvantage on attack rolls, as well as on Wisdom (perception) checks that rely on sight.

Underwater Camouflage. The cavequipper has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Multiattack. The cavequipper can make three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and 7 (1d6) lightning damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.



CREEPING MARINE FUNGUS

Author: Azra Hawthorne

Inspired by: Novel Cryptic Antibiotics from Marine Fungus *Penicillium* sp. BB1122

The marine creeping fungus is a water-based mushroom that lives in salt marshes and the ocean. These creatures feed on whatever prey comes close enough for the fungus to notice. These creatures will often remaining motionless for extended periods of time and then subdue their prey by slamming their bodies into it or by releasing a cloud of spores. While there is a certain amount of danger in approaching this creature, locals will harvest it for medicinal purposes. Because of the dangers inherent in approaching the fungus, it is usually subdued by smoke to dry out the creature and hamper its movement. After this is done, parts of the fungus are taken for the medicine used for infections and poisons. Then a small offering of food is left for the rest of the fungus so it can recuperate what it has lost.

MARINE CREEPING FUNGUS

Medium plant, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (13d8 + 26)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	8 (-1)	15 (+2)	6 (-2)

Damage Resistances cold

Condition Immunities blinded, deafened

Senses blindsight 30 ft. (blind beyond this radius)

passive perception 10

Challenge 5 (1,800 XP)

Amphibious. The marine creeping fungus can breathe both water and air.

False Appearance. While the marine creeping fungus remains motionless, it is indistinguishable from normal fungi.

Actions

Multiattack. The marine creeping fungus makes 2 slam attacks or 1 slam attack and 1 spore cloud attack.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Spore Cloud. *Ranged Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 8 (2d6 + 1) necrotic damage and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save or half as much damage on a successful one.

DEADLY CORAL

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 46 (7d10 + 7)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	3 (-4)	12 (+1)	1 (-5)	10 (+0)	2 (-4)

Damage Resistances cold, fire

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 60 ft. (blind beyond this radius)
passive perception 10

Challenge 2 (450 XP)

Attractive Gas. The deadly coral continuously releases gas to attract prey out to a radius of 30 feet. Any beasts or humanoids within the area or any distance above this radius must succeed on a DC 13 Wisdom saving throw or be forced to use all its movement during its next turn to get as close to the deadly coral as possible. An affected target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Water Breathing. The deadly coral can breathe only underwater.

Actions

Engulf. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The target is trapped inside the deadly coral. While trapped in this way, the target is blinded and restrained, has total cover from attacks and other effects outside the deadly coral, and takes 14 (4d6) acid damage at the start of each of the target's turns. If the deadly coral dies, the creature inside it is no longer restrained by it. A deadly coral can engulf only one creature at a time.

DEADLY CORAL

Author: Daniel Scheltema

Inspired By: Coral Reefs

Deadly coral are stationary carnivorous animals. They can be found in waters that range from warm shallow reefs to the coldest depths of the ocean. Although they reproduce asexually, where there is one deadly coral there are often many. Intelligent aquatic creatures know to give them a wide berth. Deadly coral have external polyps, with 6 inch mouths that almost always remain open. These polyps can expand their mouths to almost the size of the deadly coral itself in order to engulf their prey whole, feeding on any beasts or humanoids that come too close. Much of the deadly coral's size is a single large stomach where enzymes inside slowly digest their food, producing a byproduct of gas similar to nectar. This "nectar" is naturally produced and expelled from the deadly coral from the polyps' mouths luring prey from both the surrounding water and the surface.

Attractive Gas. The deadly coral is constantly expelling gas from its stomach through its polyps' mouths. This then attracts more prey to digest. Fisherman have been known to jump from their boats and swim to their deaths due to a bubble of this gas reaching the surface.

Symbiotic Relationship. Quippers have an immunity from both the deadly coral's attractive gas and its digestive enzymes. Quippers have been known to swarm inside deadly coral, swimming through the deadly coral's polyps' mouths to eat the carcasses of the coral's most recent meal. This provides an added defense for quippers from predators, and it is believed to help aid in the digestion for the deadly coral. Any beast or humanoid unfortunate enough to be engulfed while a swarm of quippers is inside the deadly coral has little chance of survival.





DIRE DUGONG

Author: Chris Parsons

Inspired By: Steller's Sea Cow (*Hydrodamalis gigas*)

Dire dugongs are huge, sub-polar cousins to the smaller dugongs found in warm, tropical coastal waters. These tremendous creatures feed on kelp and are often found in small herds that are fiercely protective of their young. When predators (such as orcas) attack, they arrange themselves in a circular formation with their tails facing outward. Once in formation, they use their large tails to attack predators. Unfortunately, these slow-moving animals are relatively easy for hunters to catch and they are often harvested for their meat, bones, and hide. The dire dugong's rate of reproduction is very slow, so harvested populations are slow to recover and many populations have already been driven extinct by overhunting.

Thick Hide. The thick hide of the dire dugong can be harvested and crafted into a breastplate that has the weight of hide armor, but can be worn by druids as is is not metal. Their bones are extremely dense and highly sought after by craftsmen for carving. In fact, dire dugong bone is sometimes (incorrectly) referred to as mermaid ivory. The bones of an adult dire dugong can be sold for tremendous sums though they have a staggering weight, often around 10 tons.

DIRE DUGONG

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 114 (12d12 + 36)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	8 (-1)	15 (+2)	6 (-2)

Damage Resistances bludgeoning, cold

Senses passive perception 11

Challenge 4 (1,100 XP)

Hold Breath. The dire dugong can hold its breath for 1 hour.

Actions

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (4d4 + 5) bludgeoning damage.

DIRE OTTER

Author: N. Frances Farabaugh

Inspired By: Otters (and their use of tools)

Like their smaller counterparts, dire otters are semi-aquatic mammals. Their webbed feet, elongated bodies, powerful tails, and soft dense fur make them strong swimmers who are able to stay warm in a variety of aquatic environments. Otters are intelligent predators who feed primarily on fish and invertebrates and frequently use rocks, shells, or other hard items as tools to break open the hard shells of their prey. Dire otters have taken this behavior a step farther and use these tools in a defensive manner when threatened. Though, notably, they dislike using the same tool for fighting and feeding. A dire otter often has a favorite rock or shell that they carefully select for each task.

Dire otters are much larger and far more rare than their smaller kin. they can easily be as mounts by smaller humanoid. Once hunted for fur, meat and bone by unscrupulous adventurers, dire otters are exceedingly rare, especially in populated coastal areas. So much so, that many people believe that they are creatures of legend and never existed at all. However, for one lucky enough to encounter a dire otter, an appropriately puckish adventurer may find a fast friend in one of these beasts. Dire otters are notoriously playful and mischievous; they have a love of games, pranks and puzzles.

DIRE OTTER

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+2)	8 (-1)	15 (+2)	6 (-2)

Saving Throws Dex +5, Wis +3

Senses darkvision 30 ft., passive Perception 13

Challenge ¼ (50 XP)

Hold Breath. The dire otter can hold its breath for 8 minutes.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Rock. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.



FISHING HORROR

Author: Zeke Gonzalez

Inspired By: Feather Duster Worms (Sabellidae)

Fishing horrors are terrifying and slow-moving creatures that crawl out of the deepest oceans in search of warm-blooded prey to consume. Their hard bodies are rock-like and algae grows on their skin, making them green. They stalk the coastline on four stout legs and bear large

tubular growths on their shoulders from which emerge the hooked muscular tendrils that grant the fishing horror their name. Stretching across the front side of their body is a yawning maw into which they reel their food.

Expert Anglers. Fishing horrors are very rare but pose a terrible threat to any small fishing village or coastal town. Their slow movement and rock-like appearance makes them difficult to spot until they've already gotten their hooks in their prey. Once hooked, it is difficult to avoid being drawn into their terrible mouths, which stretch horrifically wide to admit creatures of any size. Once a fishing horror swallows a



creature, that creature is transported to the fishing horror's stomach: a shadowy demiplane where their victims fight for survival against any other creatures that have recently been swallowed by the fishing horror.

Denizens of the Dark Depths. Fishing horrors are the creations of a deep sea race of Elder Evil-worshipping beings who reside in the blackest pits of the open sea. They were created to gather food for these beings, though some occasionally wander too far from the cyclopean undersea societies and are drawn to the surface by inexorable currents. Where these creatures walk, they bring with them an unspeakable aura of existential terror.

FISHING HORROR

Huge aberration, unaligned

Armor Class 20 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+3)	8 (-1)	21 (+5)	13 (+1)	12 (+1)	3 (-4)

Saving Throws Str +7, Con +10, Wis +6

Skills Perception +6

Senses blindsight 60 ft., passive perception 16

Languages Deep Speech, telepathy 60 ft.

Challenge 13 (10,000 XP)

Amphibious. The fishing terror can breathe air and water.

Bottom Treader. The fishing horror cannot swim, and it sinks to the bottom of any body of water. It takes no penalties to its movement or attacks underwater. It is immune to the effects of being underwater at a depth greater than 100 feet.

Demiplane Stomach. Any creature or object that the fishing terror swallows is transported to a demiplane that can be entered by no means other than a wish spell or this creature's swallow. A creature can leave the demiplane only by using magic that enables planar travel, such as the plane shift spell. The demiplane resembles a shadowy room with indistinct walls covered in eerie, nonsensical glyphs roughly 500 feet in diameter with a ceiling 500 feet high. It contains the remnants of the fishing terror's past meals. The fishing terror can't be harmed from within the demiplane. If the fishing terror dies, the demiplane disappears, and everything inside it appears around the corpse. The demiplane is otherwise indestructible.

False Appearance. When the fishing terror stands still, it is indistinguishable from a pile of algae-encrusted rocks.

Grasping Tendrils. The fishing terror can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 15 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the fishing terror, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 22 Strength check against it.

Actions

Multiattack. The fishing terror uses its Maddening Presence. It can then make four attacks with its tendrils, uses reel, and makes one attack with its bite. It can use its swallow instead of its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 42 (6d12 + 3) piercing damage.

Tendril. *Melee Weapon Attack:* +8 to hit, reach 100 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and the target is grappled (escape DC 18). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the fishing terror can't use the same tendril on another target.

Reel. The fishing terror pulls each creature grappled by it up to 50 ft. straight toward it.

Swallow. The fishing terror makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. The swallowed target, along with everything it is wearing and carrying, appears in an unoccupied space on the floor of the fishing horror's Demiplane Stomach.

If the fishing terror takes 50 or more damage in a single turn from one creature, the fishing terror must succeed on a DC 25 Constitution saving throw at the end of that turn or release all creatures trapped within its Demiplane Stomach, which fall prone in a space within 10 feet of the fishing terror.

Maddening Presence. The fishing terror targets one creature it can see within 30 feet of it. If the target can see or hear the horror, the target must make a DC 18 Wisdom saving throw. On a failed saving throw, the target becomes paralyzed until the end of its next turn. If a creature's saving throw is successful, the creature is immune to the fishing terror's Maddening Presence for the next 24 hours.

Reactions

Parry. The fishing terror can add 5 to its AC against one weapon attack that would hit it. To do so, the fishing terror must be able to see the attacker and must have at least one tendril that is not grappling a creature.

FLESH-EATING ANEMONE

Author: Teos Abadía

Inspired By: Fish-Eating Anemone (*Urticina piscivora*)

This large anemone can grow up to ten feet in diameter, its long and slender tentacles elongating up to ten feet. The anemone's column is often green or maroon, while the tentacles and oral disc can be yellow, green, red, or violet in color. Flesh-eating anemones are typically found in tidal or subtidal areas, and in coastal areas up to thirty feet in depth. While adults are typically found in groups of one to six individuals, they can sometimes be found surrounded by smaller juveniles, known as a juvenile flesh-eating anemone

swarm. Juveniles can attach themselves to moored ships, and thus some adults can be found in deeper waters on shipwrecks.

Motile. Though the flesh-eating anemone appears to be affixed to a surface, typically a coral reef, large boulder, or submerged object, it can quickly emerge to attack the unwary.

Paralyzing Tentacles. The stinging tentacles of a flesh-eating anemone poison its prey and can paralyze it, making for an easy meal.

Symbiosis. Some aquatic creatures (including sharks and octopuses) can become immune to the flesh-eating anemone's tentacles, and the anemone recognizes this, forming a symbiotic partnership with the creature and working together to catch prey.



FLESH-EATING ANEMONE

Large beast, unaligned

Armor Class 13 (15 when adhered)

Hit Points 53 (7d10 + 14)

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	15 (+2)	5 (-3)	10 (+0)	5 (-3)

Skills Perception +5

Senses blindsight 30 ft., passive Perception 15

Challenge 3 (700 XP)

Adhere. The anemone may spend its movement to adhere itself to the surface of a large or bigger object. While adhered, the anemone cannot move and it gains a +2 bonus to its AC. A DC 20 Strength (Athletics) check is required to remove an adhered anemone from the object. The anemone may end its adhered state at any time on its turn, without spending an action.

False Appearance. While the anemone is adhered to a surface, it is indistinguishable from an enormous but otherwise natural and non-motile anemone.

Revealing Charge. If the anemone starts its turn adhered to a surface, moves at least 20 feet straight toward a creature, and then hits it with a tentacle attack on the same turn, the anemone may immediately make one attack with its bite as a bonus action.

Water Breathing. The anemone can breathe water. When outside of the water, it can hold its breath for 8 hours and then its Constitution score is reduced by 1 for each additional hour that passes. The anemone dies if this reduces its Constitution to 0. When again submerged, the anemone restores lost Constitution at the rate of 1 point every 10 minutes.

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) poison damage, the target is pulled towards the anemone up to 10 feet, and the target must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to become paralyzed and is poisoned. The poisoned target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is paralyzed for 1 minute.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 16 (4d6 + 2) piercing damage.

