Legendary Hunts
Coastal Encounters

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"In loving memory of Eddie Collins, whose love and support for my writing pushed me to better myself after each release. Even though you never understood it, you loved my strange little hobby all the same. This one's for you."

- Vall Syrene, 2020

"I'd like to dedicate my contributions to this book in loving memory of Jessica and Carlos Pereira.

In 2012 I lost the love of my life, Jessica. Grieving her was the hardest thing I've ever had to do, but it was made easier by the fact that her family allowed me to grieve with them. While working on this book, Jessica's father Carlos passed. Thank you, Carlos, for welcoming me into your family with open arms and becoming one of my dearest friends. I still keep your daughter alive in my memories every single day, and now I do so for you, too."

- Joshua Barbeau, 2020

On the cover: A lone adventurer stands ready to deliver the killing blow to a monstrous oceanic titan in this beautiful painting by Johannes Holm.

Disclaimer: This handbook contains a host of titanic, destructive, world shattering monsters, awesome magical weapons and fantastic coastal critters for your D&D games. Vall Does DnD does not take any responsibility for TPKs or character deaths resulting from, but not limited to: Challenging the deep dweller to a one on one combat, taking a swim in a suspicious looking coral reef, stealing gold from a bathyal beholder or befriending floating critters at sea.

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Introduction

There are many terrible fables told to sailors when at sea. Most are nothing but tall tales, fabricated by malicious captains to keep their motley crews in line. Those with a shred of truth once began believable, but have since became more fantastical with each retelling. Others, however, are very real. Tales of ancient titans who dwell beneath the crashing waves of the sea, and monstrous creatures of legendary repute that, to this day, still remain a deadly threat to all who brave the terrors of the briny deep.

What Are Legendary Hunts?

Legendary hunts are short monster hunting adventures a Dungeon Master can use to populate their Dungeons & Dragons campaigns. Each hunt focuses on a particular creature of legend, from the mighty and colossal deep dweller, to the strange and twisted bathyal beholder. Many of these creatures may exist at the same time, and overcoming each one can grant rare and powerful items. The fanged teeth of the deep dweller, for example, can be harvested and transformed into fearsome weapons, while segments of the bathyal beholder's shell can be turned into armor with unique magical properties.

Each legendary hunt has a number of stages characters must go through before encountering the creature itself. Some legendary creatures, for example, require the characters to sail to a particular location and speak a mysterious shanty in order to summon it. Others might only appear on certain days, or must be lured out with an item or body part from a particular creature. Once summoned, a legendary creature fights with a monstrous ferocity and intelligence that can challenge even the bravest of characters.

Using This Supplement

Many of the legendary creatures in this book have been written as unique monsters. Some are balanced to be fought against by a ship and crew on the high seas, while others are designed for smaller adventuring parties of varying level. Each hunt is divided into its own chapter, presenting a full color image of the legendary creature, lore, tall tales, and particular habits it is said to have, before outlining the regional and local effects the appearance of such a creature brings with it. Each chapter ends with a short quest involving the monster, various plot hooks to introduce it to your D&D games, a harvest table, and items a player can craft from harvested parts.

This supplement also assumes you have access to, or basic knowledge of the *Monster Manual, Player's Handbook*, *Dungeon Master's Guide,* and *Ghosts of Saltmarsh.* Sometimes a quest in this book refers to one of the above supplements. These references are abbreviated as follows:

Monster Manual: (**MM**)
Player's Handbook: (**PHB**)
Dungeon Master's Guide: (**DMG**)
Ghosts of Saltmarsh: (**GoS**)

If you see a creature's name in **bold**, that is an indication its stat block can be found in the **Monster Manual**, unless specified otherwise.

While these creatures have been designed as unique encounters for nautical and coastal adventures, this doesn't mean you can't tweak their origins or lore to fit in a different setting. The bathyal beholder, for example, could be changed to be the head of a cult located in a mysterious swamp, or inserted as a random encounter characters might come across in an ancient dungeon.

Harvesting Creature Parts

Each legendary hunt in this supplement lists certain body parts that may be harvested from the creature therein, be them suckers, teeth, mandibles, blood, flesh or anything else as noted in their chapter. If the idea of harvesting pieces of dead monsters and turning them into useful items is appropriate for your campaign, the harvesting table in each chapter will tell you what body parts may be harvested, how difficult they are to craft, and the resulting item it can be turned into. Below is an example of the tables you can find in this supplement, as well as a breakdown of what each column means.

DM's Note: *Magical items harvested from these creatures are intended to be rewards in their own right. However, should you feel your players deserve more monetary rewards or other items, you are welcome to modify this to suit your campaign.*

Harvesting Table Example

Body Part	Harvest DC	Items Available to Craft	Item Crafting Requirements	Crafting DC and Time Taken
Flesh (2d4 pieces)	DC 13 Wisdom (Survival) Storage Crate (*Max. 8 pieces per crate*)	Monster Fillets (*2 pieces required*)	***Cook's Utensils:*** All items	***Monster Fillets:*** DC 14 Wisdom (Survival) 1 Hour

Table Guide:

- **Body Part:** The part of the body that is being harvested, and how many pieces may be obtained from a successful harvest attempt.
- **Harvest DC:** This details the ability check and DC required to successfully harvest the chosen part and any storage requirements the part has. Each body part may only be successfully harvested once, unless specified otherwise, after which the body part is destroyed. If a creature fails the harvesting check by 5 or more, the body part is also destroyed, and can't be harvested again.
  If harvesting a body part requires two or more checks, the checks can be performed by any creatures involved in the harvesting. A ranger, for example, might decide to join in on the harvesting by making the required Wisdom (Survival) check, leaving the Dexterity (Sleight of Hand) check to the rogue. Other characters can take the Help action to grant the harvesting characters advantage on the aforementioned checks.
- **Items Available to Craft:** This column lists the item or items that may be crafted from harvested creature parts. You can only produce one of the listed items with each crafting attempt. The crafted item's properties are detailed at the end of the chapter.
- **Item Crafting Requirements:** This section details any requirements that must be met to turn the harvested body part into an item. Harvested pieces that note a storage requirement (such as a vial or barrel of salt) must be placed in their respective containers immediately after being harvested, and should remain in the container until used in crafting. A harvested piece degrades over time when not placed in its particular container or being used for crafting. Each piece can remain outside of a container for a maximum of 1d4 hours (ignoring crafting times) before succumbing to rot. A rotten piece can't be crafted. If an item is listed under two or more tools, proficiency in and access to both sets of tools are required, though these proficiencies can be shared over multiple characters. For example, one character could take part in the crafting and have proficiency in one set of tools, and another character could also take part in the crafting and provide the proficiency needed for the other set of tools.
- **Crafting DC:** The ability check and DC that must be met to successfully craft an item, and the time required to do so. If this check is failed by 5 or more, the harvested pieces used are destroyed in the crafting process.
  If crafting an item requires two or more checks, the checks can be performed by any creatures taking part in the crafting of the item. A barbarian, for example, might decide to make the required Strength (Athletics) check, leaving the Intelligence (Arcana) check to the wizard. Other characters can take the Help action to grant the crafting characters advantage on the aforementioned checks.

The table guide shown above has can also be found next to each chapter's harvest table for ease of reference when running these adventures.

Encounter Icons

The stat blocks in this supplement use a collection of icons known as Encounter Icons. These icons are designed to offer advice to Dungeon Masters on the creature's behavior or see what kind of abilities it might have at a glance.

Some icons might contradict each other, but this is intentional. Icons are noted on a stat block in order of importance, with the most important icon on the left and the least important on the right. For example, a dragon would have lair lurker first, followed by the archer icon, then the rusher icon. For a dragon, remaining in its lair is far more important than staying at range breathing fire, and setting fire to its enemies is more important than rushing in with tooth and claw.

The icons are purely an advisory tool. If you feel a creature would act a particular way that goes against its original design, then feel free to modify its behavior to suit your encounter.

Encounter Icon Descriptions

Each icon represents a particular set of tactics which are detailed below. The icons are in alphabetical order.

The Tank: A creature with this icon often has a lot of hit points or a high AC (sometimes both) and is able to take a beating, but not necessarily inflict much in return. These creatures are usually intended to be used as frontline fighters against melee-heavy enemies or act as protectors for spellcasters. A tank's primary tactic is to soak up incoming attacks and focus on a single target at a time, shrugging off most damage while slowly whittling away its target's hit points.

The Ambusher: A creature with this icon usually has lower than average hit points but a higher than average AC and deals increased damage, especially when surprising a target. An ambusher is intended to be used stealthily, waiting for the opportune moment to strike. An ambusher's primary tactic is to pick off one target at a time, starting with the weakest looking creature first. It uses hit and run tactics to confuse its opponents and retreats if cornered or close to defeat.

The Afflicted: A creature with this icon primarily uses diseases or condition effects such as paralysis or poison to debilitate their targets. An afflicted is intended to be used aggressively, and spreads its attacks out between multiple targets first. The afflicted prioritizes attacking those who are immune to its debilitating ailments, or those who have the ability to cure them, ensuring they are dead before turning its attention to other targets.

The Rusher: A creature with this icon focuses their attacks on a single creature at a time and continues until it is dead. The rusher is intended to be a challenging foe, and usually has either a few heavy hitting attacks, or many smaller attacks it can use to continually pressure its target. A rusher often attacks relentlessly and fights to the death.

The Defender: A creature with this icon usually has a lot of resistances and condition immunities. A defender is intended to act as the opposite to the rusher, spreading out its attacks between nearby enemies and usually sharing an icon with the tank, spellcaster or ranger. The defender's primary tactic is to be cautious and careful when attacking, only moving in for the kill when it has a clear sign of victory and falling back or hunkering down if outnumbered.

The Caster: A creature with this icon is capable of casting spells or generating magical effects. A caster is intended to be played based on its other icons, but is likely to recognise other creatures with the caster icon more easily. The caster's primary tactic is to eliminate rival casters as early as possible to establish magical dominance on the battlefield.

The Lair Lurker: A creature with this icon has access to a lair. A lair lurker is intended to be played based on the combination of other icons on its stat block. The lair lurker's primary tactic is to use minions or lair actions to debilitate its enemies, and given the choice, fights from within its lair.

The Lone Wolf: A creature with this icon prefers to fight alone, and doesn't work well with other groups of creatures. The lone wolf is intended to be used as a boss monster, assassin, or other solitary creature. It's primary tactic depends on the other icons present on its stat block.

The Pack Hunter: A creature with this icon prefers to fight in groups to surround and overwhelm its foes with coordinated attacks. The larger the group, the more aggressive the attack. A pack hunter will usually have lower hit points or AC than other monsters to counter balance the intended numbers implied in their use. It is unusual to encounter one of these individually, though it might happen if they face weaker foes.

The Underling: A creature with this icon normally has extremely low hit points, AC and damage output, and act as minions in a hierarchy. An underling is intended to be used as a buffer to protect more valuable targets, or serve as chaff characters can fight their way through with little difficulty. An underling's primary tactic is dictated by other icons on its stat block.

The Archer: A creature with this icon might excel at long range combat or have high mobility and rely on hit-and-run tactics; they avoid lingering in melee range if they can avoid it. The archer is intended to be used at mid to long range, where it can pick off its foes with relative impunity. Its primary tactic is usually to avoid melee creatures and focus on ranged enemies first, making good use of cover.

Creature Rarity

The icons in this supplement sometimes show in different colors. These colors dictate how rare a creature is intended to be in the world. Conventionally, the rarer a creature is, the more powerful it is, and the more abilities it has at its disposal:

Black: The creature is commonly found in the world and can be seen regularly in its natural habitat. It is nothing overly extraordinary, though some creatures may still be considered exotic by passing travellers.

Blue: The creature is uncommon and might have unique features. Such a creature is much more difficult to locate in the wild and might require help from a hunter or tracker, or only live in very particular environments.

Red: The creature is rarely seen, and often has more than one special feature or legendary actions. It might use a lair. These creatures are not easy to find, even by skilled trackers, usually requiring magical assistance.

Orange: The creature is regarded as a myth or legend, only ever spoken of in long forgotten stories and tall tales. The creature is often unique, either in name, existence or some other method and might have many special features and legendary actions. It is likely to use a lair.

Example Stat Block

An example of how these encounter icons are used is shown in the driftwood mimic stat block opposite. The driftwood mimic isn't often seen but can be found in the wild, so it's encounter icons are displayed in blue. Its primary tactic is to ambush its victims, so it features the ambusher icon first. Additionally, a driftwood mimic usually hunts alone, lacking both the intelligence and desire to work alongside other creatures; thus, it has the lone wolf icon.

Ready The Cannons!

Encounter icons added to ship stat blocks act as an advisory for NPC crew and captains. If players are in charge of the ship, the encounter icons can be ignored in favour of their decisions.

Additionally, several ships in this book use gunpowder cannons. If your setting doesn't include gunpowder, these cannons can instead be magical creations, powered by arcane runes or mystical enchantments, or you can simply replace them for ballista.

Driftwood Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 14 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	7 (-2)	14 (+2)	6 (-2)

Skills Stealth +5
Damage Immunities acid, cold
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 12
Languages verbal mimicry (see below)
Challenge 3 (700 XP)

Adhesive (Polymorphed Form Only). The mimic adheres to anything that touches it. A Large or smaller creature adhered to the mimic is also grappled by it (escape DC 12). Ability checks made to escape this grapple have disadvantage if the target is swimming or in chest high water.

Amphibious. The mimic can breathe air and water.

False Appearance (Polymorphed Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary broken object or rotting corpse.

Shapechanger. The mimic can use its action to polymorph into a broken object or corpse of a Medium or smaller creature, or back into its true, amorphous form. Its statistics 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.

Savage Attacker. Once per turn, if the mimic hits a target with a melee weapon attack, it can choose to reroll the attack's damage dice and use either total.

Verbal Mimicry. The mimic can magically mimic the voice of one creature it has heard speak for longer than ten minutes in the last month. It understands the language spoken by the creature, and can hold a basic conversation in the aforementioned language using simple words. A DC 13 Wisdom (Insight) check reveals the voice to be a mimicry, but doesn't reveal the mimic. The mimic can only remember one voice at a time. If it chooses to adopt a new voice, it forgets the old one.

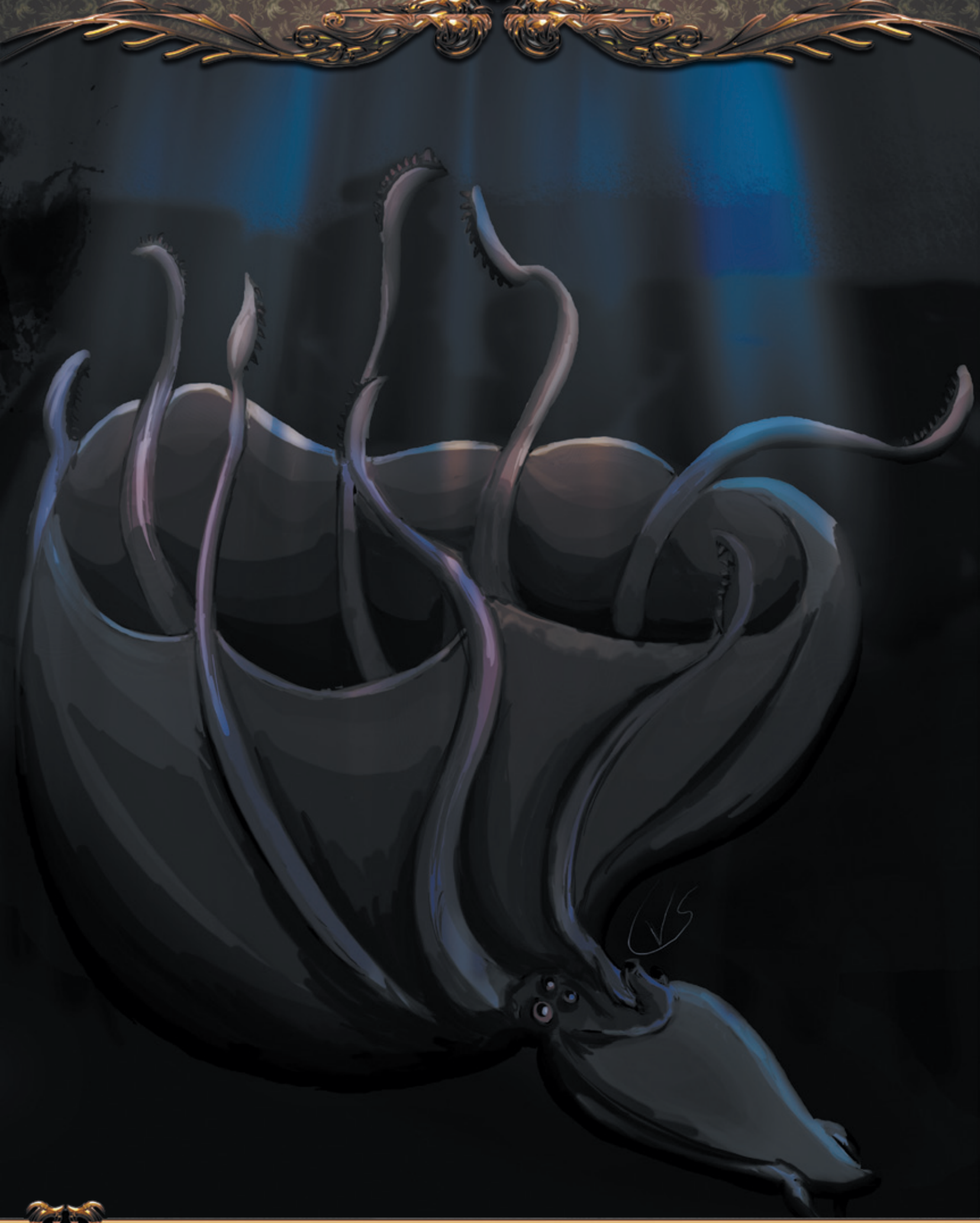
Actions

Multiattack. The mimic makes two attacks with its pseudopods.

Pseudopods. *Melee weapon attack:* +5 to hit, reach 10 feet, one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in its polymorphed form, the target is subjected to its Adhesive trait.

Bite. *Melee weapon attack:* +5 to hit, reach 5 feet, one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Water Jet. *Ranged weapon attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and 7 (2d6) cold damage.



Chapter 1: The Deep Dweller

It is said that the fearsome kraken rules the sea, a far more deadly and horrific entity rules in the perpetual, abyssal darkness below. Known to many as the deep dweller, this vast, colossal creature lurks within the bowels of the material plane, using huge submerged Underdark tunnels to traverse the world.

Illithids once attempted to capture the titan and dominate its predatory mind with psychic strikes. Their psychic strikes augmented the deep dweller, granting it the horrifying capability to consume thoughts and memories as easily as it consumes the flesh of anything it encounters.

A Timeless Beast, Ever Hungry

The deep dweller resides in the lowest regions of the world, surfacing once every 200 years in search of its rival of the seas, the monstrous kraken. Rarely do the two creatures ever meet, but this predatory migration causes catastrophic effects for any who dwell in its path whenever the deep dweller appears. Cyclones tear across the sea for miles in every direction, while cities and port towns become assailed with sudden flash floods and battered by vast lightning storms.

A foreboding silence precedes the arrival of the deep dweller. Fish and other marine life scatter as its grasping tendrils pry and creep towards the waters surface, while seawater becomes coated in a magical, inky blackness. Fishing galleons are dragged into the dark depths as the deep dwellers grasping tendrils rip vast holes in their hulls. When it attacks, everything nearby is drawn towards its maw in a sudden torrent of undersea currents.

Coastal city walls are crushed under the deep dwellers massive bulk as it surfaces to prey on moored fishing trawlers, tearing apart ocean trading towns and silencing entire populations with sanity-consuming psychic screams.

Motivations

The deep dweller is a creature born of pure evil and malice, and seeks only to consume and destroy. It fears nothing, and only retreats from combat if all its tentacles have been severed, or its eyes have been punctured. The deep dweller is fiercely territorial, and it believes its territory to be the entire ocean, with its only competitor being the kraken. It knows the location of every water borne gargantuan creature or entity within a five-mile radius, and pursues each of them relentlessly.

Should the deep dweller ever face a kraken and emerge victorious, it drags the corpse down into the depths of the ocean, and doesn't return to the surface again for 500 years.

Adults and Juveniles

Only one deep dweller is thought to exist at a time, and its growth takes hundreds of years. A juvenile deep dweller, while not as strong as its adult counterpart, is still more than a match for a conventional sailing ship or party of unprepared adventurers. Juvenile deep dwellers follow a similar hunting pattern to their adult counterparts, and still exhibit many similar features, including any lair and regional effects its adult version is capable of creating. The items a character can craft from a deep dweller varies depending on its current age.

A Deep Dweller's Lair

The deep dweller resides in the darkest depths of the ocean, where light can't reach. When it surfaces, it brings a magical darkness with it, which serves as a mobile lair. This moving lair is beneath the waves, but generates a powerful lightning storm wherever it resides, which covers the surface of the water above the lair itself. Magical darkness fills the area of the lair underneath the water, and movement within it is considered difficult terrain for any creature that doesn't have a swimming speed. Creatures and ships caught in the storm above the lair have their maximum speed reduced by 10 feet, and visibility is reduced to a maximum of 120 feet regardless of vision, due to the lashing rain and natural darkness of the storm clouds. The storm can't be dispelled while the lair exists.

The lair covers a 500-foot radius, centered on the deep dweller. Whenever the deep dweller moves, the lair also moves with it. When the deep dweller is defeated or vanishes, the lair also vanishes, and the lightning storm dissipates in 1d4 hours.

The deep dweller surfaces once every 200 years. It remains surfaced for 7 days. At the end of the 7th day it dives back down into the depths of the ocean and falls into a deep slumber, which lasts for 175 years.