JUVENILE FLESH-EATING ANEMONE SWARM

Author: Teos Abadía

Inspired By: Fish-Eating Anemone (*Urticina piscivora*)

An adult flesh-eating anemone can produce hundreds of offspring, releasing them into swift-moving currents to establish new colonies far from its location. When food is plentiful, the adult may release some offspring near itself, working together to attract and kill fish or other prey.

Immobile Swarm. Unlike the adult, the juvenile flesh-eating anemone swarm is incapable of movement, and all of the juveniles live together as a colony (swarm).

Paralyzing Filter Feeders. The swarm can draw water through each of its mouths, creating a current to draw creatures near. The stinging tentacles of a juvenile flesh-eating anemone swarm paralyze its prey, making for an easy meal.

Symbiosis. Some aquatic creatures (including sharks and octopuses) can become immune to the flesh-eating anemone's tentacles, and the anemone swarm recognizes this, forming a symbiotic partnership with the creature and working together to catch prey. In rare cases when food is plentiful, an adult flesh-eating anemone can allow the juvenile flesh-eating anemone swarm to grow at its side.

JUVENILE FLESH-EATING ANEMONE SWARM

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 38 (7d8 + 7)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	8 (-1)	15 (+2)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Challenge 1 (200 XP)

Adhered. The swarm is affixed to a surface and unable to move.

Draw Water. As a bonus action, the swarm draws water in a twenty-foot cone. Each creature in the cone must make a DC 12 Strength saving throw or be pulled 10 feet towards the swarm, including into its space.

Swarm. The swarm can occupy another creature's space and vice versa.

Water Breathing. The swarm can breathe water. When outside of the water, it can hold its breath for 6 hours and then its Constitution score is reduced by 1 for each additional hour that passes. The swarm dies if this reduces its Constitution to 0. When again submerged, the swarm restores lost Constitution at the rate of 1 point every 10 minutes.

Actions

Tentacles. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) poison damage, and the target must succeed on a DC 11 Constitution saving throw or be paralyzed. If the target is paralyzed, it is pulled into the swarm's space. A paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 15 (4d6 + 1) piercing damage, or 8 (2d6 + 1) piercing damage if the swarm has half of its hit points or fewer.



FRESHWATER STALKER

Author: Vall Syrene

Inspired By: Starfish and Sea Cucumbers (Echinodermata)

The freshwater stalker is a dark, tar-like creature that lurks in rivers, swamps and freshwater lakes. Its thick, dark hide and adhesive skin makes it difficult to spot even in the clearest of waters.

While first discovered in the dark, dismal lands of the Shadowfell, reports of freshwater stalkers appearing around rivers leading to coastal areas of the Material Plane have become more commonplace in the last ten years, leading many to question how such a slow creature is able to traverse the Planes of Existence, and whether or not it is a euryhaline organism.

Patient Hunters. The freshwater stalker earned its name as a patient ambush predator. Using the dark, murky depths of shallow water to its advantage, it is capable of stretching its body out to form a sticky coating that is all but invisible to the untrained eye. Once stretched out, the stalker waits patiently, sometimes for days at a time, for its prey to step into the shallows. When a creature steps on the thinly stretched carpet of the freshwater stalker's body, writhing tendrils quickly burst up and encompass it. The stalker drags its thrashing victim underwater, before quickly enveloping its prey inside its heavy, blubbery mass.

Invasive Predators. The freshwater stalker has also been known to attack the other aquatic predators that share its hunting grounds, such as crocodiles. The creature often waits until the crocodile has lunged for its own prey before ensnaring both predator and prey in its deadly embrace, squeezing the life out of its rival before vanishing into the depths to feed.

Paralyzing Mucus. The freshwater stalker's strength does not just lie with its incredible talents for camouflage and ambush. A creature that pierces the hide of a stalker finds itself suddenly surrounded by a thick, paralyzing mucus, which weakens the prey and acts as a healing salve for the stalker's wounds and granting it a limited regenerative ability.

FRESHWATER STALKER

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	5 (-3)	15 (+2)	9 (-1)

Skills Stealth +5, Perception +6

Senses darkvision 60 ft, passive Perception 16

Challenge 3 (700 XP)

Ambush Predator. The freshwater stalker has advantage on Dexterity (Stealth) checks made while in shallow or clear water.

Paralyzing Mucus. If the freshwater stalker takes piercing or slashing damage while it is underwater, it can use its reaction to surround itself with a 5-foot radius cloud of paralyzing mucus, which lasts until the end of its next turn. For the duration, when a creature enters the area or starts its turn there it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success. In addition, while the mucus remains, the freshwater stalker regains 7 (2d6) hit points at the start of its turn.

Fierce Grappler. The freshwater stalker has 3 grasping pseudopods it uses to ensnare its foes.

Actions

Multiattack. The freshwater stalker makes two attacks with its grasping pseudopods. It can replace one of these attacks with a single use of bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target grappled by the freshwater stalker. *Hit:* 10 (2d6 + 3) piercing damage.

Grasping Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 3) bludgeoning damage. If the target is a Large or smaller creature it is also grappled (escape DC 13). While grappled in this way, the target is restrained, and the freshwater stalker can't use that pseudopod on another target.



GHOST SHRIMP

Author: Andrew Kornblatt

Inspired By: Daggerblade Grass Shrimp (*Palaemonetes pugio*)

Ghost shrimp have hunted the salt marshes for patches of green algae, carrion, or unfortunate animals since the sea first met the land. They loom over small creatures, being the size of a large horse, and act as the vigilant cleaners of the ecosystem. Due to their natural translucence they are difficult to spot, but they are not entirely invisible as a result of the carotenoid-reflective areas on their backs. Many an unlucky adventurer has succumbed to the ghost shrimp while exploring the marsh. The shrimp's ultra-sharp protuberance at its head can be used as a spear, it also has 2 pairs of arms that it uses to grab food and defend itself. While it sometimes comes onto land to scavenge, a ghost shrimp cannot last more than a few minutes out of water before it suffocates.

GHOST SHRIMP

Medium beast, unaligned

Armor Class 16 (natural armor)

Hit Points 45 (10d8)

Speed 15 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	8 (-1)	4 (-3)	3 (-4)

Damage Resistances bludgeoning

Senses blindsight 10 ft., passive Perception 10

Challenge 3 (700 XP)

Hold Breath. Ghost shrimp can survive for up to 5 minutes outside of water.

Natural Camouflage. The ghost shrimp has advantage on Dexterity (Stealth) checks.

Water Breathing. The ghost shrimp can breathe underwater

Actions

Multiattack. The ghost shrimp makes three attacks with its arm.

Arm. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Rostrum. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.



GIANT DRAGONFLY NYMPH

Author: Chris Parsons

Inspired By: Dragonfly Nymphs

Giant dragonflies have an aquatic larval stage. Although immature and wingless, the nymphs can be up to the same size as adult giant dragonflies and are voracious predators. They often employ ambush tactics, hiding in burrows or similar hiding places, and then rapidly extending their labium, a set of extendable barbed jaws, to attack prey. Giant dragonfly nymphs can burrow under sediments, or can even construct camouflaged shelters from river and lakebed materials. They often have a snorkel-like appendage that allows them to breathe even when buried, and can wait undetected for possible prey to get near, whereupon they ambush them. They are also able to expel water quickly from their anus, which effectively gives them a short burst of jet propulsion. All of these adaptations make them a highly adapted, and vicious ambush predator. Fishing and small ferry boats have been known to be attacked by giant dragonfly nymphs, who use their extendable labium to snare unsuspecting boaters that get too close to the edge of their vessel. Giant dragonfly nymphs are typically found in freshwater rivers, lakes, and wetlands. Although some species can survive in brackish waters none are found in seawater.

GIANT DRAGONFLY NYMPH

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 60 ft., burrow 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	3 (-4)	10 (+0)	6 (-2)

Skills Perception +2, Stealth +6

Senses Passive Perception 12

Challenge 1 (200 XP)

Magic Resistance. The giant dragonfly nymph has advantage on saving throws against spells and other magical effects.

Waterbreathing. The dragonfly nymph can only breathe underwater.

Hold Breath. The dragonfly nymph can survive out of water for 30 minutes.

Ambush Attacker. The giant dragonfly nymph gain advantage on Dexterity (Stealth) checks made while underground.

Jet Propulsion. On each of its turns, the giant dragonfly nymph can use a bonus action to dash.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage and the target is grappled (escape DC 14).





GIANT FLYING SHARK

Author: JVC Parry

Inspired By: Flying Fish

A giant shark is one of the most terrifying encounters a sailing crew can have. These enormous creatures emerge from the deep searching for ships to flounder. Each shark is capable of eating half a dozen humanoid in a single sitting, making short work of those thrown overboard by their ramming attacks. Picture that, but with wings.

Soaring Over Waves. The wingspan of these beasts is so great that they are capable of powered flight. Rather than simply soaring like their smaller flying fish kin, a giant flying shark can leap from the waves, then beat its enormous wings to stay afloat. From their aerial vantage points they are capable of picking out potential targets miles away on the horizon.

Flying Battering Rams. As well as a bite capable of tearing a humanoid limb from limb, giant flying sharks are also capable of ramming their prey, including smaller fishing vessels, knocking them aside both in and out of the water. Underwater, a creature hit by the ram flounders, desperately trying to work out which way is up. In the air, the giant flying shark can knock even large creatures onto their backs, making them perfect targets for a vicious bite.

GIANT FLYING SHARK

Huge beast, unaligned

Armor Class 13 (natural armour)

Hit Points 126 (11d12 + 55)

Speed 0 ft., swim 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	8 (-1)	4 (-3)	3 (-4)

Skills Perception +3

Senses Blindsight 60 ft., passive Perception 13

Challenge 6 (2,300 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Charge. If the shark moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Hold Breath. The shark can hold its breath for 20 minutes.

Siege Monster. The shark deals double damage to objects and structures.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Ram. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

GIANT NAUTILUS

Author: Azra Hawthorne

Inspired by: Nautilus (Nautiliae)

Ancient creatures of the deep that have grown to a rather large size. They have been stirred from the depths and seek new prey. Large and solitary creatures, they have extremely long life spans. But something has disturbed them from their home in the dark murky depths and as such they come closer to the surface seems to seek new prey. No one knows what exactly could have disturbed these monstrous creatures from the depths and fewer still are intent on finding out. What is certain, however, is that they are here and while not usually hostile, a hungry giant nautilus will sink a ship or two.

GIANT NAUTILUS

Huge beast, unaligned

Armor Class 16 (natural armour)

Hit Points 114 (12d12 + 36)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	10 (+0)	5 (-3)

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 10

Challenge 6 (2,300 XP)

Water Breathing. The shark can breathe only underwater.

Actions

Multiattack. The giant nautilus makes two attacks with its tentacles or one attack with its bubble jet.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage, and the target is grappled (escape DC 16). Until the grapple ends, the target is restrained. The giant nautilus can grapple up to 2 creatures at a time.

Bubble Jet. *Ranged Weapon Attack:* +5 to hit, reach 30 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage and the target must succeed on a DC 14 Dexterity saving throw or be knocked prone.



HAIRY PANCAKE

Author: Sven Truckenbrodt

Inspired By: *Trichoplax adhaerens*

Some scholars have speculated that the grotesque creature euphemistically known as the “hairy pancake” among sailors and fishers developed from a tiny, harmless, and primitive organism that lived unnoticed on stones in the sea. The hairy pancake may still be primitive, however it is anything but harmless. If you come across an unfortunate soul washed to shore on an overcast day, be wary – it may just as well be a hairy pancake in disguise. Their preferred method of hunting is to mimic the victim of a shipwreck, using their adaptive skin, to lure in helpers or looters. When you get too close, it reverts back to its natural form, resembling a translucent pancake covered in short hairs as clear as glass. The hairy pancake can modify its appearance by changing the orientation of tiny particles embedded in its skin to reflect or let pass light in any way it chooses and molding its amorphous body to support the effect. The hairy pancake engulfs its victims and starts to digest them – while onlookers must bear witness through its translucent body!

Mindlessness. Hairy pancakes are unaffected by any magic that targets a creature's mind, for they have no mind to speak of - they are simply too primitive to influence!

Slipperiness. A hairy pancake is nothing if not flexible and has no difficulty escaping any physical restraint with its amorphous form.

Aversion To Light. Hairy pancakes are sensitive to light and will avoid it at all costs. They only lie in wait to ambush on the shore at night or during an overcast day.

HAIRY PANCAKE

Medium ooze, unaligned

Armor Class 9

Hit Points 37 (5d8 + 15)

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	2 (-4)	10 (+0)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, incapacitated, paralyzed, petrified, prone, restrained, stunned, unconscious

Senses blindsight 10 ft. (blind beyond this radius)
passive Perception 10

Challenge 5 (1,800 XP)

Damage Transfer. While it is grappling a creature, the hairy pancake takes only half the damage dealt to it, and the creature grappled by the pancake takes the other half.

False Appearance. As long as it remains motionless, the hairy pancake can modify its appearance to look like any humanoid.

Limited Invisibility. The hairy pancake is translucent in its natural form and invisible while in dim light.

Light Sensitivity. While in bright light, the hairy pancake has disadvantage on attack rolls.

Water Breathing. The hairy pancake can breathe only underwater

Hold Breath. The hairy pancake can hold its breath out of water for 6 hours.

Actions

Engulf. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 12). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the hairy pancake can't engulf another target. In addition, at the start of each of the target's turns, the target takes 14 (4d6) acid damage.



LUREAN

Author: Molly Meadows

Inspired By: Lionfish Predation Methods

Lureans are an aquatic humanoid race who live in small troops within underwater caverns along the Sword Coast. These unusual but beautiful humanoids live in complete darkness and their slender limbs are draped in colourful sheets of skin, which glimmer iridescent hues as they slowly drift in the watery gloom. Lureans are characterised by their voracious appetite. They spend almost all their time hunting and will consume anything, including wandering adventurers. Due to their constant search for prey, they do not build structures or weave clothing, living primitive lives. The cooperative nature of their hunting techniques require lureans to form strong bonds with their fellows. Lureans are slow moving creatures; they rely on a coordinated group approach to accomplish their hunts. In fact, lureans tend not to launch an attack unless they are confident of their success. Therefore, lureans are inclined to target an individual, but larger bands can be organised enough to take on several victims.

Specialist Hunters. Lureans utilise a distinctive hunting technique. When they first spot prey, lureans undulate their bioluminescent forms in a dance-like motion to mesmerise and stupefy their target. The lurean's companions then corral the stunned prey into an advantageous position using jets of water. Once their victim is close enough, the lureans launch into a vicious coordinated assault, unhinging their expansive jaws to devour the ill-fated creature.

Dreaded Company. Most other aquatic races look down upon and fear the sinister Lureans. Merfolk warn their children not to wander off alone into the murky depths, not only for the many fearsome monsters which dwell beneath the waves but because of the unending Lurean hunt. Even evil creatures such as sahuagin know better than to disturb the cave dwellings of these eerie predators.

LUREAN

Medium humanoid (lurean), neutral evil

Armor Class 12

Hit Points 17 (3d8 + 3)

Speed 0 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	8 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +4

Senses darkvision 60 ft., passive perception 12

Languages Aquan

Challenge 1/2 (100 XP)

Pack Tactics. The lurean has advantage on an attack roll against a creature if at least one of the lurean's allies is within 5 feet of the creature and the ally isn't incapacitated.

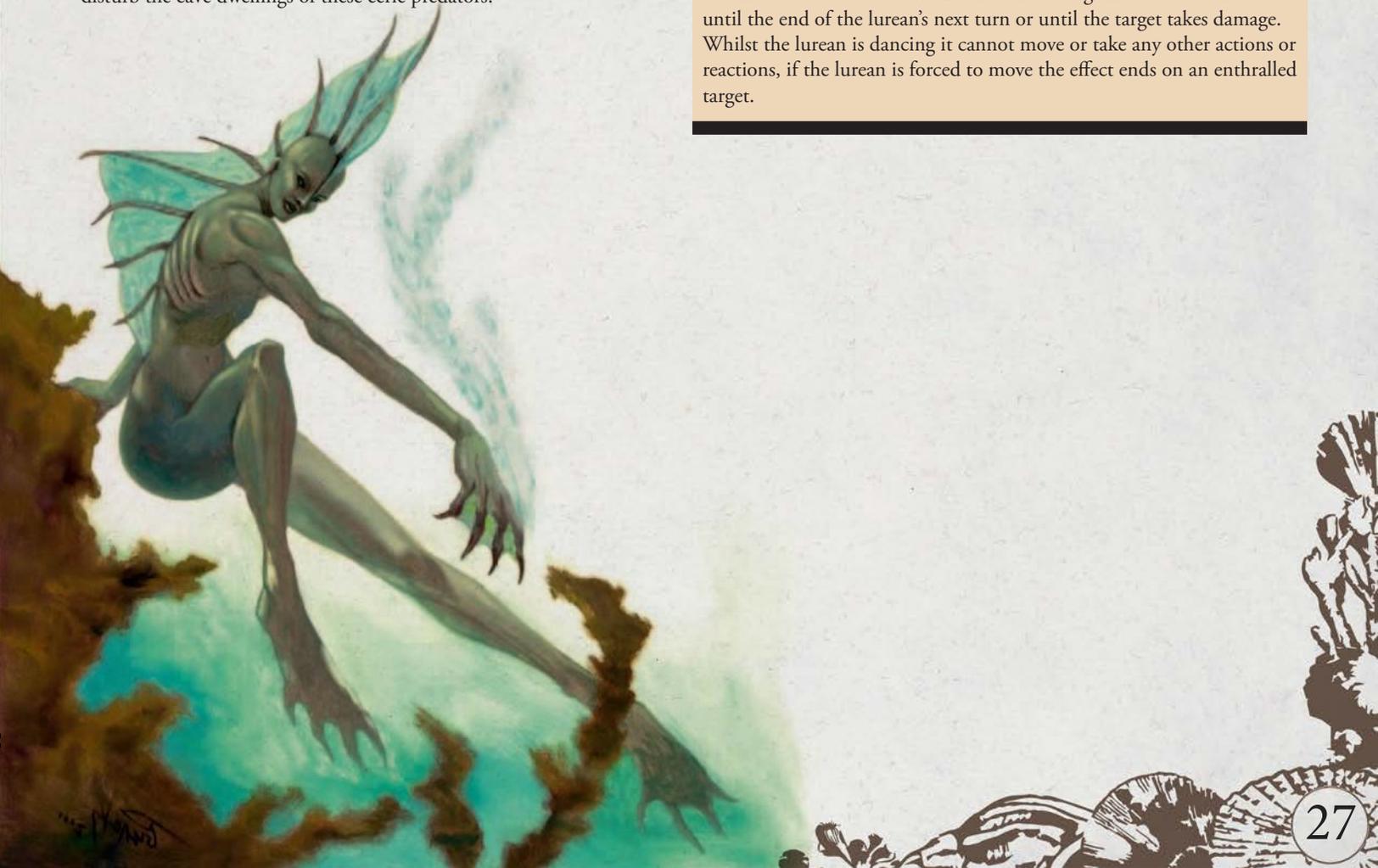
Water Breathing. The lurean can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Water Jet. *Ranged Weapon Attack:* +4 to hit, range 10/30 ft., one target. *Hit:* The target is pushed 10 feet away from the lurean in a straight line.

Enthralling Dance. One creature who can see the lurean within 30 feet must succeed on a DC 12 Charisma saving throw or be stunned until the end of the lurean's next turn or until the target takes damage. Whilst the lurean is dancing it cannot move or take any other actions or reactions, if the lurean is forced to move the effect ends on an enthralled target.



MAKARA

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	2 (-4)	10 (+0)	1 (-5)

Skills Stealth +5

Senses tremorsense 60 ft., passive Perception 10

Challenge 5 (1,800 XP)

Amphibious. The makara can breathe air and water.

Ambusher. The makara has advantage on attack rolls against any creature it has surprised.

Confusing Gaze. When a target starts its turn within 30 feet of the makara and is able to see the makara's eyes, the makara can magically force it to make a DC 16 Charisma saving throw, unless the makara is incapacitated. On a failed saving throw, the target can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the target does nothing. On a 5 or 6, the target takes no action but uses all its movement to move in a random direction. On a 7 or 8, the target makes one melee attack against a random target, or it does nothing if no target is within reach. Unless surprised, a target can avert its eyes to avoid the saving throw at the start of its turn. If the target does so, it can't see the makara until the start of its next turn, when it can avert its eyes again. If the target looks at the makara in the meantime, it must immediately make the save.

Actions

Multiattack. The makara makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the makara can't bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the makara. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

MAKARA

Author: Krish

Inspired By: *Ambulocetus natans*, an Eocene Cetacean (Mammalia)

The makaras are massive aquatic mammals with razor sharp teeth and claws. They live in coastal shallow seas and brackish rivers. Although the wild makara is a large beast, about 20 to 30 feet long, it cannot walk well on land. It waddles while pulling its body along the ground with its forelimbs. However, this apex predator is a majestic swimmer thanks to its gigantic, webbed hind feet. No aquatic life is truly safe from a makara, nor are terrestrial creatures. Makara literally means "that which harms humanoid beings" in Celestial. A fully grown adult makara can weigh a colossal amount, greater than one would expect from its size. The makara has a long snout and sideways-facing eyes so it can see clearly even when its mouth is open. This becomes necessary since this creature hunts on land by holding its throat and chest to the ground to sense the vibrations of possible prey.

Chosen of The Gods. Seafaring folk believe that the makara is usually favoured by deities due to its strength and ferocity. River Goddesses keep makara as pets and even steeds. The Protector God wears earrings shaped like makaras and the God of Love uses the makara as the sigil on his flag, as a representation of the untamed and tenacious nature of love and attraction. Consequently, kings and queens often use the motif of the Makara in their palaces, temples, armor or banners.

Deadly Gaze. These creatures have evolved to render their quarry inactive with their gaze to compensate for their lack of graceful movement, especially on land. Looking into the eyes of a makara makes a person forget reality and overwhelms their mind with thoughts about their loved ones such as romantic partners, friends, or even their children. While they are immobilized by their love and daydreams, the makara swiftly moves in for the kill. Snapping a person out of such a daydream is very difficult although not impossible. The eyes of a makara are thus used in love potions and reagents.



MORAYAN

Author: JVC Parry

Inspired By: Ambulocetus natans.

These eel-like folk live in great cities sculpted of living coral. Here, they farm fish for consumption, practice the art of war, and inscribe their learning on tablets of stone. The morayans are typically unsure of outsiders to their culture, but welcoming once their visitors prove that they are no threat. More intelligent than most other aquatic humanoids, their empires have lasted for centuries beneath the waves.

Agile Warriors. Most morayan cultures are focussed around strict martial discipline and learning. They are trained in the ways of war from birth, but are taught to respect that violence is the final tool in a broad arsenal of intelligent tactics. Because of this, violent crimes committed by morayans are rare, though warfare between cultures is fairly frequent. Their superior swimming abilities allow these grand fights to take place in amongst reefs, in deep-sea caves, and even throughout shipwrecks with ease.

Deadly Glare. Some morayans make pacts with powerful undersea beings to gain new abilities including spellcasting, and a necrotising glare that withers those who are subjected to it. These beings might be kraken, aboleths, or even legendary elementals. Such morayans are typically exiled from morayan culture, viewed as a threat to the peace they seek to maintain.



MORAYAN

Medium humanoid (morayan), lawful neutral

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	2 (-4)	10 (+0)	1 (-5)

Skills Acrobatics +4, Perception +2

Senses passive Perception 12

Languages Aquan, Common

Challenge 1/2 (100 XP)

Limited Amphibiousness. The morayan can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Slippery. The morayan has advantage on ability checks and saving throws made to escape a grapple.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Battleaxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Reactions

Lashing Tail. When a creature provokes an opportunity attack from the morayan, the morayan can make the following attack instead of using its bite or battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.



NIGHTMARE SHRIMP

Author: Sven Truckenbrodt

Inspired By: *Opabinia regalis*

Birthing from the nightmares of a dead god in the far realm, an experiment that tore its way through its creator and into the world, bred and kept as pets by mind flayers – many a yarn has been spun on the origins of the nightmare shrimp. However, none of these tales are the main concern of anyone being glared at by their mouth-eyes, pummeled by their morningstar-tail, or cut by the pincers that grow on every inch of their bodies. Nightmare shrimps are unfathomable

and utterly alien monstrosities whose only purpose is to terrify with their melding of the familiar and the grotesque. The last tormenting thought of their victims is often “what maddened mind could have conceived such nightmare fuel?”

Weird Anatomy. Nightmare shrimps are notorious for their anatomy, which makes little sense to any sane mind. They seem to pose a danger from almost any angle, and thus cannot be flanked effectively. They also seem to be able to sense other creatures equally well in any direction, despite the fact that there are no discernible eyes, the mouth-eyes actually serving no sensory purpose at all.

Birthing From Nightmares. Nightmare shrimps don't just look like nightmare fuel – they actually are birthed from the nightmares of aboleths! And what is frightening to an aboleth can naturally terrify even the most hardened adventurer. Why these specific creatures plague the nightmares of an aboleth can only be speculated upon – an endeavor that has wrecked many a

bright scholar's mind.

Feasting On Nightmares. Nightmare shrimps are not only birthed from nightmares – they also feed on them. They require no physical sustenance at all, only the nightmares of sentient creatures. After the nightmare shrimp forces one of its victims to confront those fears, it sucks them dry of emotional energy and leaves them in a catatonic and permanently terrified state, locked into a nightmarish hellscape of their own making from which they cannot escape. Once a nightmare shrimp has feasted on a creature in this way, it leaves them, as a drained victim is neither a danger nor a source of nutrition and thus ceases to be of any interest to the nightmare shrimp.

NIGHTMARE SHRIMP

Large aberration, unaligned

Armor Class 17 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	2 (-4)	10 (+0)	1 (-5)

Saving Throws Str +9, Con +7

Skills Perception +9

Damage Resistances force, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 120 ft. (blind beyond this range)
passive Perception 19

Challenge 14 (11,500 XP)

Covered in Pincers. Whenever a creature ends its turn within 5 ft. of the nightmare shrimp, it must make a DC 17 Dexterity saving throw. The creature suffers 14 (2d8 + 5) piercing damage on a failed save, or half as much on a successful one.

Nightmare Fuel. Any creature that starts its turn within 30 ft. of the nightmare shrimp must succeed on a DC 15 Wisdom saving throw or become frightened by the nightmare shrimp until the start of its next turn.

Actions

Multiattack. The nightmare shrimp makes four attacks, one with its morningstar-tail and three with its mouth-eyes.

Mouth-Eyes. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. The target's head is engulfed in the mouth-eye and it is also grappled and blinded (escape DC 17).

Morningstar-Tail. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 5) bludgeoning damage.

Mind-Melt (3/day). The nightmare shrimp can search out the deepest, darkest nightmares of all creatures that it has grappled with its mouth-eyes and make them relive those fears. The targeted creatures must each succeed on a DC 15 Wisdom saving throw or take 21 (6d6) psychic damage and be stunned until restored by a greater restoration spell or similar magic. The target's hit point maximum is reduced by an amount equal to the psychic damage taken, and the nightmare shrimp regains hit points equal to that amount. This reduction of a creature's hit point maximum lasts until the stun effect is removed.