Lair Actions

On initiative count 20 (losing initiative ties), the deep dweller takes a lair action to cause one of the following magical effects:

- A sudden surge of water pulses out from the centre of the deep dweller's lair. Each creature or ship in the waters within 120 feet of the deep dweller must succeed on a DC 23 Strength saving throw or be pushed up to 60 feet away from it. Ships that fail this saving throw are also turned to face a random direction, as per the table below. On a successful save, creatures and ships are pushed 10 feet away from the deep dweller instead, and ships retain their current facing.
- Lightning bolts strike down from the surrounding storm. The lightning bolts strike up to 3 targets within the storm that aren't completely submerged underwater. Each target must make a DC 23 Dexterity saving throw. A target takes 10 (3d6) lightning damage on a failed save, or half as much on a successful one.
- Strong winds rush across the top of the lair, bringing with it a sudden magical darkness. Vision within the storm is reduced to 30 feet until initiative count 20 on the next round.

Ship Direction Table

D8	Result
1	North
2	North-East
3	East
4	South-East
5	South
6	South-West
7	West
8	North-West

Regional Effects

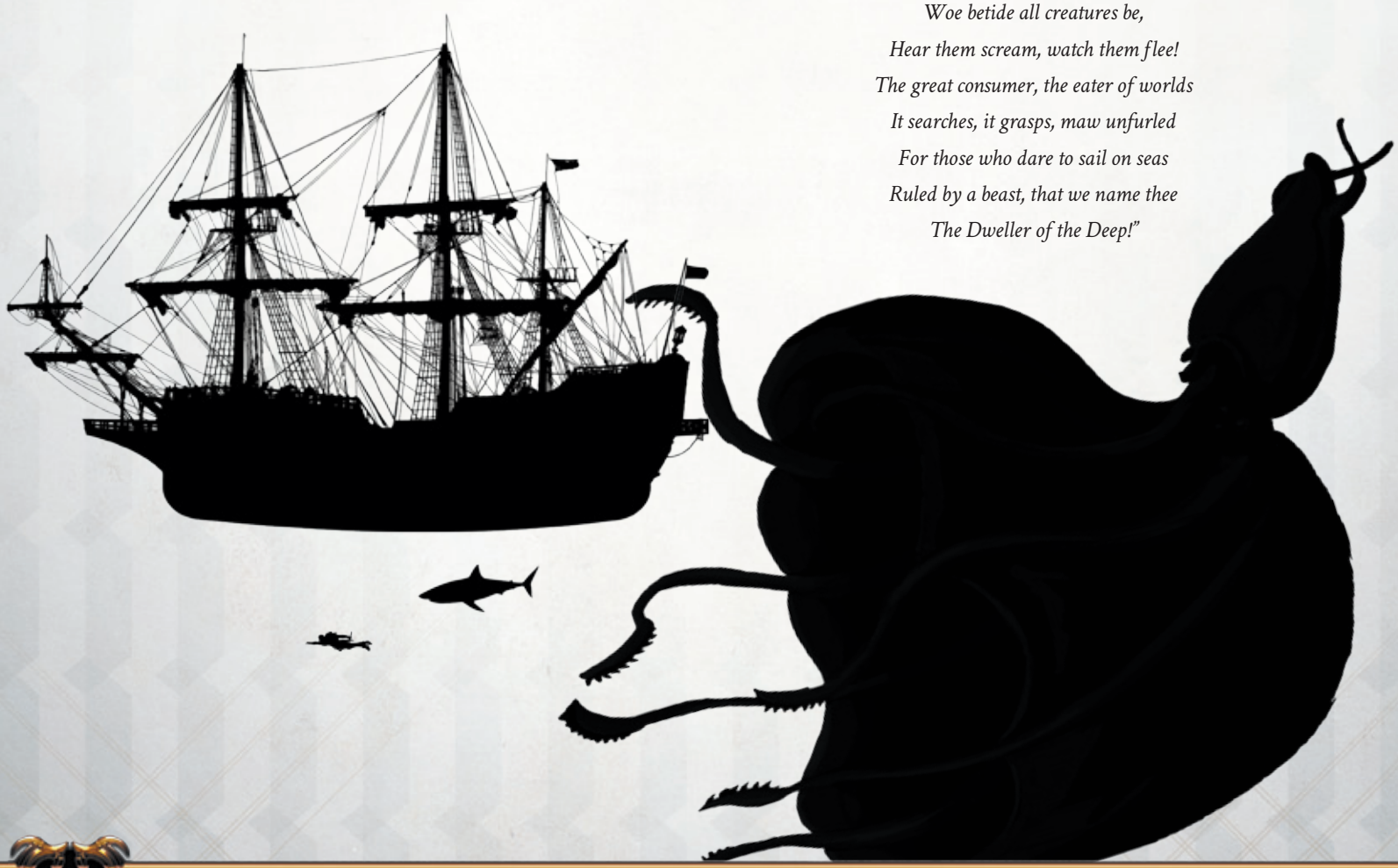
The region surrounding a deep dweller's lair is warped by the creature's monstrous presence, creating the following magical effects:

- The deep dweller knows the location of every gargantuan or larger water borne entity within 5 miles of it.
- Aquatic beasts within 6 miles of the lair flee, leaving the area devoid of sea life, such as breaching whales, or pods of dolphins.
- The deep dweller can alter the weather at will in a 5 - mile radius centred on its lair. The effect is identical to the *control weather* spell, but it can't create calming or mild weather effects, such as clear skies, or light rain.

When the deep dweller dies or retreats at the end of its 7 day period, all of these regional effects fade immediately.

Size Comparison Chart

Below is a visual guide to give the Dungeon Master an idea of the size of an adult deep dweller, in comparison to a traditional sailing ship (30 crew), shark, and human of average height.



Summoning the Deep Dweller

The deep dweller can be awoken from its slumber beneath the waves by speaking aloud a magical sea shanty, while on board a ship sailing through a storm at night. The shanty must be spoken or sung aloud by a character with Spellcasting, Ritual Casting, or Pact Magic features.

If the shanty is spoken successfully, all sources of light (magical or otherwise) are magically doused. If all lights remain doused in this manner for 10 minutes, the summoning is complete and the deep dweller awakens. The deep dweller appears within 1 mile of the creature that summoned it, and is hostile to all creatures.

The Deep Dweller Sea Shanty

This shanty can be sung or spoken, and is most commonly known by elf sailors. It is often seen as a bad omen to come across a ship singing this during the night, and the shanty is known to strike fear and terror in kraken priests and sahuagin, making it a useful tool for adventurers combating such foes. The shanty is as follows:

"In the night on sails of old
Atop the winds of water cold
Deep within the dark abyss
Lies a beast asleep in bliss
When storms abound and lightning calls
The sea she boils and darkness falls
It wakes, it roars, writhes and creeps
While rising from the briny deep
Woe betide all creatures be,
Hear them scream, watch them flee!
The great consumer, the eater of worlds
It searches, it grasps, maw unfurled
For those who dare to sail on seas
Ruled by a beast, that we name thee
The Dweller of the Deep!"

Deep Dweller (Adult)

Gargantuan monstrosity (titan), chaotic evil

Armor Class 18 (natural armor)
Hit Points 396 (24d20 + 144)
Speed 20 ft., swim 80 ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	22 (+6)	24 (+7)	18 (+4)	20 (+5)

Saving Throws Str +17, Dex +7, Con +13, Int +14, Wis +11
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Immunities lightning, poison, psychic
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses blindsense 120 ft (blind beyond this radius)., passive Perception 14
Languages telepathy 120 ft
Challenge 24 (62,000 XP)

Creature of Legend. The deep dweller is a creature of legend. Its weapon attacks are magical, and it can't be killed by conventional means. If the deep dweller is reduced to 0 hit points it instead flees, retreating into the abyss of the sea, and doesn't return for 500 years. During this time, it can't be re-summoned, and it regrows all severed tentacles or fangs over the course of 1 year. The deep dweller only dies if it can't retreat into the sea when it's reduced to 0 hit points, such as if it is beached, or suffocates.

Freedom of Movement. The deep dweller ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (3/Day). If the deep dweller fails a saving throw, it can choose to succeed instead.

Psychic Horror. The deep dweller can use its telepathy only to display nightmarish images or feelings of abject horror. Survivors of an attack by the deep dweller often experience nightmares and disturbed sleep for many months afterwards.

Tentacles and Fangs. The deep dweller has eight tentacles and four fangs. The tentacles can each be severed by magical slashing damage, and the fangs can be broken by magical bludgeoning damage. A tentacle has AC 20 and 30 hit points. A fang has AC 20 and 15 hit points. The deep dweller is defeated if all its tentacles are severed, and can't use its Bite if all fangs are broken.

Water Breathing. The deep dweller can only breathe underwater. While out of water, the deep dweller can hold its breath for 4 hours.

Actions

Multiattack. The deep dweller makes three tentacle attacks, each of which it can replace with one use of Constrict. It can replace one tentacle attack with one use of Psychic Drain. The deep dweller can use different tentacles for each attack.

Bite. *Melee weapon attack:* +17 to hit, reach 5ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the deep dweller, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the deep dweller, and it takes 35 (10d6) acid damage at the start of each of the deep dweller's turns. If the deep dweller takes 30 damage or more on a single turn from a creature inside it, the deep dweller must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the deep dweller. If the deep dweller is reduced to 0 hit points or otherwise defeated, it vomits out all swallowed creatures and a burst of black, bloody ichor before fleeing.

Tentacle. *Melee weapon attack:* +17 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage, and if the target is Large or smaller it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and if the deep dweller attacks and hits another target with the same tentacle, instead of grappling the new target, the currently grappled creature takes 7 (2d6) bludgeoning damage. If the deep dweller hits a Huge or larger target with three tentacle attacks in the same round, it can use all three tentacles to grapple the target, and the deep dweller can't use those tentacles on another target until this grapple ends.

Constrict. *Melee weapon attack:* +17 to hit, reach 30 ft., one target grappled by the deep dweller. *Hit:* 31 (6d6 + 10) bludgeoning damage.

Psychic Drain. One creature grappled by the deep dweller must make a DC 23 Intelligence saving throw. A creature takes 22 (4d10) psychic damage on a failed save, and half as much on a successful one, and the deep dweller regains a number of hit points equal to half the damage dealt. If the saving throw fails by 10 or more, the grappled creature suffers a long-term madness.

Blinding Scream (Recharge 5 - 6). The deep dweller unleashes a pulse of psychic energy, which radiates out from it in a 120-foot radius sphere. Creatures in the area must make on a DC 23 Intelligence saving throw. A creature takes 22 (4d10) psychic damage and is blinded for 1 minute on a failed save, or takes half as much damage and isn't blinded on a successful one. A blinded creature can attempt this saving throw again 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 can't be blinded by this feature for the next 24 hours.

Legendary Actions

The deep dweller 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 deep dweller regains spent legendary actions at the start of its turn.

Tentacle Attack or Constrict. The deep dweller makes one tentacle attack, or uses its Constrict.
Psychic Drain (Costs 2 Actions). The deep dweller uses its Psychic Drain.
Psychic Redoubt (Costs 3 Actions). The deep dweller recharges its Blinding Scream.