ORCTAPUSS

Author: Chris Parsons

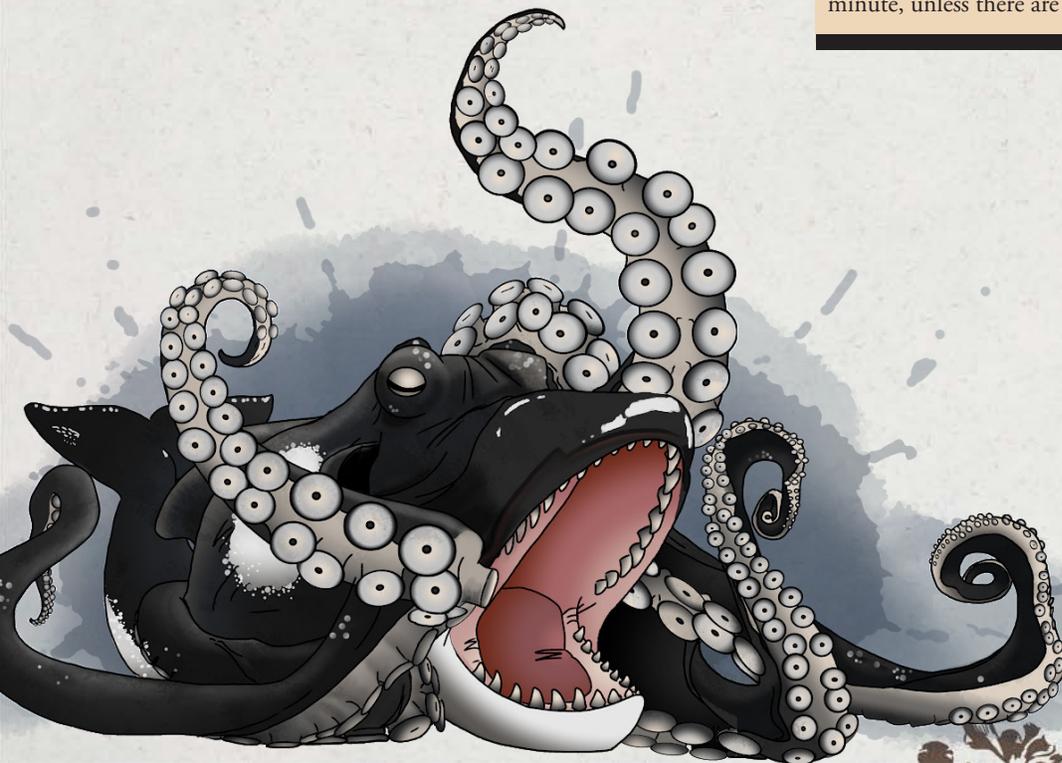
Inspired By: Killer Whale (Orca) and Giant Pacific Octopus

It's unknown how the huge aberration the orctapuss evolved. Is it a magically created hybrid? Did it travel from the far realms with other eldritch terrors? Did it somehow evolve naturally? Regardless, the orctapuss is one of the most efficient and fearsome predators of the ocean. They use their tentacles to draw prey towards their fearsome mouths and hunt in coordinated groups, making them particularly fearsome. The orctapuss has characteristics of both an orca, or killer whale, and a giant octopus. This includes possessing both lungs and gills, allowing it to both breathe on land and in the water. They have been known to crawl onto land after prey, using their tentacles to drag themselves onto shore, although they are rather slow and ungainly on land, compared to in the water. However, their camouflage ability does allow them to ambush land-based prey in coastal areas, and then they drag their catch into the ocean where they can consume them at their leisure.

Camouflage. The skin of orctapuss is normally dappled black and white in color, unlike the distinctive black and white patches of killer whales. This is due to the black and white chromatophores, or pigment cells, in their skin, which they can expand and contract in order to camouflage themselves. This allows the orctapuss to match the pattern of their surroundings (albeit not in color). They can appear as black as the deepest oceans or as white as an ice sheet. The orctapuss are believed to be able to use this color changing ability to communicate with group members, which is extremely useful when attacking acoustically sensitive prey like marine mammals who would be able to hear their auditory communication of clicks and calls.

Like octopods, the orctapuss can also expel ink to confuse potential attackers or prey. Generally they only use this ability in shallow enough water that light/or vision is a factor (less than 200m in depth).

Ecotypes. The highly intelligent orctapuss are often found in different "ecotypes," meaning that each individual specializes in certain types of ecosystem on a specialized prey. Some orctapusses predate on marine mammals, pulling walrus off of rocks with their tentacles. Some herd schools of fish, which often leads to conflict with local fishers who see them as competitors. Some specialize on humanoid prey, grabbing the nets of small fishing vessels and capsizing or sinking the vessels in the process.



ORCTAPUSS

Huge monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 10ft, swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	13 (+1)	13 (+1)	12 (+1)	9 (-1)

Skills Perception +5, Stealth +4

Senses blindsight 120 ft., passive Perception 15

Challenge 3 (700 XP)

Amphibious. The orctapuss can breathe both air and water.

Echolocation. The orctapuss can't use its blindsight while deafened.

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Camouflage. The orctapuss has advantage on Dexterity (Stealth) checks.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the orctapuss can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the orctapuss if it is underwater. After the ink is released the orctapuss can use the dash action as a bonus action. The area where the ink was released is heavily obscured for 1 minute, unless there are strong currents.

ROCKBEAK

Medium beast, unaligned

Armor Class 16 (natural armor)

Hit Points 152 (24d8 + 48)

Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	9 (-1)	2 (-5)	3 (-4)

Damage Resistances slashing, piercing, bludgeoning

Senses darkvision 30 ft., passive perception 10

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, a rockbeak can move up to its speed toward a hostile creature it can see.

Slippery. Rockbeaks have advantage on ability checks and saving throws made to escape a grapple due to their mucus-covered scales.

Water Breathing. Rockbeaks can breathe only underwater.

Actions

Headbutt. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target, *Hit:* 17 (2d12 + 4) piercing damage and the target is grappled (escape DC 14). Until this grapple ends, the rockbeak cannot use its bite on another target.

Fins. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

ROCKBEAK

Author: Matt Tietbohl

Inspired By: Parrotfish (and their beaks)

Rockbeaks are a type of fish distantly related to parrotfishes of tropical coral reefs. Like parrotfish, rockbeak are typically found in schools composed of an alpha male and a harem of females. Alpha males may grow large, and are about twice as large as females. If an alpha male dies, the largest female will change sex and become the new harem leader. Rockbeak males are highly territorial and will aggressively defend their home range against other males and intruders perceived as a threat. They are typically are found in rocky coastal habitats where they feed by grinding up rocks, the sound of which is deafening underwater. Scientists and adventurers often liken these large underwater schools to small herds of buffalo due to their large size.

Rock-Shattering Beak. Both sexes of rockbeaks have brilliant yellow beaks which they use to feed on rocks. The beak chips off bite-sized chunks of rock that are then pulverized into a powder with their pharyngeal mill, two hard, ribbed plates found in the back of their throat. Their beaks are incredibly strong, and are one of the stiffest and hardest materials in the sea. Unlike parrotfishes, rockbeak scales are highly resistant to slicing and stabbing and their bodies are covered in mucus, making them tough to catch. Rockbeaks are a highly sought after fish species as their scales are a great material for building strong shield or lightweight armor, and their beaks can be sharpened to adorn clubs or carefully filed into incredibly strong daggers. But collector be wary; these fish are highly territorial, especially alpha males, and can inflict serious damage with their bony foreheads. By slamming an intruder with their head, they can stun their attackers before finishing them off with their bone-slicing beaks.



SEA RIPPER

Author: Sven Truckenbrodt

Inspired By: Tardigrade

Sea rippers do not entirely deserve their name – they can be gentle giants, grazing in herds in meadows of seaweed, slashing through it with their renders. They are difficult to rouse into aggression, but if their offspring are threatened or their herd is attacked, their fury knows no bounds. When angered, sea rippers fall upon aggressors in herds, tearing and rending their victims into shreds. The only other time a sea ripper will respond with aggression is when it is alone and isolated – the terror of separation from their herds drives them berserk.

Extreme Environments. Sea rippers are typically found in or near the ocean, but they can survive in almost any environment. Boiling water, frozen wastes, toxic air, areas suffused with evil magic – it is all the same to them. Sea rippers are naturally adapted to bear even the most extreme environmental conditions. There is much speculation among scholars how these docile creatures developed such a strong physiology. The most daring academics have suggested that they might have arrived from another planet - their ability to remain in suspended animation indefinitely would conceivably even allow them to travel the void between worlds, after all...

Enslaved Guardians. Some particularly insidious and cruel individuals have been known to use sea rippers as guardians of treasures or lairs. Sea rippers can remain in suspended animation indefinitely, and all it takes to awaken them into confused, but furious, killing machines is a sufficient amount of water. In such cases, it is not uncommon to find a room filled with bones and a few weird balls of chitin. Hidden among the room is certainly an aquatic trap designed to rehydrate these fearsome beasts.

Loyal Companions. In the rarest of cases, sea rippers can be tamed. This typically requires separation from its herd and gentleness and kindness beyond reason in the face of its panicked fury. If a sea ripper receives this love and care, it can bond to another creature as replacement of the herd it has lost. Unfortunately, this is not general knowledge and happens very rarely. Most either keep far away from sea rippers or hunt them down when they go berserk.



SEA RIPPER

Large beast, unaligned

Armor Class 19 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40ft, swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Saving Throws Str +7, Con +7

Damage Resistances cold, fire, lightning

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 30 ft., passive Perception 11

Challenge 8 (3,900 XP)

Amphibiousness. The sea ripper can breathe air and water.

Limited Magic Immunity. The sea ripper can't be affected or detected by spells of 3rd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Cryptobiosis. The sea ripper can choose to enter a state of suspended animation. It exudes all body water and shrinks into an armor-plated ball the size of a human's head. This process takes 1 minute. In this form, the sea ripper is immune to all damage as well as to any magical effects, does not require food or water, and can hold its breath indefinitely. It instantly reverts back into its mobile form when brought into contact with at least 250 gallons of water, which are consumed by the sea ripper.

Panicked Rage. Whenever the sea ripper takes damage, it can use its reaction to move up to half its speed and make a bite attack.

Robust Physiology. Sea rippers are naturally adapted to cold and hot environments, as described in the Extreme Environments section of Chapter 5 of the *Dungeon Master's Guide*, and suffer no ill effects from such conditions.

Actions

Multiattack. The sea ripper makes three attacks: one with its bite and two with its renders.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Render. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage, and the orctapuss can't use its tentacles on another target.

SLOWSTALKER

Author: Matt Tietbohl

Inspired By: Cone snail venom

Slowstalkers are a type of mollusk closely related to cone snails and cowries. Adults are about the size of an average German shepherd. Their shells are a chocolate brown patterned with deep green lines and patterns similar to the fine scales on fish.

They are nocturnal creatures which use their brown and green shell to blend into the rocks while resting during the day. At night, their mantle, or skin underneath the shell, extends to cover the brown shell. It is colored a midnight purple with white flecks which helps them mimic the light rippling under the sea. The mantle is covered in small extensions and short, anemone-like tentacles which sting if touched and help to make it more difficult for predators to see its outline. They cover their shell with their mantle when they are active which keeps their shell shiny and clean of algae. They have two eyes that come out of the front of their shell, like those of a conch, and a small in-current siphon that sticks out just below. Slowstalkers use this siphon to smell their prey. Next to this incurrent siphon is another tube containing their feeding apparatus. Slowstalkers feed by poisoning their prey with a toxic cocktail of strong chemicals, which is delivered by a jet black, harpoon-like structure the slowstalkers shoot out and drive into their prey. This quickly immobilizes the prey and begins to digest it as they engulf it with their slimy proboscis.

Venomous Harpoons. Slowstalkers often hide amongst rocks in shallow water near the surface, where they can target land animals walking near the water's edge and marine creatures that swim near to shore. To take down large prey, slowstalkers have evolved a complex cocktail of venom. When prey wanders too close, the slowstalker will extend its proboscis and fire out a razor-sharp, hollow harpoon that drives a diverse cabral of neurotoxins into their prey. One of these toxins is similar to calliotoxin, which keeps sodium channels in the body open and results in rapid-onset paralysis. The venomous cocktail also contains an acid which will quickly dissolve the prey from the inside. The slowstalker can retract its harpoon back into its proboscis, which will expand over the prey while it digests into a gooey liquid.

Hunting Behavior. They can also move on land for short time periods to hunt, if they manage to stay moist. When prey is found, slowstalkers can release spore-like particles from special glands inside their proboscis. These spores are then either inhaled or pass over the victim's gills, and insulin-like particles are absorbed by the blood. This causes the prey to go into a hypoglycemic shock which causes disorientation and dizziness. While prey is in this disoriented state, the slowstalker safely approaches and harpoons its victim, which it then drags to a quiet place to be digested.

SLOWSTALKER

Medium monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 152 (33d8)

Speed 15 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	11 (+0)	6 (-2)	4 (-3)	6 (-2)

Skills Perception +6

Senses blindsight 15 ft., darkvision 30 ft., passive Perception 16

Challenge 6 (2,300 XP)

Amphibious. Slowstalkers can breathe air and water.

Actions

Harpoon Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 19 (3d10 + 4) piercing damage and the target is grappled (escape DC 14). The target must succeed on a DC 14 Constitution saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of its turns, ending the effect on itself with a success. While grappled, the grappled target is restrained and takes 11 (2d10) poison damage at the start of each of their turns, and the slowstalker cannot use their harpoon bite on another target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) poison damage.

Spores. The slowstalker ejects spores at one creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution or be poisoned for 1 minute. The target can repeat the saving throw at the end of its turns, ending the effect on itself with a success.



SMALL TEETH COLONY

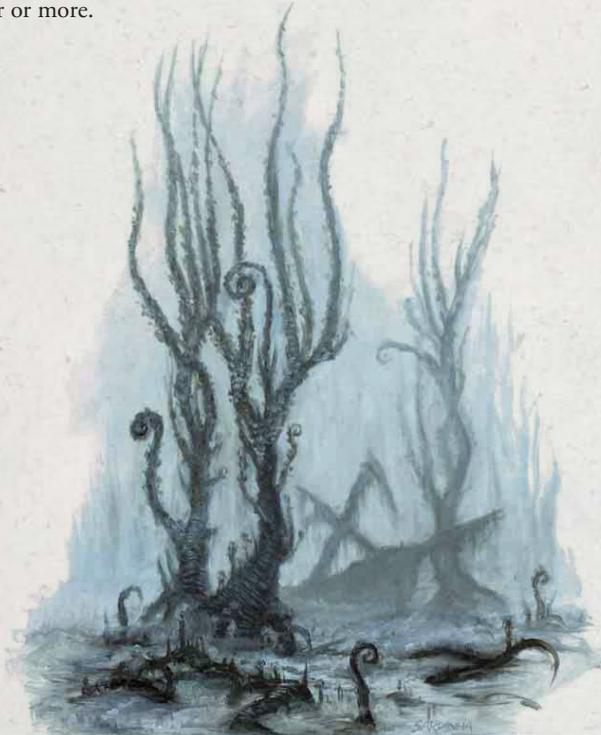
Author: Maxine Henry

Inspired By: Bryozoans

Small teeth colonies consist of a number of units (called zooids) living together as a large group organism. Zooids come in different types, three of which are: avicularia, which defend the colony; autozooids, which digest food items; and kenozooids, which repair and build the colony. Small teeth colonies usually form on existing structures such as shipwrecks. In the absence of such structures, colonies can form along riverbanks or river bottoms, where water flow is strong. The water around the colonies is usually easy to see through, because while the colony will eat larger targets, they prefer plankton. As a reproduction method, or of self-preservation, each colony has the ability to release swarms of zooids. Even from one remaining zooid, a new colony can regrow if given time.

Where Ghosts Bite. In daylight the colony is edged with silver and at night the colony has the barest hint of a glow. These qualities have led to the rumor that the presence of a colony means the structure or area associated with it is haunted, and have a benefit of attracting potential food items into closer proximity. Brushing up against a colony causes contact with a sticky paralytic substance secreted by individual zooids; a preventative method against being damaged by the colony's prey. While distracted by the substance, any creature so restrained is attacked by avicularia, which attempt to excise chunks of flesh. In fact, this is where the common name of "Small teeth colony" comes from, creatures describing their encounter with the alluring yet sharp-edged colony.

Protection Money. Some villages and settlements have come to a sort of one-sided agreement with such colonies, where the land-dwellers give the colony the space it needs (sometimes even feeding the colony by hand), and the colony in turn protects the water bodies around the settlements from incursion by aquatic foes. However, the colony does not discriminate and it is not unusual for a colony to be used as a method of making certain undesirables disappear permanently. While bodies stuck to the colony may cause unwanted attention during the day, a body dumped into a colony after dark will be reduced to small pieces that could be confused with driftwood by the following day. Small teeth colonies are very efficient at turning food into more zooids. More than one body can be problematic, so it's all to the good that colonies are almost never found by themselves. They usually appear as a pair or more.



SMALL TEETH COLONY

Large monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius)
passive Perception 14

Challenge 3 (700 XP)

Sticky Situation. When a creature touches the colony, the creature must make a DC 13 Constitution saving throw against poison. On a failed save, the creature is restrained. The restrained creature may repeat the saving throw at the end of each of their turns, however, subsequent saving throws are made at disadvantage.

Actions

Hypnotic Gaze. When a creature looks at the colony, the creature must make a DC 12 Wisdom saving throw. On a failed save, the creature is charmed. While charmed, a creature uses its movement to move towards and then touch the colony.

Avicularia. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing, plus 18 (4d8) poison damage.

Reaction

Fight Tomorrow. If the colony falls to less than half its hit point maximum, the colony uses its reaction to release a Swarm of Zooids.

A swarm of zooids uses the statistics of a swarm of quippers with the following reaction: Respawn Tomorrow. If the swarm is underwater and a creature moves within 5 feet of the swarm, the swarm may take the hide action.

SNAGGLETOOTH MAIDEN

Author: Matthew Sidewater

Inspired By: Hogfish (*Lachnolaimus maximus*)

Snaggletooth Maidens appear as beautiful, scaled men and women who seem to have lazy, jovial personalities and often found bathing in ponds or chasing one another in ocean waters. These fey creatures hail from the Feywild and have migrated to the Elemental Plane of Water and the Material Plane over time.

Two-faced. Snaggletooth maidens personify the emotional instability travelers experience in the feywild. Though these fey appear kind at first, someone who slights or offends a snaggletooth maiden faces their wrath as they explode into an unstoppable rage, transforming them from good-looking humanoids into ravenous monsters bearing, complete with terrifying, toothy beaks and long, sharp claws. During their rages, snaggletooth maidens take offense at the slightest of insults, and especially dislike especially when someone insults their beaks during their hunts. Adventurers who steal from these fey often find themselves being brutally mauled days after the offense.

Expert Hunters and Foragers. Snaggletooth maidens are adept at finding food. They often forage for small crustaceans and other animals in the sand at the bottom of the ocean. They do this by morphing their mouths into toothy beaks, which they are equally adept at tearing the flesh off from unfortunate souls who angers them. Their innate magics

allow them to track their prey for long distances to settle vendettas. Snaggletooth maidens hunt in groups, so be wary. If one is after you, you are likely in more danger than you think!

Aloof Fey. Snaggletooth maidens tend to stay away from aquatic humanoids, only wishing to stay with others of their kind. Sahuagin occasionally take snaggletooth maidens captive as gladiators, as they admire these fey for their unhinged ferocity. Merfolk also occasionally interact with them, though they do this peacefully, offering them shiny gifts in exchange for hunting them food in inhospitable environments.



SNAGGLETOOTH MAIDEN

Medium fey, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	14 (+2)	14 (+2)	16 (+3)

Skills Investigation +6, Perception +4, Stealth +4

Condition Immunities charmed

Senses darkvision 60 ft., truesight 60 ft., passive perception 14

Languages Aquan, Sylvan

Challenge 3 (700 XP)

Ambusher. The snaggletooth maiden has advantage on attack rolls against any creature it has surprised.

Berserk. Whenever the snaggletooth maiden starts its turn with 20 hit points or fewer, roll a d6. On a 6, the snaggletooth maiden goes berserk. On each of its turns while berserk, the snaggletooth maiden attacks the nearest creature it can see. If no creature is near enough to catch and attack, the snaggletooth maiden attacks an object, with preference for an object smaller than itself. Once the snaggletooth maiden goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Blood Frenzy. The snaggletooth maiden has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The snaggletooth maiden can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Innate Spellcasting. The snaggletooth maiden'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: *shape water*, *resistance*, *animal friendship*
3/day each: *hunter's mark* (7th level), *purify food and drink*, *create or destroy water*

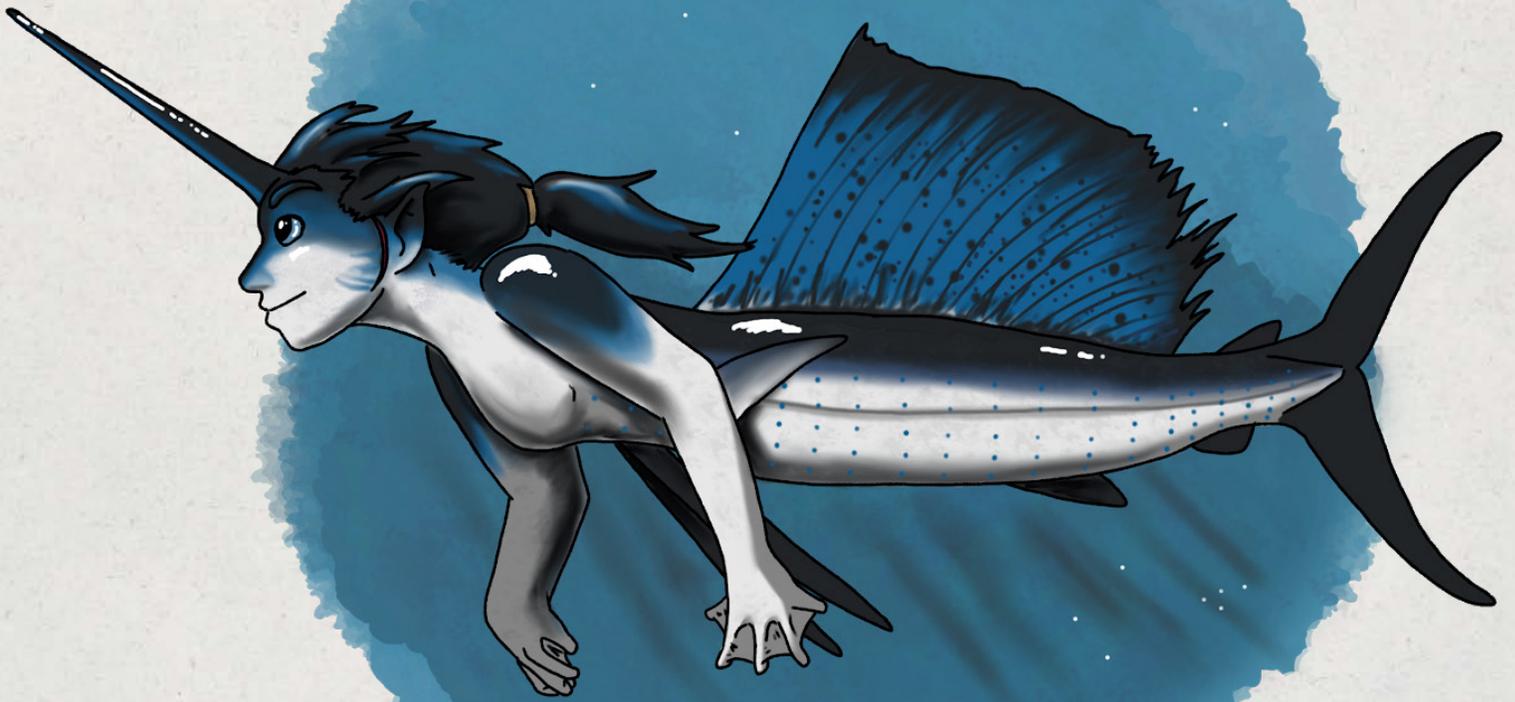
Stunning Shapechange. The Snaggletooth Maiden can use its action to polymorph into a beautiful humanoid (human or elf) or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. When the snaggletooth maiden turns back into its true form, all creatures that can see it must succeed a DC 13 Wisdom saving throw or be stunned for 1 minute. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the snaggletooth maiden's Stunning Shapechange for the next 24 hours. Other snaggletooth maidens are immune to this effect.

Actions

Multiattack. The snaggletooth maiden makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and the target must make a DC 13 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.



SOLVIT MERQUI

Author: Matt Tietbohl

Inspired By: Hunting behavior of Sailfish (*Istiophorus*)

The solvit merqui are a race of creatures from the open ocean. Similar to merfolk, these strange, sailfish and merfolk hybrids spend the majority of their time cruising the deep blue in pursuit of food. They have a ferocious reputation among fishermen, who regularly clash with the solvit merqui; fishermen often accidentally capture these humanoids while using large nets to trap schools of baitfish. This has caused the solvit merqui to have an ingrained hatred of all fisherfolk, and are wary to approach to any boat passing through their territory, though if they do judge a boat as a manageable threat, they are likely to attack it.

Solvit Merqui people prefer to spend time with their own tribe, and do not often interact with other aquatic races. Though they tend to be shy, they will sometimes gather with other merfolk to trade wares and learn about changes in fishing patterns or boat technology. Young solvit merqui are more adventurous and some will leave their tribe for long periods to journey and live with other merfolks

Long, Sharp Bills. The long, extended, sharp, and finely serrated bill extending from the head of the solvit merqui is their most notable feature. This rostrum is used in hunting prey, as they can sneak it into large schools before shaking their head; as they shake their head, the tip of their bill accelerates rapidly and injures the fish, allowing them to grab the fish with their clawed hands or sharp teeth. The bill is also famous as one of their favorite ways to sink fishing boats. They often hunt in groups, sometimes well over 70 individuals, and when a pod of solvit merqui spots a fishing vessel, they will use their bills to either try and ram and sink the ship or rip their nets to shreds.

SOLVIT MERQUI

Medium humanoid (merfolk), neutral evil

Armor Class 16 (natural armor)

Hit Points 85 (11d8 + 33)

Speed 0 ft. swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	17 (+3)	12 (+1)	8 (-1)	11 (+0)

Skills Perception +1, Stealth +7

Senses blindsight 15 ft., darkvision 120 ft., passive Perception 11

Languages Aquan

Challenge 4 (1,100 XP)

Water Breathing. Solvit Merqui can breathe only underwater.

Actions

Bill. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 19 (3d10 + 4) piercing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one targets. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

SPINNERFLY

Author: JVC Parry

Inspired By: Caddisfly

These enormous, insectoid creatures lurk in deep pools and lagoons, or on reedy shores, waiting for creatures to stumble too close. They use webbing to create body cases for themselves and mix whatever they can find in their natural environment to reinforce the case. Because of this, they are nearly indistinguishable from piles of detritus, making them terrifying ambush predators.

Underwater Architects. Spinnerflies resemble enormous moths with a long, sharp proboscis, six legs, a pair of hairy wings, and sharp claws at the ends of each of their six legs. However, spinnerflies are rarely found in this form, as they prefer to create cases for themselves from parts of their environs and webbing which they secrete. These cases mask their true form, aid their camouflage, and make them impervious to most attacks. If however, the case of a spinnerfly is breached, they emerge from them with their wings stretched wide, and their new maneuverability allows them to escape dangerous situations quickly.

Crushing Webbing. As well as their deadly proboscis, capable of injecting a hideous poison, and razor-sharp claws, a spinnerfly can shoot webbing that easily adheres to and wraps up struggling prey. The spinnerfly exerts control of this webbing, meaning that it can cause the stringy filaments to contract and constrict a creature caught up in them. Underwater, this is deadly, as the air is crushed from the creature's lungs.

Alternative Casing. While most spinnerflies make their cases out of rocks and branches, those living in unusual environments create them from whatever they get access to. Spinnerflies that have made their way into dungeon treasure hoards cover themselves with golden coins and gemstones. Other spinnerflies might utilise wilderness hazards, such as razorvine, in the construction of their cases, causing creatures who get too close to take additional damage.