Deep Dweller (Juvenile)

Gargantuan monstrosity (titan), chaotic evil

Armor Class 15 (natural armor)
Hit Points 203 (14d20 + 56)
Speed 10 ft., swim 70 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	18 (+4)	14 (+2)	16 (+3)

Saving Throws Con +8, Int +8, Wis +6
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Immunities lightning, poison, psychic
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses blindsense 60 ft (blind beyond this radius)., passive Perception 12
Languages telepathy 60 ft
Challenge 13 (10,000 XP)

Creature of Legend. The deep dweller is a creature of legend. Its weapon attacks are magical, and it can't be killed by conventional means. If the deep dweller is reduced to 0 hit points it instead flees, retreating into the abyss of the sea, and doesn't return for 500 years. During this time, it can't be re-summoned, and it regrows all severed tentacles or fangs over the course of 3 years. The deep dweller only dies if it can't retreat into the sea when it's reduced to 0 hit points, such as if it is beached, or suffocates.

Freedom of Movement. The deep dweller ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (1/Day). If the deep dweller fails a saving throw, it can choose to succeed instead.

Psychic Horror. The deep dweller can use its telepathy only to display nightmarish images or feelings of abject horror. Survivors of an attack by the deep dweller often experience nightmares and disturbed sleep for many months afterwards.

Tentacles and Fangs. The deep dweller has eight tentacles and four fangs. The tentacles can each be severed by magical slashing damage, and the fangs can be broken by magical bludgeoning damage. A tentacle has AC 18 and 20 hit points. A fang has AC 18 and 10 hit points. The deep dweller is defeated if all its tentacles are severed, and can't use its Bite if all fangs are broken.

Water Breathing. The deep dweller can only breathe underwater. While out of water, the deep dweller can hold its breath for 1 hour.

Actions

Multiattack. The deep dweller makes two tentacle attacks, each of which it can replace with one use of Constrict. It can replace one tentacle attack with one use of Psychic Drain. The deep dweller can use different tentacles for each attack.

Bite. *Melee weapon attack:* +10 to hit, reach 5ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the target is a Large or smaller creature grappled by the deep dweller, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the deep dweller, and it takes 17 (5d6) acid damage at the start of each of the deep dweller's turns. If the deep dweller takes 15 damage or more on a single turn from a creature inside it, the deep dweller must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the deep dweller. If the deep dweller is reduced to 0 hit points or otherwise defeated, it vomits out all swallowed creatures and a burst of black, bloody ichor before fleeing.

Tentacle. *Melee weapon attack:* +10 to hit, reach 30 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage, and if the target is Large or smaller it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and if the deep dweller attacks and hits another target with the same tentacle, instead of grappling the new target, the currently grappled creature takes 3 (2d6) bludgeoning damage. If the deep dweller hits a Huge or larger target with three tentacle attacks in the same round, it can use all three tentacles to grapple the target, and the deep dweller can't use those tentacles on another target until this grapple ends.

Constrict. *Melee weapon attack:* +10 to hit, reach 30 ft., one target grappled by the deep dweller. *Hit:* 23 (5d6 + 6) bludgeoning damage.

Psychic Drain. One creature grappled by the deep dweller must make on a DC 18 Intelligence saving throw. A creature takes 11 (2d10) psychic damage on a failed save, and half as much on a successful one, and the deep dweller regains a number of hit points equal to half the damage dealt. If the creature fails this saving throw by 10 or more, it also suffers a level of long-term madness.

Blinding Scream (Recharge 5 - 6). The deep dweller unleashes a pulse of psychic energy, which radiates out from it in a 120-foot radius sphere. Creatures in the area must succeed on a DC 18 Intelligence saving throw. A creature takes 11 (2d10) psychic damage and is blinded for 1 minute on a failed save, or takes half as much damage and isn't blinded on a successful one. A blinded creature can attempt this saving throw again 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 can't be blinded by this feature for the next 24 hours.

Legendary Actions

The deep dweller can take 1 legendary action, 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 deep dweller regains spent legendary actions at the start of its turn.

Tentacle Attack. The deep dweller makes a tentacle attack.
Constrict. The deep dweller uses its Constrict.
Hide. The deep dweller takes the Hide action.

Harvesting Table

Body Part	Harvest DC	Items Available to Craft	Item Crafting Requirements	Crafting DC and Time Taken
Dweller Tentacle (Flesh) (3d10 pieces)	DC 15 Wisdom (Survival) Salted storage barrel (*Max of 8 pieces per barrel*)	Deep Dweller Leather (*4 pieces required*) Deep Dweller Shield (*2 pieces required*) Dweller Skin Coating (*10 pieces required*)	***Leatherworker's tools:*** All items ***Tinker's tools:*** Dweller Skin Coating	***Deep Dweller Leather:*** DC 15 Strength (Athletics) 4 Hours ***Deep Dweller Shield:*** DC 14 Strength (Athletics) 3 Hours ***Dweller Skin Coating:*** DC 14 Strength (Athletics) DC 15 Intelligence (Tinker) 24 hours, over 3 days.
Dweller Tentacle (Suckers) (2d10 pieces)	DC 16 Wisdom (Survival) Storage container, filled with fresh seawater (*Max of 8 pieces per container*)	Grasping Fluid (*3 pieces required*) Medicinal Tape (*5 pieces required*)	***Alchemist's Supplies:*** Grasping Fluid ***Herbalism Kit:*** Medicinal Tape	***Grasping Fluid:*** DC 15 Intelligence (Arcana) 8 Hours ***Medicinal Tape:*** DC 15 Wisdom (Medicine) 6 Hours
Dweller Tentacle (Spines) (5d10 pieces)	DC 15 Wisdom (Survival)	Deep Blade (*3 pieces required*) Dweller Axe (*5 pieces required*) Dweller Arrowheads (set of 20) (*10 pieces required*)	***Smith's Tools:*** All items	***Deep Blade:*** DC 15 Strength (Athletics) 4 Hours ***Dweller Axe:*** DC 15 Strength (Athletics) 4 Hours ***Dweller Arrowheads (set of 20):*** DC 14 Dexterity (Sleight of Hand) 5 Hours
Dweller Fang (1d12 fragments)	DC 16 Dexterity (Sleight of Hand)	Deep Fang Daggers (*2 fragments required*) Notched Dweller Whip (*3 fragments required*)	***Smith's Tools:*** All items ***Leatherworker's Tools:*** Notched Dweller Whip	***Deep Fang Daggers:*** DC 15 Dexterity (Sleight of Hand) 3 Hours ***Notched Dweller Whip:*** DC 15 Dexterity (Sleight of Hand) 3 Hours
Dweller Blood (1d10 samples)	DC 15 Intelligence (Arcana) and Wisdom (Survival) Empty Glass Vials (*1 vial per sample of blood taken*)	Deepblood Poison (*1 vial required*) Mindspike Potion (*2 vials required*)	***Poisoner's Kit:*** Deepblood Poison ***Alchemist's Supplies:*** Mindspike Potion	***Deepblood Poison:*** DC 16 Intelligence (Arcana) 6 Hours per vial ***Mindspike Potion:*** DC 16 Intelligence (Arcana) 6 Hours per vial

Harvesting Deep Dweller Parts

The deep dweller is not a creature that is easy to kill. If reduced to 0 hit points or otherwise defeating at sea, it retreats back into the depths of the ocean and falls into a deep slumber. Assuming a band of resourceful characters haven't found a way to beach, corner, or otherwise successfully kill the deep dweller outright and it escapes to the depths below, all is not lost! Players can still harvest parts from severed limbs and broken fangs removed during the battle.

The deep dweller has a number of vast tentacles it uses to rip and tear at a ship's hull. Each of these tentacles features a series of razor-sharp teeth surrounded by suckers, which can be severed and harvested to transform into fearsome weapons and items. In addition, the deep dweller's large maw sports a vast array of fangs, which can be damaged and removed, should an adventurer feel lucky enough to do so.

The deep dweller's stat block details how much damage each tentacle can take before it is severed, or how to break one of its fangs.

Table Guide:

- **Body Part:** The part of the body that is being harvested, and how many pieces may be obtained from a successful harvest attempt.
- **Harvest DC:** This details the ability check and DC required to successfully harvest the chosen part and any storage requirements the part has. Each body part may only be successfully harvested once, unless specified otherwise, after which the body part is destroyed. If a creature fails the harvesting check by 5 or more, the body part is also destroyed, and can't be harvested again.

  If harvesting a body part requires two or more checks, the checks can be performed by any creatures involved in the harvesting. A ranger, for example, might decide to join in on the harvesting by making the required Wisdom (Survival) check, leaving the Dexterity (Sleight of Hand) check to the rogue. Other characters can take the Help action to grant the harvesting characters advantage on the aforementioned checks.
- **Items Available to Craft:** This column lists the item or items that may be crafted from harvested creature parts. You can only produce one of the listed items with each crafting attempt. The crafted item's properties are detailed at the end of the chapter.
- **Item Crafting Requirements:** This section details any requirements that must be met to turn the harvested body part into an item. Harvested pieces that note a storage requirement (such as a vial or barrel of salt) must be placed in their respective containers immediately after being harvested, and should remain in the container until used in crafting. A harvested piece degrades over time when not placed in its particular container or being used for crafting. Each piece can remain outside of a container for a maximum of 1d4 hours (ignoring crafting times) before succumbing to rot. A rotten piece can't be crafted. If an item is listed under two or more tools, proficiency in and access to both sets of tools are required, though these proficiencies can be shared over multiple characters. For example, one character could take part in the crafting and have proficiency in one set of tools, and another character could also take part in the crafting and provide the proficiency needed for the other set of tools.
- **Crafting DC:** The ability check and DC that must be met to successfully craft an item, and the time required to do so. If this check is failed by 5 or more, the harvested pieces used are destroyed in the crafting process.

  If crafting an item requires two or more checks, the checks can be performed by any creatures taking part in the crafting of the item. A barbarian, for example, might decide to make the required Strength (Athletics) check, leaving the Intelligence (Arcana) check to the wizard. Other characters can take the Help action to grant the crafting characters advantage on the aforementioned checks.

Crafted Items

The crafted items listed below are in alphabetical order. Some items on this list can only be crafted using materials harvested from either the adult or juvenile deep dwellers respectively. The items properties change depending on which version of the creature it is crafted from, with the juvenile properties displayed by default and the upgraded adult properties displayed atop the description. Each item lists the school of magic it radiates, should it be the target of *detect magic* or similar spells. These changes are detailed in the item's entry.

Deep Blade

Weapon (longsword, shortsword, scimitar or rapier), rare

Adult Properties: Save DC 17, +2 to attack and damage rolls.
School of Magic: Illusion

This rugged blade is crafted from the protruding spines of the deep dweller's grasping tendrils. While not overly sharp, the blade's serrated edge gives it a fearsome intimidating appearance. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, this sword has 3 charges and regains 1d3 charges each night at the stroke of midnight.

When you hit a creature with this blade, you can expend 1 charge to force that creature to make a DC 15 Wisdom saving throw. On a failed save, the target's eyes are covered in an inky, magical darkness, and the target becomes blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Deep Dweller Leather

Armor (leather), rare

Adult Properties: Grants an additional +2 bonus to AC.
School of Magic: Illusion

This thick leather armor settles on your body like a rubbery mass, protecting you from harm while remaining as light as a feather. While you are in dim light or darkness, you are invisible to creatures that are more than 30 feet away from you.