SPINNERFLY

Large monstrosity, neutral evil

Armor Class 18 (natural armour)

Hit Points 112 (15d10 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	5 (-3)	14 (+2)	4 (-3)

Saving Throws Con +6, Wis +6

Skills Perception +6

Damage Resistances bludgeoning

Senses darkvision 60 ft., passive Perception 16

Challenge 10 (5,900 XP)

Ambusher. The spinnerfly has advantage on attack rolls against any creature it has surprised.

Amphibious. The spinnerfly can breathe water and air.

Bottom Treader. The spinnerfly cannot swim, and it sinks to the bottom of any body of water. It takes no penalties to its movement or attacks underwater. It is immune to the effects of being underwater at a depth greater of 100 feet.

Constructed Case. The spinnerfly inhabits a case made of webbing and parts of the nearby environment, such as stones, branches, and reeds. Whenever the spinnerfly takes 50 or more damage in a single turn, the case breaks apart.

If the spinnerfly's case breaks, its AC is reduced to 15 (natural armour), its walking speed becomes 30 ft. and it gains a swimming speed and flying speed equal to its walking speed. In addition, it loses the Bottom Treader feature.

False Appearance. While the spinnerfly remains motionless, it is indistinguishable from a pile of detritus.

Actions

Multiattack. The spinnerfly makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 12 (3d6 + 2) slashing damage.

Proboscis. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 16 (4d6 + 2) piercing damage plus 24 (7d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. The reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like *greater restoration*.

Web (Recharge 5–6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* The target is grappled by the spinnerfly. While grappled in this way, the creature is restrained. As an action, the restrained target can make a DC 16 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Legendary Actions

The spinnerfly can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The spinnerfly regains spent legendary actions at the start of its turn.

Claw Attack. The spinnerfly makes one claw attack.

Move. The spinnerfly moves equal to its speed.

Constrict (Costs 2 Actions). The spinnerfly tightens the webbing around a creature in its webbing. One creature grappled by the spinnerfly must succeed on a DC 16 Constitution saving throw or take 14 (4d6) bludgeoning damage. On a failure, it also runs out of breath and can't speak for 1 minute. At the end of each of its turns, it can repeat the save, ending the effect on itself on a success.



STARGAZER

Medium undead, chaotic evil

Armor Class 10

Hit Points 16 (6d8 -12)

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	7 (-2)	6 (-2)	10 (+0)	6 (-2)

Skills Athletics +4, Stealth +2

Damage Vulnerabilities radiant

Damage Resistances acid, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, cold

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 1 (200 XP)

Inescapable Fate. The stargazer cannot leave the body of water it resides in, and its form cannot touch or break the surface.

Shadow Stealth. The stargazer has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Sunlight Weakness. While in sunlight, the stargazer has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 9 (2d6 + 2) necrotic damage, and the target is grappled (escape DC 12).

Shocking Gaze. A creature the stargazer can see within 30 feet of it must succeed on a DC 12 Constitution saving throw or be blinded for the next minute. While blinded in this way the creature is disoriented. At the start of each turn the creature must use its movement to move in a randomly determined direction, if possible. Roll a d6 for the direction: 1, down; 2, north; 3, south; 4, east; 5, west; or 6, up. As an action, a creature can make a DC 14 Intelligence (Investigation) check to reorient themselves, ending the blinded condition on a success.

STARGAZER

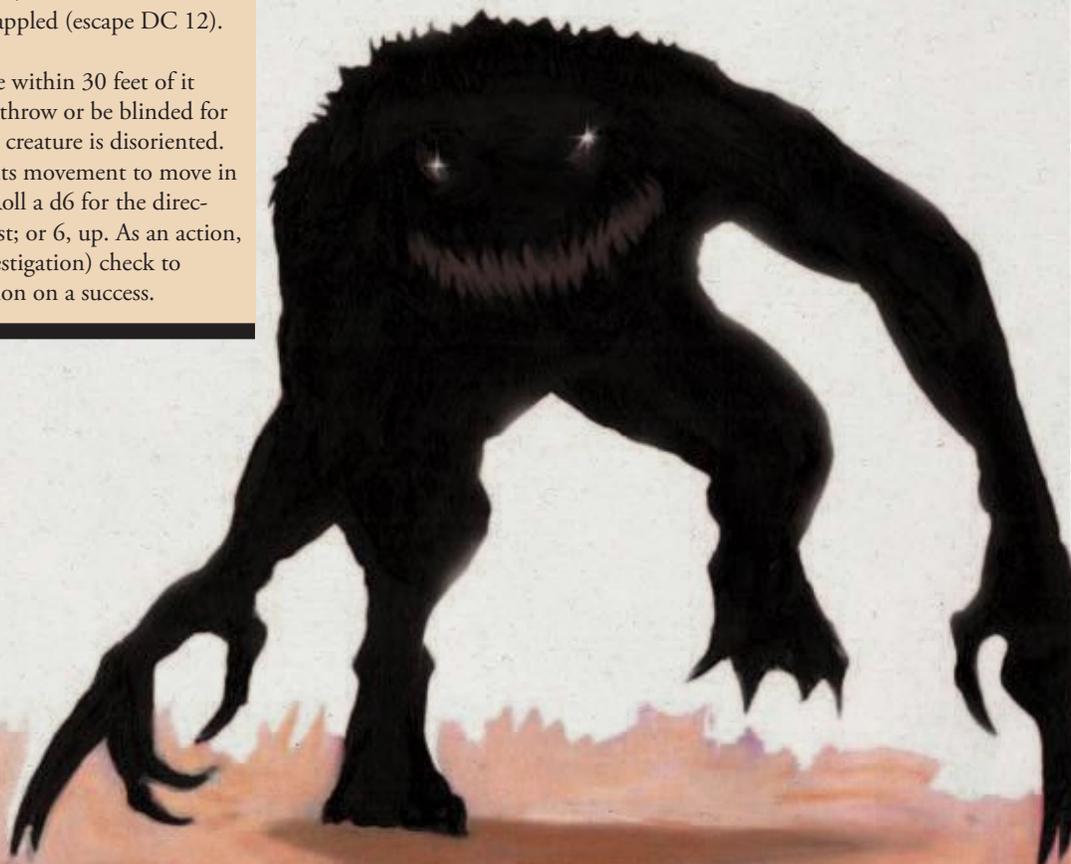
Author: Kai Linder

Inspired By: Northern Stargazer (*Astroscopus Guttatus*)

Stargazers are dark vestiges of the drowned dead, trapped in the pools in which they drowned and twisted by desperation into dark and malevolent toadlike shadows. They can inhabit any body of water, from the ocean to swamp pools to a village well. Lying at the bottom they are nearly indistinguishable from a shadow, except for their eyes which shine like pinpoint stars and can be easily mistaken for glimmers of gold.

Desperate For Escape. Stargazers lurk at the bottom of the water staring up at the skies they will never see again, the stars they will never walk beneath. It is impossible for these creatures to leave their pool or to break the surface of the water on their own. When stargazers encounter other creatures in their pool they cling to them in a desperate attempt to escape the water, usually dragging the creature to a watery grave instead. Creatures that die within a stargazer's sight often become stargazers themselves, leading to increasingly crowded and lethal bodies of water.

Shocking Gaze. Stargazers are capable of generating disorienting bursts of electricity from their starlike eyes. They use this when panicked hoping it will spur their target to flee with them in tow, not realizing that they are destroying their own hopes of escape.



SWARM OF JELLYFISH

Author: Daniel Scheltema

Inspired By: Jellyfish Swarms, the Sea Wasp Jellyfish (*Chironex fleckeri*)

Seasonal changes, mating, or changes in the environment can cause jellyfish to swarm. Rather than a simple inconvenience, swarms of jellyfish can be deadly. Jellyfish are opportunistic feeders and will attempt to kill and feed on anything that is unfortunate enough to swim near them. Their translucence makes them hard to spot even when swarming. Intelligent aquatic creatures may also use swarms of jellyfish to protect areas. Merfolk are adept at forming jellyfish swarms to protect their borders from intruders, especially from the sahuagin. Merfolk know how to keep the environment satisfactory for the jellyfish to keep them relatively stationary. Merfolk have also developed an immunity to the paralyzing effects of the jellyfishes' neurotoxins. A raiding party of sahuagin fighters can be easily thwarted by well-placed jellyfish swarms.

Venomous Stings. Jellyfish use the neurotoxins from their tentacles to paralyze their prey before consuming them. They are carnivores and typically eat small fish and crustaceans. Jellyfish tentacles have a dual purpose, though. They are not only used to catch food but also for self-defense. Neurotoxins from the jellyfish are deadly to many creatures, but jellyfish are hesitant to pursue creatures they cannot eat.

SWARM OF JELLYFISH

Medium swarm of tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Senses blindsight 60 ft., passive perception 10

Challenge 1 (100 XP)

Water Camouflage. The swarm of jellyfish has advantage on Dexterity (Stealth) checks made to hide in water.

Water Breathing. The swarm of jellyfish can breathe only underwater.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny jellyfish. The swarm can't regain hit points or gain temporary hit points

Actions

Sting. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) poison damage, or 7 (2d6) poison damage if the swarm has half of its hit points or fewer. If the target is a creature other than a merfolk or undead, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Trophy Crab

Author: Teos Abadía

Inspired By: Spiny King Crab, *Paralithodes rathbuni*

Armored carnivorous behemoths bristling with long sharp spines, trophy crabs stalk the seas searching for prey. They prefer the deepest and coldest regions, but may in times of hunger venture into shallow coral reefs or even briefly into tidal zones. They range in color from tan to golden and even red hues. While generally 8 to 10 feet wide, they can infrequently grow as large as 15 feet in diameter. Trophy crabs are typically found alone, but may be encountered in pairs during breeding season.

Underfloor Ambush. Trophy crabs are often shy, hiding behind rocks or burying most of their body under the loose sand in a seafloor clearing. Intelligent sea-dwelling creatures sometimes create clearings to attract crabs, so that the crab will unwittingly protect their domain.

Hunger-Based Curiosity. The hungrier these crabs get, the more likely they are to leave their hiding place to hunt and to initiate a combat. They also strike if a creature moves near them while they are hidden under the sand. It can be possible to appease a startled trophy crab, or to distract it with a large quantity of food to convince it to leave its current prey alone. Trophy crabs prefer fish and shellfish as meals, but will consider any type of meat for their diet.

Deadly Spikes. The long sharp spines covering its shell are a defense against larger predators found in the seas, but are also a form of food storage. Wounded prey is impaled on the spikes and eaten once other foes have been dispatched, or left alive and struggling until the crab is hungry again.

VARIANT - HUGE TROPHY CRAB

This variant has the following changes:

Huge beast, unaligned

Hit Points 114 (12d12 + 36)

Challenge 6 (2,300 XP)

Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained. The crab has two claws, each of which can grapple only one target.

Impale. The crab makes one claw attack against a medium or smaller creature it is grappling. If the attack hits, that creature is no longer grappled and is now impaled on one or more spikes on the crab's carapace, taking 34 (3d8 + 16) piercing damage. While impaled, the creature is restrained. A restrained creature may be freed as an action (escape DC 14), but takes 8 (1d8 + 4) piercing damage if an attempt to free the creature fails.

Trophy Crab

Large beast, unaligned

Armor Class 17 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	4 (-3)	12 (+1)	5 (-3)

Skills Stealth +5

Senses blindsight 30 ft., passive Perception 10

Challenge 4 (1,100 XP)

Sand Lurker. The crab gains advantage on Dexterity (Stealth) checks when it takes ten minutes or more to bury itself under loose sand or rock.

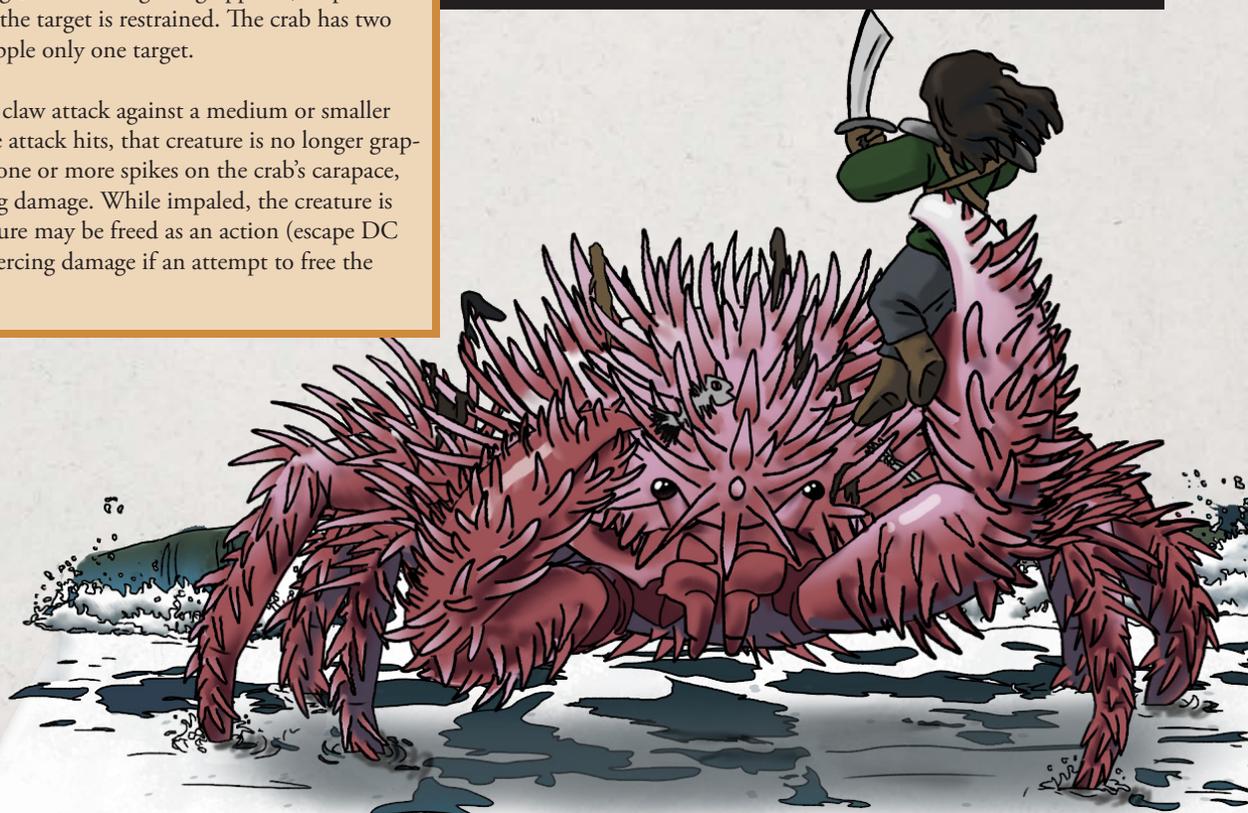
Amphibious. The crab can breathe air and water.

Actions

Multiattack. The crab makes two attacks with its claws.

Claw. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained. The crab has two claws, each of which can grapple only one target.

Impale. The crab makes one claw attack against a medium or smaller creature it is grappling. If the attack hits, that creature is no longer grappled and is now impaled on one or more spikes on the crab's carapace, taking 26 (3d8 + 8) piercing damage. While impaled, the creature is restrained. A restrained creature may be freed as an action (escape DC 13), but takes 8 (1d8 + 4) piercing damage if an attempt to free the creature fails.



WHALE FALL

Huge undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 158 (15d12 + 60)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	3 (-4)	10 (+0)	5 (-3)

Skills Stealth +4

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive perception 10

Challenge 7 (2,900 XP)

False Appearance. While the whale fall remains motionless, it is indistinguishable from a dead whale.

Actions

Multiattack. The whale fall makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage.

Scavenger Swarm (Recharge 5-6). Each creature within 10 feet of the whale fall must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) necrotic damage and be blinded and restrained by masses of swarming sea creatures. The affected creature takes 18 (4d8) necrotic damage at the start of each of the whale fall's turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

WHALE FALL

Author: Molly Meadows

Inspired By: Whale Fall Communities

Amongst the sprawling desert of the sea floor lie the sporadic remains of ocean behemoths. Rotting whale carcasses occasionally become corrupted by wayward dark magic that emanates from nearby portals. Whale falls also rise at the summons of nefarious underwater entities. This darkness compels the corpse to slaughter any living soul it encounters unless it's master prohibits such violence. When the whale fall attacks, it does so with no mercy and little sense of self-preservation, fighting until its foe is defeated or until the whale fall's own destruction.

Sleeping Leviathan. These corrupted corpses often employ an ambush technique. They lie dormant on the sea bed like any other corpse but animate upon inspection, their colossal skeletons shaking free from the salty muck to launch an attack at unfortunate enquirers.

Frenzied Scavengers. When a whale dies and sinks to the bottom of the ocean, it becomes a hotbed for deep sea scavengers. The crabs, octopi, eels, and worms which feed on the decaying flesh and bones become ensnared in evil the moment dark magic animates a whale fall. During combat, the whale fall can corrupt its inhabitants into an attacking frenzy to assist in its deadly tirade.

Undead Nature. A whale fall doesn't require air, food, drink, or sleep.



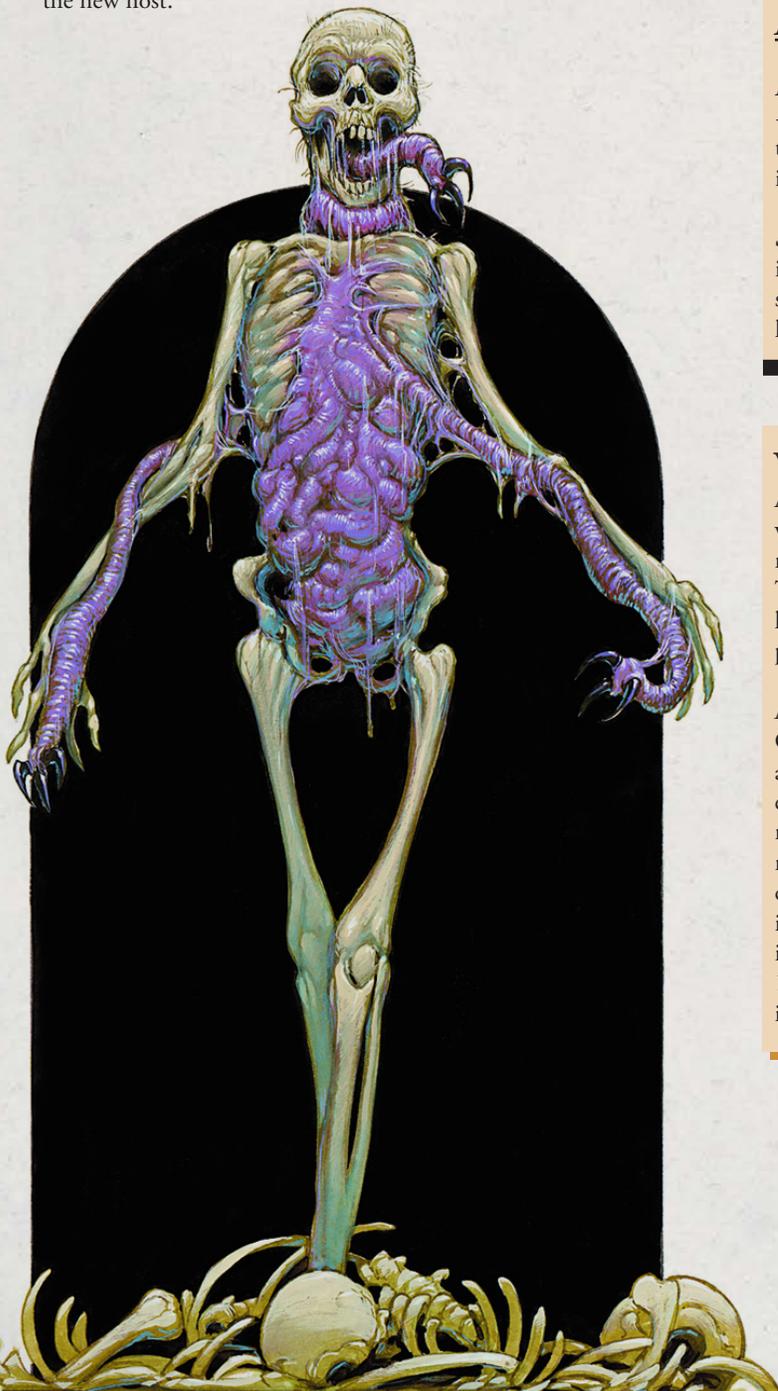
WORMHUSK

Author: Richard Kreutz-Landry

Inspired By: Trichinella Roundworms (Trichinella spiralis)

Ringworms are tiny parasitic worms that infect a host from within. They can live anywhere, but the variety that grow into wormhusks lurk in still, murky water. Those unlucky enough to drink from infested water or eat raw flesh from an infected creature risk infection. An infected creature appears normal for a few days, transmitting the disease to anyone with whom they exchange fluids, before the nascent worms move into the muscle tissue and begin eating the host from the inside. The flesh of the host swells and becomes inflamed, and they experience extreme gastrointestinal distress. As the process nears its end, the host's flesh can be seen moving as the worms wriggle under the skin.

Once the host's muscles have been fully consumed, the worms grow into a mass of writhing purple tendrils fused to the skeleton of their host and the wormhusk becomes dormant. When the wormhusk senses a new potential host nearby, the wormhusk manipulates the skeleton to approach and violently deliver their eggs into the flesh of the new host.



WORMHUSK

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 33 (6d8 +6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	4 (-3)	10 (+0)	4 (-3)

Senses passive perception 10

Challenge 1/4 (50 XP)

Last Gasp. If slashing damage reduces the wormhusk to 0 hit points, all creatures in a 5 foot radius of it must succeed on a DC 11 Constitution saving throw against disease or become infected with wormhusk infestation (see the “wormhusk infestation sidebar”).

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target must succeed on a DC 11 Constitution saving throw against disease or become infected with wormhusk infestation (see the “wormhusk infestation sidebar”).

Spew Worms (Recharge 5-6). The wormhusk expels a cloud of larvae in a 10-foot cone. Each creature in that area must make a DC 11 Constitution saving throw against disease or become infected with wormhusk infestation (see the “wormhusk infestation sidebar”).

Wormhusk Infestation

Anyone infected with wormhusk infestation has been contaminated with ringworms. It takes 1d4 days for the wormhusk infestation to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending hit dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw against disease. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease. If a failed saving throw increases the infected creature's level of exhaustion above 5, the creature dies and transforms into a wormhusk. At any point during the infection, any creature the infected creature exchanges bodily fluids with must succeed on a DC 11 saving throw against disease or become infected with wormhusk infestation.

APPENDIX A: SALTMARSH RANDOM ENCOUNTER TABLES

Coast Random Encounters

d20	Result
1	1 fishing horror
2-4	1d4 freshwater stalker
5	2d6 giant dragonfly nymphs
6-7	1 deadly coral luring 1d4 + 1 dire otters
8-9	1 stargazer
10	1d4 makara
11-12	2 bogboils & 1d4 boilspawn
13	1d6 wormhusks
14-15	1d6 slowstalkers
16	1 spinnerfly
17-18	1 hairy pancake
19	1d4 ghost shrimp
20	1d6 trophy crabs

Azure Sea Random Encounters

d20	Result
1	1 whale fall
2	1d4 freshwater stalker
3	1 alpheus
4-5	2d6 creeping marine fungus
6	1 nightmare shrimp
7	1d6 sea rippers
8	1d6 brilliant shorebelchers
9	1d4 blue sea dragon swarms & 1d4 small teeth colony
10	1 giant nautilus in combat with 1 rockbeak
11	2d4 lureans
12	1d4 assassin seaweed
13	1d4 morayans fighting 1d6 solvit merqui
14	1d6 flesh-eating anenomes
15	2d6 swarms of jellyfish
16	1d4 giant flying sharks
17	1 cavequipper
18	1d6 snaggletooth maidens
19	1d4 dire dugongs attacked by 1 burrowing chomper
20	1 orctapuss



APPENDIX B: MONSTERS BY CR

Challenge Rating 0

Boilspawn

Challenge Rating 1/2

Lurean

Morayan

Challenge Rating 1/4

Dire Otter

Wormhusk

Challenge Rating 1

Giant Dragonfly Nymph

Juvenile Flesh-Eating Anemone Swarm

Stargazer

Swarm of Jellyfish

Challenge Rating 2

Blue Sea Dragon Swarm

Deadly Coral

Challenge Rating 3

Brilliant Shorebelcher

Flesh-Eating Anemone

Freshwater Stalker

Ghost Shrimp

Orcatopuss

Small Teeth Colony

Snaggletooth Maiden

Challenge Rating 4

Bogboil

Dire Dugong

Solvit Merqui

Trophy Crab

Challenge Rating 5

Creeping Marine Fungus

Hairy Pancake

Makara

Rockbeak

Challenge Rating 6

Alpheus

Assassin Seaweed

Giant Flying Shark

Giant Nautilus

Slowstalker

Huge Trophy Crab

Challenge Rating 7

Cavequipper

Whale Fall

Challenge Rating 8

Burrowing Chomper

Sea Ripper

Challenge Rating 10

Spinnerfly

Challenge Rating 13

Fishing Horror

Challenge Rating 14

Nightmare Shrimp

CITATIONS

ALPHEUS

Author: Kai Linder

Inspired By: Pistol Shrimp (*Alpheus heterochaelis*)

Citation: Versluis, M., Schmitz, B., Heydt, A. von der, & Lohse, D. (2000). How Snapping Shrimp Snap: Through Cavitating Bubbles. *Science*, 289(5487), 2114–2117. <https://doi.org/10.1126/science.289.5487.2114>

ASSASSIN SEAWEED

Author: Daniel Scheltema

Inspired By: Chinese Wisteria (*Wisteria sinensis*)

Citation: Langeland, K. A., & Burks, K. Craddock. (1998). Identification & biology of non-native plants in Florida's natural areas. Gainesville, FL: University of Florida.

BLUE SEA DRAGON SWARM

Author: Azra Hawthorne

Inspired by: Blue Glaucus (*Glaucus atlanticus*)

Citation: Ottuso, P. T. (2009). Aquatic antagonists: Indirect nematocyst envenomation and acute allergic contact dermatitis due to nudibranchs. *Cutis*, 83(5), 237–239.

BOGBOIL

Author: Molly Meadows

Inspired By: Surinam Toad (*Pipa pipa*) Reproduction

Citation: Rabb, G. B., & Snedigar, R. (1960). Observations on breeding and development of the Surinam toad, *Pipa pipa*. *Copeia*, 1960(1), 40–44.