Deep Dweller Shield

Armor (shield), uncommon

Adult Properties: While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.
School of Magic: Illusion

Once per day, you can use your action to slam the shield into the ground and cast *darkness* at 2nd level. The magical darkness remains for 1 minute or until dispelled. Quiet screams and distant cries of terror can be heard emanating from within the spell's radius.

This shield is made from wood covered in the thick leather hide of the deep dweller and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Deep Fang Daggers

Weapon (dagger), rare (requires attunement)

Adult Properties: Each dagger has a +2 bonus to attack and damage rolls.
School of Magic: Illusion

This pair of daggers are carved from the fangs of the legendary deep dweller. Each dagger is a single piece; beginning with a smooth, sinewy handle and ending in a razor-sharp point.

Each dagger deals an additional 1d4 psychic damage when you hit a creature with this magic weapon, or 1d6 additional psychic damage if you are wielding a deep fang dagger in each hand. Additionally, when you dual wield these daggers, they emit wistful echoes and shrieks when passing by each other. Any creature within 10 feet of you who can hear the shrieks has disadvantage on attack rolls against you unless they are immune to the frightened condition.

Deepblood Poison

Potion, rare

Adult Properties: Save DC 17
School of Magic: Enchantment

This deadly vial contains a dark, thick poison that, when applied to an open wound or ingested, induces severe vomiting and hysteria. As an action, you can throw the vial towards a point you can see within 20 feet of you. Each creature within 5 feet of that point must succeed on a DC 15 Constitution saving throw, or become poisoned for 1 minute. Alternatively, you can rub the poison directly into a creature's open wound by using your action to make a melee weapon attack against the target. On a successful hit, the target becomes poisoned. A creature poisoned by Deepblood Poison can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn:

D10	Result
1	The target uses all its movement to run, screaming, in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The target doesn't take an action this turn.
2 - 6	The target doesn't move or take an action this turn, instead spending its turn vomiting black blood profusely.
7 - 8	The target uses its action to make a melee attack against a randomly determined creature within its reach, while rambling incoherently. If there is no creature within its reach, the creature instead targets its own features, such as nails, hands, hair or ears.
9 - 10	The target moves and acts normally.

The poisoned creature can make a DC 15 Constitution saving throw at the end of its subsequent turns, ending the effect on itself on a success. A target automatically succeeds on this saving throw if it has all of its hit points, but automatically fails this saving throw if it instead ingests the poison, such as by consuming poisoned food or drink. A creature so poisoned (by ingestion) can only recover by way of *lesser restoration* or similar magic.

Dweller Arrowhead

Weapon (arrow), uncommon

Adult Properties: Save DC 17, +2 bonus to attack rolls.
School of Magic: Illusion

This barbed arrow is carved from the remains of the deep dweller's tendril spines. You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical. Additionally, if you hit a creature with more than one of these arrows in the same turn, the target must succeed on a DC 14 Wisdom saving throw or become blinded for 1 minute as their eyes become infected with a magical darkness. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Dweller Axe

Weapon (any axe), rare (requires attunement)

Adult Properties: Save DC 17, +2 to attack and damage rolls.
School of Magic: Illusion

This axe sports a fearsome and intimidating serrated head, forged from the spines of a deep dweller tentacle. You have a +1 bonus to attack and damage rolls with this weapon, and it deals an additional 1d6 slashing damage on a successful hit. Additionally, the weapon has 3 charges. It regains 1d3 charges daily at dawn. When you hit a creature that doesn't have all its hit points with this weapon, you can expend 1 charge to force it to make a DC 14 Wisdom saving throw. On a failed save, the target is blinded for 1 minute. A blinded target can attempt the saving throw again at the end of each of its following turns, ending the effect on a success.

Deep Blade

Deepblood Poison

Dweller Skin Coating
Ship upgrade (hull), very rare

Adult Properties: Grants the interior crew immunity to psychic damage, instead of resistance.
School of Magic: Abjuration

This upgrade coats a ship's hull in a jet-black coat of powdered deep dweller flesh. The hull and other components of the ship are immune to lightning damage. Crew inside the ship have resistance to psychic damage, and advantage on saving throws made to resist mind-altering spells and other magical effects.

This feature doesn't extend to crew in the crow's nest, or on deck, only to those inside the ship itself.

Grasping Fluid
Potion, uncommon

Adult Properties: Heals 4d4+4 and 4d8+8 respectively.
School of Magic: Evocation

This thick, clear gel can be applied to an open wound, forming a protective, binding seal over the wound that prevents blood loss and accelerates healing. A single vial contains three doses.

As an action, one dose can be applied to the skin. The creature that receives it regains 2d4 + 4 hit points. The gel is more effective at promoting recovery if a body is resting. If applied during a short rest, the creature instead regains 2d8 + 8 hit points.

If applied to a creature who is dying, the gel stabilizes the creature immediately, but they remain unconscious until awoken by other stimuli. How many hit points the unconscious creature regains depends on how long they are allowed to rest. If the creature awakens in less than an hour they get 2d4 + 4 hit points, whereas if it is an hour or more they awaken with 2d8 + 8 hit points instead.

Medicinal Tape
Wondrous item, rare

Adult Properties: Tape can be re-used once. Covers 10 x 10 ft.
School of Magic: Enchantment

A small roll of thin, porous material, crafted from the suckers of a deep dweller tentacle. You can spend ten minutes to unravel the tape and bandage a poisoned, petrified, or diseased creature. The target creature's condition is slowly absorbed into the material over the course of 1d4 hours. Once absorbed, the tape is destroyed and can no longer be used, and the condition ends on that creature.

There is enough tape on the roll to cover a 5 ft x 5 ft area.

Mindspike Potion
Potion, rare

Adult Properties: You can also cast the *sending* spell without requiring components, however the potion's effect ends after the spell is cast.
School of Magic: Enchantment

This potion glows with a dim, green hue when held towards the light. When poured, it has the consistency of water, but moves as a single, ooze-like entity. When you drink this potion, you gain advantage on Intelligence ability checks and Intelligence saving throws for 1 hour.

Additionally, for the duration you can cast the *message* cantrip without requiring components.

Notched Dweller Whip
Weapon (whip), rare (requires attunement)

Adult Properties: +2 bonus to attack and damage rolls.
School of Magic: Illusion

A whip, made from hardened leather and layered with hooked spines crafted from a deep dweller fang. The whip is black and rubbery in texture, and appears to twitch slightly when unsheathed. You have a +1 bonus to attack and damage rolls with this weapon, and it deals an additional 1d4 psychic damage on a hit.

As an action you can begin spinning the whip around you, and if you concentrate on the whip as if concentrating on a spell, it will continue spinning around you for the next minute even after you let go of it. For this duration the whip emits a haunting shriek that can be heard out to 100 feet, and the first time a hostile creature comes within 10 feet of you or starts its turn there, it takes 4d4 psychic damage.

Once you use this feature, you can't use it again in this way again until you finish a long rest.

Selling Harvested Materials

Materials harvested from the deep dweller can be sold to interested third parties, such as collectors, arcane scholars and nobility. Items can also be sold to criminal black-market dealers at an increased price, should the character have a criminal contact or background. The Harvest Value table details average sale guidelines for a piece of each material type.

Costs may fluctuate based on your campaign's economy, sale location, or per trader, at the discretion of the Dungeon Master.

Harvest Value Table

Material Name	Sale Price	Black Market Price
Dweller Tentacle (Flesh)	400 gp (Adult) 300 gp (Juvenile)	650 gp (Adult) 500 gp (Juvenile)
Dweller Tentacle (Spines)	250 gp (Adult) 150 gp (Juvenile)	300 gp (Adult) 200 gp (Juvenile)
Dweller Tentacle (Suckers)	300 gp (Adult) 175 gp (Juvenile)	450 gp (Adult) 300 gp (Juvenile)
Dweller Fang	200 gp (Adult) 100 gp (Juvenile)	350 gp (Adult) 200 gp (Juvenile)
Dweller Blood	500 gp (Adult) 375 gp (Juvenile)	800 gp (Adult) 600 gp (Juvenile)

The Devil of the Deep

Recommended Character Level: 11 - 13 (Adult) 5 - 6 (Juvenile)
Minimum Equipment Required: A sailing ship (**GoS**, Appendix A: Of Ships and the Sea) with a crew of at least 30 sailors and a hull with at least 300 hit points. At least one magical weapon, and 4 Potions of Healing.
Recommended Equipment Required: A warship (**GoS**, Appendix A: Of Ships and the Sea), with at least 30 crew, and a hull with at least 400 hit points. At least 3 magical weapons, and a spellcaster with access to healing magic.
Party Size: 4 - 6
Difficulty: Deadly (4), Deadly/Hard (6)
Quest Creature: Deep Dweller

Quest overview

Captain Tr'alik, owner of the infamous sailing ship *The Rising Tide*, is looking for crew members to join him on a hunt for the elusive and dangerous deep dweller. Having faced the beast before and lived to tell the tale, Tr'alik is fueled by revenge and hatred. If the beast is awoken, but not defeated, it could easily spell doom for many coastal towns and cities, including Saltmarsh itself.

Important Quest Notes

This quest provides a basic layout and stat block for The Rising Tide, *and assumes it is crewed by 20 NPC sailors, including Captain Tr'alik. Feel free to modify this quest to suit your needs, but be aware the NPCs and ship provided all meet the bare minimum requirements. NPC stat blocks for this quest are located in the Monster Manual.*

Stage 1: Meeting the NPCs

Upon hearing of the recruitment availability, the characters are introduced to Captain Tr'alik at the Saltmarsh docks. Tr'alik is an aging high elf, covered in battle scars and speaks in a gruff, broken common. He appears to twitch at random intervals, and often snaps aggressively at crew mates only he can see. A DC 15 Wisdom (Medicine) check reveals he is partially insane, and while stable enough to captain a vessel, could be prone to making rash decisions. A DC 16 Intelligence (Arcana) check reveals magical scars across the back of his head, evidence of severe psychic trauma explaining his mental state.

Tr'alik reveals to the characters that he has dreamt of the beast for many years, but recently his dreams have become more nightmarish, leading him to believe his monstrous nemesis is returning from its generations-long slumber. He seeks to awaken the deep dweller with an ancient sea shanty; taking his revenge and driving it back to the depths of the ocean before the beast begins preying on trading vessels and coastal regions.

He claims the deep dweller's tentacles are extremely valuable, and should the characters help him take revenge on the creature, any materials they harvest from it are theirs to keep.

Stage 2: Exploration

When the characters set sail, the deep dweller is not yet awake. Captain Tr'alik orders the crew to set sail to a particular area of the ocean he remembers facing the deep dweller at before. This journey takes three days. During that time, the characters can help the running of the ship and question members of the crew and the captain himself on tales, legends and first hand experiences of the deep dweller by making various ability checks.

Assisting the Crew

Below is a list of ability checks characters can make to help maintain *The Rising Tide* as she sails on the high seas. **The party can perform up to three different ability checks per day**. Each check takes 1d4 hours to complete.

A successful check increases *The Rising Tide's* condition by 1 point, to a maximum of +5. A failed check decreases its condition by 1 point, to a maximum of -5. Consult the condition table, detailed in stage 3 of this quest, to find out how the ship's final condition affects the deep dweller encounter.

- ***Check the Sails (DC 15 Strength (Athletics) check).*** A character helps ensure the rigging is aligned and undamaged, making repairs where they are needed to help *The Rising Tide* catch the wind effectively.
- ***Repair The Hull (DC 15 Strength (Athletics) check).*** The character helps make repairs to the hull, replacing rotting wood and ensuring the ship doesn't spring leaks during the voyage. This check automatically succeeds if the character has access to the *mending* cantrip.
- ***Swab The Deck (DC 15 Strength (Athletics) check).*** The character swabs the deck to keep it clear of hazards, such as seaweed or algae build up, and re-applies a new coat of paint to protect the wood from exposure to the elements.
- ***Clear Barnacles (DC 15 Constitution check).*** The character is lowered into the water to chip barnacles from the ship's keel.
- ***Prepare Food (DC 15 Wisdom (Survival) check).*** The character helps the cook prepare food on board for the crew. This includes jobs such as catching fish, cleaning the kitchen, chopping vegetables and rationing out water supplies.

Researching The Deep Dweller

During the exploration stage, characters can also choose to gather information pertaining to the deep dweller. This information can be collected by reading through research notes stored on the ship, or listening to tall tales from sailors and the mad ramblings of Captain Tr'alik himself.

A character not assisting the crew can instead choose to gather information on the deep dweller to better prepare their party for the upcoming encounter by making one of the ability checks detailed below. A character can attempt each check once over the course of this quest. If a check is failed, a false piece of information about the legendary creature is gathered instead.

- ***Ask Crew About Stories (DC 15 Charisma (Persuasion) check).*** The character spends time with various crew members to compare stories they've heard about the deep dweller:

(**Failure**) *"I heard that it's got tentacles a mile long, and it can suck the face right off your head!"*

(**Success**) *"I've heard that it can get into your head with magic, and if it grabs you, it'll eat your brains without needin' to bother breakin' your skull."*

- ***Ask Crew About Rumours (DC 15 Charisma (Persuasion) check).*** The character asks crew members about any rumours they heard of the area they are heading to.

(**Failure**) *"I ain't hear nothin' of note really. Sea's the sea."*

(**Success**) *"I heard last time the Captain was here was 200 years ago, and when he was, there wasn't a fish around for miles. It was like they'd all run off. It was right stormy too."*

- ***Question The Captain (DC 15 Charisma (Persuasion) check).*** The character questions Captain Tr'alik on his previous encounter with the deep dweller.

  (**Failure**) [Eyes Wide and Crazed] *"That beast'll get what's coming to it! I saw it tear my ship to pieces in the blink of an eye, and I only got one good shot at it with me cannon. Held onto a raft for three days before I was found! Mark my words, this time it'll be different!"*

  (**Success**) [Solemn and Serious] *"T'was a stormy night when the beast did rise from the depths. It grabbed my first mate, and stole the mind from her body. I still hear her screams at night. That thing's not natural, I'll tell you that. It's got some magic about it. When it arrives, the waters turn black, and a storm the likes of which you've never seen'll assail us before the beast does."*

- ***Compare Research Notes (DC 15 Intelligence (Investigation) check).*** The character spends a few hours reading research papers on board the ship, checking navigation records, and comparing interesting events to learn more about the deep dweller's movements.

  (**Failure**) *Little of these notes makes sense. Likely exaggerated reports from drunken sailors.*

  (**Success**) *The creature seems to hunt large ships, and sinks them by tearing at the underside of their hulls. It uses its tentacles to hold larger prey in place before biting into it with a large fanged maw. Severing the tentacles seems to be the most reliable way to defeat it.*

- ***Observe Wildlife (DC 15 Intelligence (Nature) check.*** The character spends time recording the actions of nearby wildlife and theorises how a large predator might interact with them.

  (**Failure**) *It's likely this creature is a simple-minded beast, and any stories are simple exaggerations of tall tales.*

  (**Success**) *This creature is extremely intelligent, and if it preys on ships in similar size to* The Rising Tide*, it is likely of gargantuan proportions. Anything of that size is unlikely to succumb to paralysis and prove difficult, if not impossible, to restrain.*

By the second day, a large portion of the sea life in the area vanishes. This is noticeable to any character who spends any length of time observing the wildlife. On the third day, the ship arrives at Captain Tr'alik's co-ordinates, and the sea appears to be eerily calm. Tr'alik waits until nightfall before presenting the ancient sea shanty to the characters, and requesting one of them with magical proficiency read it aloud to rouse the deep dweller from the ocean depths.

If no character has magical proficiency, assume instead the deep dweller has awoken of its own accord, and continue to stage 3 of this quest.

Stage 3: The Hunt

This stage of the quest begins with *The Rising Tide* suddenly being assailed by a ferocious storm. A DC 17 Intelligence (Arcana) check reveals this storm to be magical in nature, and not a natural occurrence. The storm continues to rage throughout the encounter, and only subsides once the deep dweller is defeated.

If *The Rising Tide* is sunk and the characters are defeated or choose to flee, the deep dweller continues attacking any remaining crew for 1d4 rounds before swimming away, taking the storm with it. The condition *The Rising Tide* is in affects the difficulty of this encounter, as detailed on the Condition Table.

Condition Table

Ship Condition Points	Details
+4 to +5	The ship and crew (including characters) gain a +1 bonus to all ability checks, attacks, and damage rolls while aboard, and advantage on Dexterity saving throws.
+2 to +3	The ship gains a +1 bonus to all ability checks, attacks, and damage rolls.
+1 to -1	No effects
-2 to -3	The ship suffers a -1 penalty to all ability checks and attack rolls.
-4 to -5	The ship and crew (including characters) suffer a -1 penalty to all ability checks and attack rolls while on board.

Deep Dweller Tactics

The deep dweller begins the encounter hidden beneath the waves as magical darkness spreads beneath the ship.

Characters can hear the howls of the deep dweller by making a DC 15 Wisdom (Perception) check, revealing its position on a success. If no character notices the deep dweller, it has advantage on its initiative check at the start of the combat.

The deep dweller targets the ship's underbelly first, making tentacle attacks and attempting to grapple it while remaining underwater to mitigate damage from the crew on board. As long as the deep dweller has taken less than 100 damage, it continues to focus its attention on the ship. When it has the ship grappled, it tries to bite its prey. If the bite hits, the deep dweller breaks one of its fangs off, which remains trapped in the ship's hull. Thereafter, the deep dweller only uses its Tentacle attacks and Constrict feature against the ship.

Once it has taken enough damage, it shifts its attention from the ship to the crew. The deep dweller prioritizes its attacks against creatures in the water or in the air. If none are in the water or air, it attacks those on deck at random. Save the captain and the characters, assume any attack which hits a crew member does enough damage to drop them in one hit. Once more than half the crew has been killed in this manner, the deep dweller shifts its focus exclusively to the characters and the ship, which it continues to attack with at least one tentacle each turn.

If the deep dweller is reduced to half its hit points or fewer, it prioritizes using its Psychic Drain as often as it is able.

Characters can attempt to determine the health (or combat ability) of the deep dweller by making a DC 20 Wisdom (Insight) check. On a success, the character knows the deep dweller is one of the following:

198 - 396 hit points/6+ tentacles: Combat Capable

197 - 99 hit points/3 - 5 tentacles: Slightly Weakened

98 or less hit points/2 or less tentacles: Weak and Struggling

If defeated, the deep dweller flees into the depths of the ocean, and doesn't return. Any swallowed creatures that are still alive are vomited out along with a large trail of black, bloody ichor as the deep dweller flees.

Any tentacles severed during the combat remain floating atop the water or on *The Rising Tide's* deck or interior, depending on how and where they were severed.

Stage 4: Completion

Upon defeating the deep dweller, the remaining crew celebrate their victory and begin helping the characters repair the ship and harvest any severed body parts. The crew sails back to Saltmarsh as heroes, and the characters are awarded all harvested material to do with as they wish.

If Captain Tr'alik survived the encounter with the deep dweller, he offers to transport the characters to whatever port they would like, and presents them with free room and board in a tavern of their choosing for 2d6 days once they arrive, as a final display of his gratitude.

If the characters are defeated, the deep dweller swims away in search of more ships to attack. It arrives and attacks the port of Saltmarsh in 5 days, before vanishing into the sea and falling into a deep slumber for another 175 years. The last view the characters see of the deep dweller before it leaves is the storm moving in the direction of Saltmarsh. Whether or not the characters can arrive in time to stop the deep dweller from destroying Saltmarsh, however, is entirely down to you as Dungeon Master.

Notable NPCs and Other Stat Blocks

Name: Captain Tr'alik
Race: High Elf (He/Him)
Alignment: Chaotic neutral
Occupation: Captain of *The Rising Tide*
Stat Block: Pirate (**GoS**, Appendix C: Monsters and NPCs) or **Bandit Captain**
Personality Trait: Stubborn, determined, haunted by memories of the crew he lost, light sleeper, enjoys singing.

Other Stat Blocks In This Quest

A basic map and stat block for *The Rising Tide* is can be found at the end of this chapter.

Other Plot Hooks

Here are a few examples of other plot hooks and bounties you can use to introduce the existence of the deep dweller to your Dungeons & Dragons campaign:

Merchant vessels off the nearby coast have been vanishing for the past few days. The local guard suspects piracy, while many other sailors are blaming the terrible weather.

However, Tila Dimlit, the town's divination wizard, has foreseen a much more terrifying culprit, blaming the mysterious disappearances on a growing darkness which she claims is spreading across the sea at an increasingly rapid pace.

Those wishing to investigate these claims further should speak with Captain Ilimir of the Purple Rose as soon as possible.

Ilimir

Old Spot, the elderly fisherman that frequents the local taverns, keeps rambling on about hearing a cry for help when he's out on his boat. The local guards have gone to check, but returned empty handed, claiming the old man was just going senile. That was a few days ago, and I've not seen Spot since.

Anyone willing to look into his disappearance can find me near the Old Mare on Sleeper's Street. Ask for Jasper.

A young fisherman, down on his luck and drowning his sorrows in cheap ale, staggers over, slamming a hand down on the wooden table in front of you. He holds in his other hand a crumpled piece of parchment he claims he found adrift in a bottle at sea.

Looking the faded writing over, you make out what appears to be the words to an old sea shanty. The young man grins, placing his palm face up towards your face. "Worth a few coin?" He asks, drunkenly.

The Rising Tide

Gargantuan vehicle (80 ft. by 25 ft), unaligned

Creature Capacity 20 crew, 10 passengers
Cargo Capacity 80 tons
Travel Pace 5 miles per hour (120 miles per day)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	17 (+3)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn, the ship can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than twenty crew and only 1 action if it has fewer than ten. It can't take these actions if it has fewer than three crew.

Fire Ballista. The ship fires its ballista.
Fire Mangonel. The ship fires its mangonel.
Move. The ship moves using its sails.