BRILLIANT SHOREBELCHER

Author: Zeke Gonzalez

Inspired By: Midshipman Fish

Citation: Brantley, R. K., & Bass, A. H. (1994). Alternative Male Spawning Tactics and Acoustic Signals in the Plainfin Midshipman Fish *Porichthys notatus* Girard (Teleostei, Batrachoididae). *Ethology*, 96(3), 213–232. <https://doi.org/10.1111/j.1439-0310.1994.tb01011.x>

BURROWING CHOMPER

Author: Matthew Sidewater

Inspired By: Sarcastic Fringehead (*Neoclinus blanchardi*)

Citation: Hongjamrassilp, W., Summers, A. P., & Hastings, P. A. (2018). Heterochrony in fringeheads (*Neoclinus*) and amplification of an extraordinary aggressive display in the Sarcastic Fringehead (Teleostei: Blenniiformes). *Journal of Morphology*, 279(5), 626–635. <https://doi.org/10.1002/jmor.20798>

CAVEQUIPPER

Author: Zeke Gonzalez

Inspired By: Blind Cavefish & Electroreception

Citation: Bockmann, F. A., & Castro, R. M. C. (2010). The blind catfish from the caves of Chapada Diamantina, Bahia, Brazil (Siluriformes: Heptapteridae): description, anatomy, phylogenetic relationships, natural history, and biogeography. *Neotropical Ichthyology*, 8(4), 673–706. <https://doi.org/10.1590/S1679-62252010000400001>

CREEPING MARINE FUNGUS

Author: Azra Hawthorne

Inspired by: Novel Cryptic Antibiotics from Marine Fungus *Penicillium* sp. BB1122

Citation: Auckloo, B. N., Pan, C., Akhter, N., Wu, B., Wu, X., & He, S. (2017). Stress-Driven Discovery of Novel Cryptic Antibiotics from a Marine Fungus *Penicillium* sp. BB1122. *Frontiers in Microbiology*, 8, 1450. <https://doi.org/10.3389/fmicb.2017.01450>

DEADLY CORAL

Author: Daniel Scheltema

Inspired By: Coral Reefs

Citation: Ramos, V., & Vasconcelos, V. (2010). Palytoxin and Analogs: Biological and Ecological Effects. *Marine Drugs*, 8(7), 2021–2037. <https://doi.org/10.3390/md8072021>

DIRE DUGONG

Author: Chris Parsons

Inspired By: Steller's Sea Cow (*Hydrodamalis gigas*)

Citation: Crerar, L. D., Crerar, A. P., Domning, D. P., & Parsons, E. C. M. (2014). Rewriting the history of an extinction—Was a population of Steller's sea cows (*Hydrodamalis gigas*) at St Lawrence Island also driven to extinction? *Biology Letters*, 10(11), 20140878. <https://doi.org/10.1098/rsbl.2014.0878>

DIRE OTTER

Author: N. Frances Farabaugh

Inspired By: Otters (and their use of tools)

Citation: Fujii, J. A., Ralls, K., & Tinker, M. T. (2015). Ecological drivers of variation in tool-use frequency across sea otter populations. *Behavioral Ecology*, 26(2), 519–526. <https://doi.org/10.1093/beheco/aru220>

FISHING HORROR

Author: Zeke Gonzalez

Inspired By: Feather Duster Worms (Sabellidae)

Citation: Vinn, O., & Mutvei, H. (2009). Calcareous tubeworms of the Phanerozoic. *Fanerosoikumi Lubikojaga Ussid.*, 58(4), 286–296. <https://doi.org/10.3176/earth.2009.4.07>

FLESH-EATING ANEMONE

Author: Teos Abadía

Inspired By: Fish-Eating Anemone (*Urticina piscivora*)

Citations: “Fish-eating anemone.” Fish-eating anemone, Reefs & Pillings, Invertebrates, *Urticina piscivora* at the Monterey Bay Aquarium, Monterey Bay Aquarium, Accessed 11 Oct. 2019, <https://www.montereybayaquarium.org/animals-and-exhibits/animal-guide/invertebrates/fish-eating-anemone>

FRESHWATER STALKER

Author: Vall Syrene

Inspired By: Starfish and Sea Cucumbers (Echinodermata)

Citation(s): Noriyuki Satoh, Chapter 1 - Deuterostomes and Chordates, Editor(s): Noriyuki Satoh, *Chordate Origins and Evolution*, Academic Press, 2016, Pages 1-16, ISBN 9780128029961, <https://doi.org/10.1016/B978-0-12-802996-1.00001-8>.

Michael P. Russell, Chapter Three - Echinoderm Responses to Variation in Salinity, Editor(s): Michael Lesser, *Advances in Marine Biology*, Academic Press, Volume 66, 2013, Pages 171-212, ISSN 0065-2881, ISBN 9780124080966, <https://doi.org/10.1016/B978-0-12-408096-6.00003-1>.

FRESHWATER STALKER

Author: Vall Syrene

Inspired By: Starfish and Sea Cucumbers (Echinodermata)

Citation(s): Noriyuki Satoh, Chapter 1 - Deuterostomes and

Chordates, Editor(s): Noriyuki Satoh, *Chordate Origins and Evolution*, Academic Press, 2016, Pages 1-16, ISBN 9780128029961, <https://doi.org/10.1016/B978-0-12-802996-1.00001-8>.

Michael P. Russell, Chapter Three - Echinoderm Responses to Variation in Salinity, Editor(s): Michael Lesser, *Advances in Marine Biology*, Academic Press, Volume 66, 2013, Pages 171-212, ISSN 0065-2881, ISBN 9780124080966, <https://doi.org/10.1016/B978-0-12-408096-6.00003-1>.

GHOST SHRIMP

Author: Andrew Kornblatt

Inspired By: Daggerblade Grass Shrimp (*Palaemonetes pugio*)

Citation: Leads, Rachel R., & Burnett, Karen G., & Weinstein, John E. (2019) The Effect of Microplastic Ingestion on Survival of the Grass Shrimp *Palaemonetes pugio* (Holthuis, 1949) Challenged with *Vibrio campbellii*. *Environmental Toxicology and Chemistry*, Vol 38, Issue 10, 2233-2242. <https://setac.onlinelibrary.wiley.com/doi/abs/10.1002/etc.4545>

GIANT DRAGONFLY NYMPH

Author: Chris Parsons

Inspired By: Dragonfly Nymphs

Citation: Roh, C., & Gharib, M. (2018). Asymmetry in the jet opening: Underwater jet vectoring mechanism by dragonfly larvae. *Bioinspiration & Biomimetics*, 13(4), 046007. <https://doi.org/10.1088/1748-3190/aac25a>

GIANT FLYING SHARK

Author: JVC Parry

Inspired By: Flying Fish

Citation: Park, H., & Choi, H. (2010). Aerodynamic characteristics of flying fish in gliding flight. *The Journal of Experimental Biology*, 213(Pt 19), 3269-3279. <https://doi.org/10.1242/jeb.046052>

GIANT NAUTILUS

Author: Azra Hawthorne

Inspired by: Nautilus (Nautilia)

Citation: US Department of Commerce, & National Oceanic and Atmospheric Administration. (2015, February 5). What is a nautilus? Retrieved from <https://oceanservice.noaa.gov/facts/nautilus.html>.

HAIRY PANCAKE

Author: Sven Truckenbrodt

Inspired By: *Trichoplax adhaerens*

Citation: Schierwater, B. (2005). My favorite animal, *Trichoplax adhaerens*. *BioEssays: News and Reviews in Molecular, Cellular and*

Developmental Biology, 27(12), 1294-1302. <https://doi.org/10.1002/bies.20320>

LUREAN

Author: Molly Meadows

Inspired By: Lionfish Predation Methods

Citation: Lönnstedt, O. M., Ferrari, M. C. O., & Chivers, D.

P. (2014). Lionfish predators use flared fin displays to initiate cooperative hunting. *Biology Letters*, 10(6). <https://doi.org/10.1098/rsbl.2014.0281>

MAKARA

Author: Krish

Inspired By: *Ambulocetus natans*, an Eocene Cetacean (Mammalia)

Citation: Thewissen, J. G. M., Madar, S., & Hussain, T. (1996).

Ambulocetus natans, an Eocene Cetacean (Mammalia) from Pakistan (Vol. 191).

MORAYAN

Author: JVC Parry

Inspired By: *Ambulocetus natans*.

Citation: Marshall, M. (2015, October 10). The fish that ties knots in its own body. Retrieved from <http://www.bbc.co.uk/earth/story/20151010-the-fish-that-ties-knots-in-its-own-body>

NIGHTMARE SHRIMP

Author: Sven Truckenbrodt

Inspired By: *Opabinia regalis*

Citation: Whittington, H. B. (1975). The enigmatic animal *Opabinia regalis*, middle Cambrian, Burgess Shale, British Columbia. *Philosophical Transactions of the Royal Society of London, B, Biological Sciences*, 271(910), 1-43. <https://doi.org/10.1098/rstb.1975.0033>

ORCTAPUSS

Author: Chris Parsons

Inspired By: Killer Whale (Orca) and Giant Pacific Octopus

Citation: de Bruyn, P. J. N., Tosh, C. A., & Terauds, A. (2013). Killer whale ecotypes: Is there a global model? *Biological Reviews of the Cambridge Philosophical Society*, 88(1), 62-80. <https://doi.org/10.1111/j.1469-185X.2012.00239.x>

ROCKBEAK

Author: Matt Tietbohl

Inspired By: Parrotfish (and their beaks)

Citation: Marcus, M. A., Amini, S., Stiffler, C. A., Sun, C.-Y., Tamura, N., Bechtel, H. A., ... Gilbert, P. U. P. A. (2017). Parrotfish Teeth: Stiff Biominerals Whose Microstructure Makes Them Tough and Abrasion-Resistant To Bite Stony Corals. *ACS Nano*, 11(12), 11856-11865. <https://doi.org/10.1021/acsnano.7b05044>

SEA RIPPER

Author: Sven Truckenbrodt

Inspired By: Tardigrade

Citation: Goldstein, B., & Blaxter, M. (2002). Tardigrades. *Current Biology*, 12(14), R475. [https://doi.org/10.1016/S0960-9822\(02\)00959-4](https://doi.org/10.1016/S0960-9822(02)00959-4)

SLOWSTALKER

Author: Matt Tietbohl

Inspired By: Cone snail venom

Citation: Safavi-Hemami, H., Gajewiak, J., Karanth, S., Robinson, S. D., Ueberheide, B., Douglass, A. D., ... Olivera, B. M. (2015). Specialized insulin is used for chemical warfare by fish-hunting cone snails. *Proceedings of the National Academy of Sciences of the United States of America*, 112(6), 1743–1748. <https://doi.org/10.1073/pnas.1423857112>

SMALL TEETH COLONY

Author: Maxine Henry

Inspired by: Bryozoans

Citation: UC Museum of Paleontology. (n.d.) Morphology of the Bryozoa. Retrieved from: <https://ucmp.berkeley.edu/bryozoa/bryozoamm.html>

SNAGGLETOOTH MAIDEN

Author: Matthew Sidewater

Inspired By: Hogfish (*Lachnolaimus maximus*)

Citation: Cathleen, B. (2017, May 9). *Lachnolaimus maximus*. Retrieved November 16, 2019, from Florida Museum website: <https://www.floridamuseum.ufl.edu/discover-fish/species-profiles/lachnolaimus-maximus/>

SOLVIT MERQUI

Author: Matt Tietbohl

Inspired By: Hunting behavior of Sailfish (*Istiophorus*)

Citations: Herbert-Read, J. E., Romanczuk, P., Krause, S., Strömbom, D., Couillaud, P., Domenici, P., ... Krause, J. (2016). Proto-cooperation: Group hunting sailfish improve hunting success by alternating attacks on grouping prey. *Proceedings of the Royal Society B: Biological Sciences*, 283(1842), 20161671. <https://doi.org/10.1098/rspb.2016.1671>

Domenici, P., Wilson, A. D. M., Kurvers, R. H. J. M., Marras, S., Herbert-Read, J. E., Steffensen, J. F., ... Krause, J. (2014). How sailfish use their bills to capture schooling prey. *Proceedings of the Royal Society B: Biological Sciences*, 281(1784), 20140444. <https://doi.org/10.1098/rspb.2014.0444>

SPINNERFLY

Author: JVC Parry

Inspired By: Caddisfly

Citations: Jobson, C. (2014, July 25). Artist Hubert Duprat Collaborates with Caddisfly Larvae as They Build Aquatic Cocoons from Gold and Pearls. Retrieved from <https://www.thisiscolossal.com/2014/07/hubert-duprat-caddisflies/>

Boyero, L., Rincón, P. A., & Bosch, J. (2006). Case selection by a limnephilid caddisfly [*Potamophylax latipennis* (Curtis)] in response to different predators. *Behavioral Ecology and Sociobiology*, 59(3), 364–372. <https://doi.org/10.1007/s00265-005-0059-y>

STARGAZER

Author: Kai Linder

Inspired By: Northern Stargazer (*Astroscopus Guttatus*)

Citation: Schwab, I. R. (2004). If looks could kill.... *British Journal of Ophthalmology*, 88(12), 1486–1486. <https://doi.org/10.1136/bjo.2004.057232>

SWARM OF JELLYFISH

Author: Daniel Scheltema

Inspired By: Jellyfish Swarms, the Sea Wasp Jellyfish (*Chironex fleckeri*)

Citation: Whiteman, L. (n.d.). The Truth Behind Global Jellyfish Swarms. Retrieved November 16, 2019, from Livescience.com website: <https://www.livescience.com/5219-truth-global-jellyfish-swarms.html>

TROPHY CRAB

Author: Teos Abadía

Inspired By: Spiny King Crab, *Paralithodes rathbuni*

Citation: “Spiny King Crab.” Spiny King Crab, Deep Sea, Invertebrates, *Paralithodes Rathbuni* at the Monterey Bay Aquarium, Monterey Bay Aquarium, Accessed 11 Oct. 2019.

WHALE FALL

Author: Molly Meadows

Inspired By: Whale Fall Communities

Citation: Smith, C. R., Glover, A. G., Treude, T., Higgs, N. D., & Amon, D. J. (2015). Whale-fall ecosystems: Recent insights into ecology, paleoecology, and evolution. *Annual Review of Marine Science*, 7, 571–596. <https://doi.org/10.1146/annurev-marine-010213-135144>

WORMHUSK

Author: Richard Kreutz-Landry

Inspired By: Trichinella Roundworms (*Trichinella spiralis*)

Citation: Matenga, E., Mukaratirwa, S., Bhebhe, E., & Willingham, A. (2006). Evidence of congenital and transmammary transmission of *Trichinella zimbabwensis* in rats (*Rattus norvegicus*) and its epidemiological implications. *International Journal of Applied Research in Veterinary Medicine*, 4, 307–312.