Hull

Armor Class 15
Hit Points 350 (damage threshold 10)

Control: Helm

Armor Class 16
Hit Points 50

Move up to the speed of one of the ship's sails, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

Movement: Sails

Armor Class 12
Hit Points 100; -5 ft. speed per 25 damage taken
Speed (water) 45 ft.; 15 ft. while sailing into the wind; 60 ft. while sailing with the wind

Weapon: Ballista

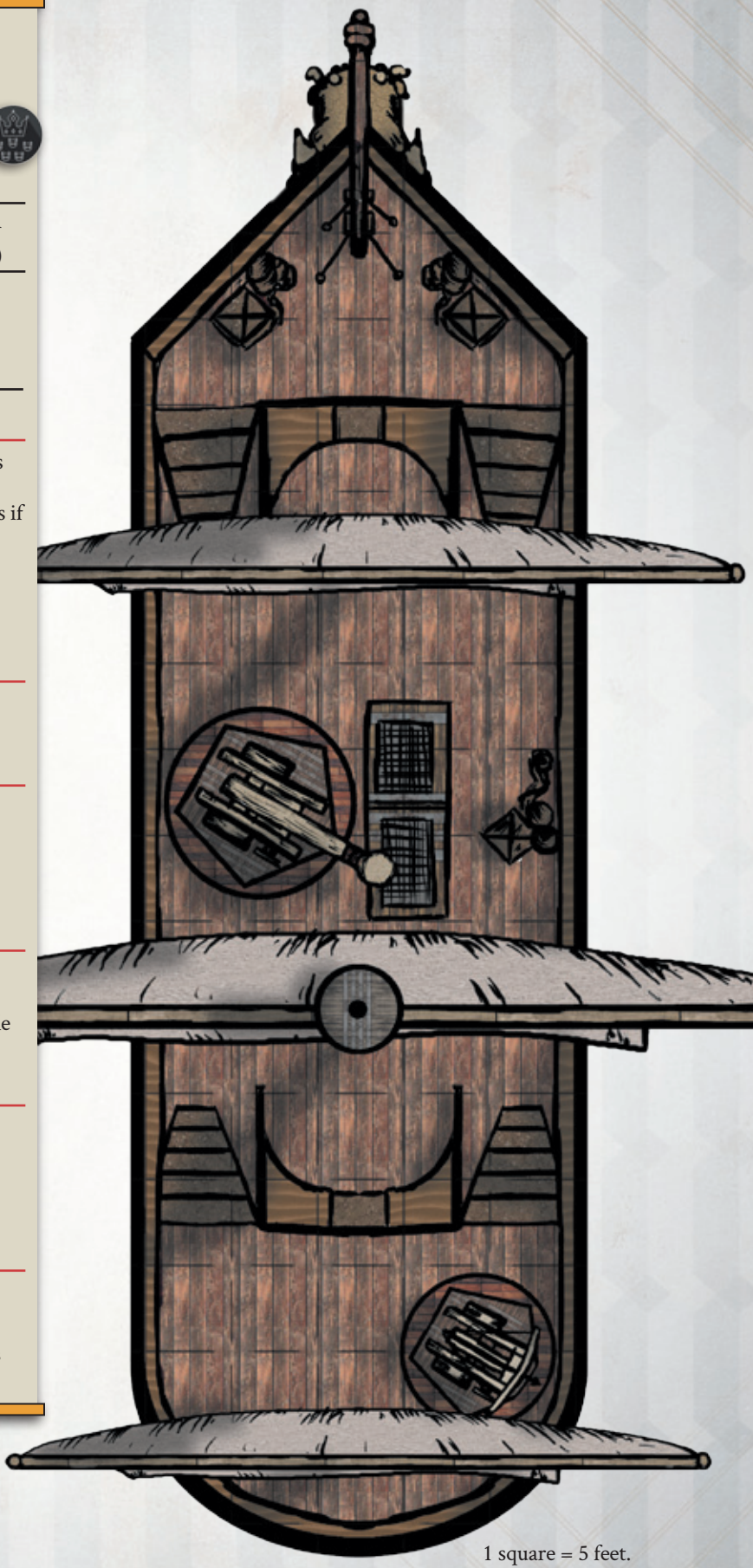
Armor Class 14
Hit Points 30

Ranged weapon attack: +6 to hit, range 120/480 ft., one target.
Hit: 16 (3d10) piercing damage.

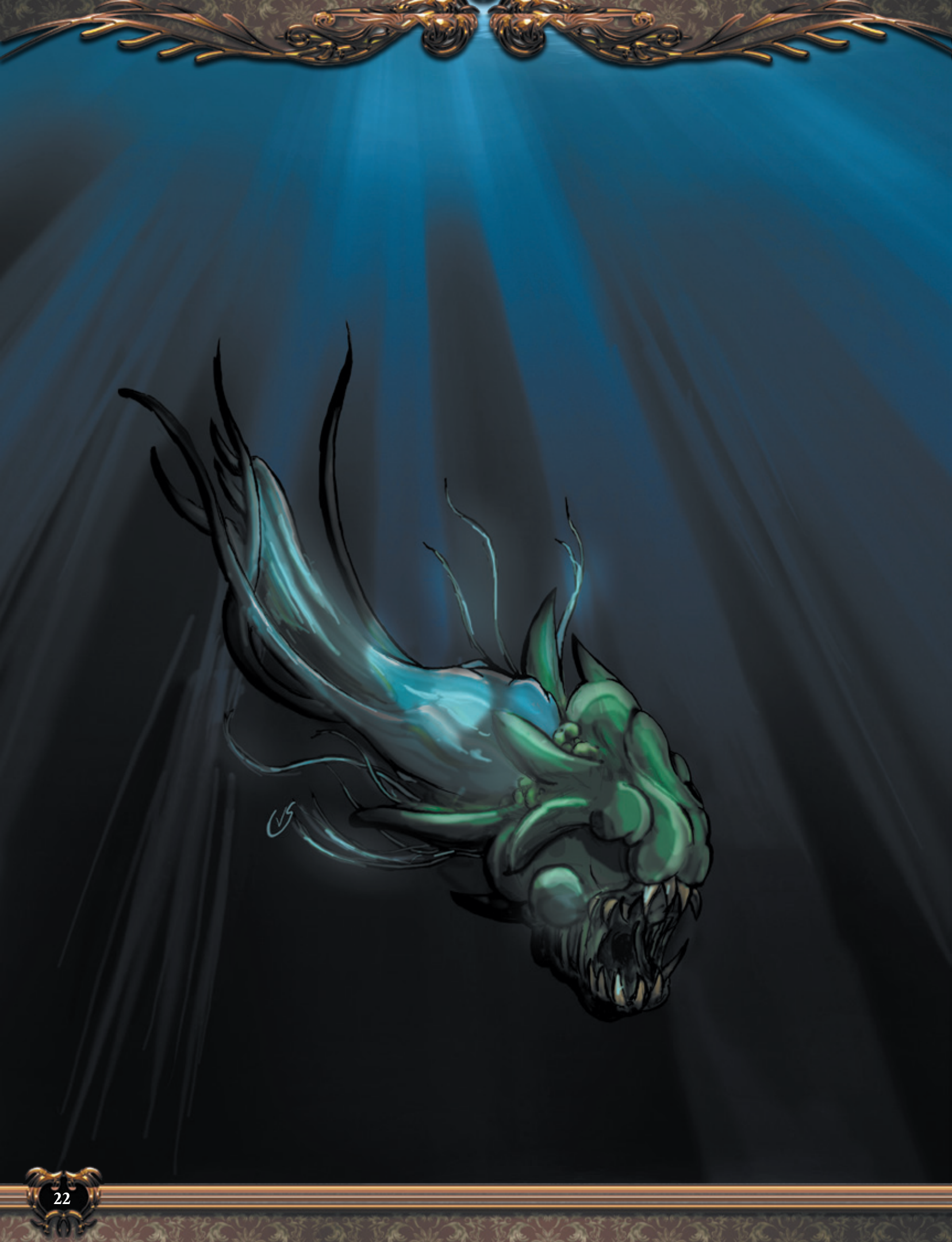
Weapon: Mangonel

Armor Class 15
Hit Points 100

Ranged weapon attack: +5 to hit, range 200/800 ft., (can't hit targets within 60 ft of it), one target. *Hit:* 27 (5d10) bludgeoning damage.



1 square = 5 feet.



Chapter 2: Umbrafang

Umbrafang lurks in swamps and stagnant pools, preying on any creatures unfortunate enough to cross its path. Umbrafang is an incarnation created by the mysterious kuo-toa; fishlike humanoids that once inhabited the shores and islands of the surface world.

Grim Tales and Strange Stories

Umbrafang began as an old wives' tale, a story told to children to keep them away from stagnant water and dangerous swamps. The story told of a fearsome beast which lurked at the water's edge, using its jellyfish-like appendages to lure in unsuspecting children before dragging them under the water, where they were never seen again.

While a grim story, the tales of Umbrafang were simply that, until word of the creature's existence reached the ears of the insane and obsessive kuo-toa. Constantly under attack by villagers and fishermen, the kuo-toa adopted this story into their culture, believing the mysterious creature to bring them protection and safety from those that would do them harm.

Enamoured with the idea of a monstrous protector, the kuo-toa began creating a statue in the creature's likeness; using seaweed for the beast's tentacles, and the remains of a jellyfish for the body. It wasn't long before their religious fervor took hold, transforming their newest creation from a rotting statue into a terrifying underwater predator.

Swamp Lurker and Man-Eater

Umbrafang's diet is broad, encompassing anything small enough to be drowned or attacked; humanoid or otherwise. While the kuo-toa once provided it sustenance through their devout worship, since their disappearance Umbrafang has been left unchecked in the regions surrounding Saltmarsh. Using its innate ability to teleport between bodies of stagnant water, the creature has proven time and again to be a dangerous hunter, capable of striking unseen from even the smallest puddle.

Umbrafang won't ordinarily seek out humanoids to consume, but when the surrounding rural area runs dry from excessive fishing or hunting, it turns its attention to more civilized areas. It quickly finds its way into squalid sewer systems or striking from buckets of motionless water.

Motivations

Umbrafang is a creature born of pure chaos, and seeks only to feed its insatiable hunger by any means necessary. A dog, deer, bear, commoner and shark are all possible targets for consumption in the eyes of Umbrafang. If a creature steps too close to its lair, Umbrafang lunges towards it, choking it into unconsciousness before dragging the limp body through the water and into its pocket plane to feed on it later.

While extremely aggressive, Umbrafang rarely humanoids, and avoids towns or villages unless provoked.

Umbrafang's Lair

Umbrafang resides in its own personal pocket plane, filled with stagnant water and littered with offal and the fleshless bones of its victims. Umbrafang can reach out and travel from this pocket plane to the Material Plane by means of water - borne teleportation. When hunting, Umbrafang selects a large body of water, often a swamp or still lake, to use as a temporary lair.

The lair becomes acrid and stagnant, and any fish or other habitants within it either die or flee. The air around the lair becomes noxious and thick, and a visible layer of smog can be seen drifting across its surface.

This lair remains for as long as Umbrafang is hunting in the area, and grants it access to any bodies of water within 5 miles, regardless of whether they are connected or not. When underwater, Umbrafang can see the surface of all bodies of water within 5 miles of its lair simultaneously, and can choose to breach the surface of any one of them, provided that water's surface is stagnant or undisturbed.

If Umbrafang's lair were located in a large lake in the middle of a busy city, it could breach the surface through a bowl of murky water left in a commoner's back garden, attack, and drag them back into the lake using the bowl of water as the connecting passageway. A creature can only pass through this passageway if it is touching Umbrafang, otherwise it fails. If the target creature stops touching Umbrafang when half in the water, it is expelled back out in the same direction from which it entered.

Lair Actions

On initiative count 20 (losing initiative ties), Umbrafang takes a lair action to cause one of the following magical effects:

- Umbrafang creates fog on the surface of the lair as though it had cast the *stinking cloud* spell. The fog lasts until initiative 20 on the next round.
- The water in the lair becomes toxic and thick like tar. It remains this way until initiative count 20 on the next round. For the duration, movement in the water is considered difficult terrain for all creatures other than Umbrafang, and each creature in the water must succeed on a DC 13 Constitution saving throw or suffer 7 (2d6) poison damage and become poisoned until the end of its turn.
- The ground surrounding the lair becomes a dense bog. Creatures that start their turn within 10 feet of the lair or move within range during their turn must succeed on a DC 13 Dexterity saving throw or fall prone and become incapacitated until the end of its next turn.

Regional Effects

The region surrounding Umbrafang's lair is warped by the creature's presence, creating one the following magical effects:

- The vegetation within 1 mile of the lair is rotten and decomposed, and gives off a smell of decaying fish.
- Any water within 5 miles of the lair that is in a container more than 2 inches deep (including, but not limited to: buckets, bowls, puddles, toilets, mugs, steins, man-made ponds, and lakes) turns a dull shade of muddy brown. The water is safe to drink but tastes of raw fish, and becomes clear when poured or disturbed. It goes back to a muddy brown when it settles.
- When spending more than ten minutes looking at a reflection in water within 5 miles of the lair, there is a 50% chance to get a sudden glimpse of Umbrafang. This glimpse lasts for 1 round. As long as it isn't incapacitated, Umbrafang always knows when a creature glimpses it in this way, and knows the exact location of the body of water used.

If Umbrafang dies, vegetation returns to normal over the course of 1d4 days. The other effects end immediately.

Lesser And Greater Variants

Umbrafang has two versions: a lesser variant and a greater variant. This is to allow Umbrafang to be introduced in two different difficulty stages. If your adventuring party are all level 3, a lesser Umbrafang would be a perfect legendary creature to encounter. If your party are level 5 or 6, then a greater Umbrafang would prove a much more balanced and challenging encounter. The items a character can craft from the defeated
Umbrafang's harvested parts depend on the variant.

Size Comparison Chart

Below is a visual guide to give the Dungeon Master an idea of the size of Umbrafang, in comparison to a traditional sailing ship (30 crew), shark, and human of average height.

Drawing Out Umbrafang

Umbrafang can be drawn out by digging a pit 5 feet wide by 10 feet deep in a swamp or other muddy area, and filling it with rainwater and severed fish heads. Runic symbols must then be carved into the surroundings, warding the pit from outside interference and accelerating the water's stagnation. Then the area must be left untouched for 8 hours, after which time Umbrafang is drawn to the region in search of food.

While Umbrafang might appear in the pit itself, it is more likely to appear in a lake or other large body of fresh water and establish a lair there. This is usually within 5 or 6 miles of the area in which it was summoned. Umbrafang can remain in the region indefinitely, provided there is ample food and water for it to travel around in.

The Umbrafang Sea Shanty

Sailors who have previously encountered kuo-toa learned of a strange shanty the fishlike humanoids used to sing whenever they felt threatened. The shanty directly refers to Umbrafang, and is spoken and written in Undercommon. Those well versed in the Undercommon dialect can speak the shanty to gain a brief favour or trust from the kuo-toa, or to gleam more information on how Umbrafang could be summoned and 'appeased'. Translated in Common, the shanty reads as follows:

"Here we sit on waters gold
Here we hunt in seas of old
Here we see strange figures come
One by one, with spear and drum
Here we run from creatures tall
Into shadows, safe and small
Here we pray and here we howl
Calling for a god that prowls
A beast that seeks, a beast that reeks
A beast that makes the tall ones shriek
It lives in their bowls, their cups and bogs
It strikes their cattle, sheep and hogs
It eats their spawn, bones and all
Crunches, chomps, big and small
Call it we do, when cold and scared
Flood the ground, see it prepared
Wait, wait for the runes and marks
Sit still, be quiet! Wait like sharks
For the beast to appear, hungry and bold
And watch it find a home in the cold
Watch it lure the creatures tall
Watch them cry, fight and fall
Cackle and cheer, and let it be sang
The revenge song of songs
Our Umbrafang!"

Umbrafang (Greater)

Huge aberration, chaotic evil

Armor Class 18 (natural armor)
Hit Points 158 (15d12 + 60)
Speed 5 ft., swim 50 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	19 (+4)	14 (+2)	20 (+5)	15 (+2)

Saving Throws Str +8, Dex +8
Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses blindsight 60 ft., passive Perception 15
Languages —
Challenge 12 (8, 400 XP)

Amphibious. Umbrafang can breathe air and water.

Creature of Legend. Umbrafang is a unique creature of legend. Its weapon attacks are magical, and it has advantage on saving throws against spells and other magical effects.

Freedom of Movement. When in water, Umbrafang ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (2/Day). If Umbrafang fails a saving throw, it can choose to succeed instead.

Toxic Aura. At the start of Umbrafang's turns, each creature within 5 feet of it takes 3 (1d6) poison damage. A creature that touches Umbrafang or hits it with a melee attack while within 5 feet of it takes 3 (1d6) poison damage.

Stagnant Protection. Umbrafang has advantage on Dexterity (Stealth) checks when in stagnant or still water. In addition, when underwater, it has a +2 bonus to its AC against attacks originating from out of or above water.

Powerful Swimmer. Umbrafang can move at full speed when grappling a single target, and half speed when grappling up to three separate targets. Targets are pulled along by Umbrafang as it moves, and remain within 15 feet of it at all times.

Actions

Multiattack. Umbrafang makes three tentacle attacks. It can replace one tentacle attack with a single use of Bite.

Bite. *Melee weapon attack:* +8 to hit, reach 5ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a Large or smaller creature grappled by Umbrafang, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Umbrafang and it takes 7 (2d6) acid damage at the start of each of Umbrafang's turns. Umbrafang can only have one target swallowed at a time. If Umbrafang dies, a swallowed creature is no longer restrained and can escape from the corpse using 5 feet of movement.

Tentacle. *Melee weapon attack:* +8 to hit, reach 15 ft., one target. *Hit:* 7 (2d6 + 4) bludgeoning damage and 3 (1d6) poison damage. If the target is Large or smaller it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and Umbrafang can't use that tentacle on another target.

Umbrafang has 6 tentacles. Each can be used to grapple a different target.

Toxic Mucus (Out of Water Only, Recharge 5 - 6). Umbrafang releases globules of sticky mucus from bulbous glands across its body, which scatter out from it in a 10-foot radius sphere. The mucus remains on the ground for 1 minute, or until washed away by 5 or more gallons of fresh water. A creature that starts its turn in the area or moves within the area for the first time on its turn must succeed on a DC 15 Strength saving throw or be restrained by the mucus for 1 minute. A restrained creature can attempt this saving throw again at the end of each of its turns, ending the effect on itself on a success.

Acidic Spittle (Recharge 5 - 6). Umbrafang vomits up a corrosive spittle in a 5-foot-wide, 30-foot-long line. Creatures caught in the line must succeed on a DC 16 Dexterity saving throw or take 21 (6d6) acid damage.

If a creature who is wearing nonmagical armor fails this saving throw, the armor takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

If Umbrafang uses this ability while it has a creature swallowed, the creature is vomited up along with the spittle, taking 10 (3d6) acid damage and landing prone at the end of the 30-foot line. If the creature is wearing nonmagical armor, the AC it offers is immediately and permanently reduced by 1. If this would place the vomited creature in a space already occupied by another creature, the occupying creature must succeed on a DC 15 Dexterity throw or be pushed 5 feet and knocked prone. On a successful save, the creature isn't knocked prone.

Legendary Actions

Umbrafang 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. Umbrafang regains spent legendary actions at the start of its turn.

Tentacle Attack. Umbrafang makes a tentacle attack.
Fish's Flurry. Umbrafang moves up to half its movement speed without provoking opportunity attacks.
Digestion Glands (Costs 2 Actions). Umbrafang recharges either its Acidic Spittle or Toxic Mucus

Umbrafang (Lesser)

Huge aberration, chaotic evil

Armor Class 14 (natural armor)
Hit Points 85 (9d12 + 27)
Speed 5 ft., swim 40 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	12 (+1)	16 (+3)	13 (+1)

Saving Throws Str +6, Dex +4
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses blindsight 60 ft., passive Perception 15
Languages —
Challenge 3 (700 XP)

Amphibious. Umbrafang can breathe air and water.

Creature of Legend. Umbrafang is a unique creature of legend. Its weapon attacks are magical, and it has advantage on saving throws against spells and other magical effects.

Freedom of Movement. When in water, Umbrafang ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Toxic Aura. At the start of Umbrafang's turns, each creature within 5 feet of it takes 2 (1d4) poison damage.

Stagnant Protection. Umbrafang has advantage on Dexterity (Stealth) checks when in stagnant or still water. In addition, when underwater, it has a +2 bonus to its AC against attacks originating from out of or above water.

Powerful Swimmer. Umbrafang can move at full speed when grappling a single target. A target is pulled along by Umbrafang as it moves, and remain within 15 feet of it at all times.

Actions

Multiattack. Umbrafang makes two tentacle attacks, one of which it can replace with one use of Bite.

Bite. *Melee weapon attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (1d8 + 3) piercing damage. If the target is a Large or smaller creature grappled by Umbrafang, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Umbrafang and it takes 3 (1d6) acid damage at the start of each of Umbrafang's turns. Umbrafang can only have one target swallowed at a time. If Umbrafang dies, a swallowed creature is no longer restrained and can escape from the corpse using 5 feet of movement.

Tentacle. *Melee weapon attack:* +5 to hit, reach 15 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and Umbrafang can't use that tentacle on another target.

Umbrafang has 6 tentacles. Each can be used to grapple a different target.

Toxic Mucus (Out of Water Only, Recharge 5 - 6). Umbrafang releases globules of sticky mucus from bulbous glands across its body, which scatter out from it in a 10-foot radius sphere. The mucus remains on the ground for 1 minute, or until washed away by 5 or more gallons of fresh water. A creature that starts its turn in the area or moves within the area for the first time on its turn must succeed on a DC 13 Strength saving throw or be restrained by the mucus for 1 minute. A restrained creature can attempt this saving throw again at the end of each of its turns, ending the effect on itself on a success.

Acidic Spittle (Recharge 5 - 6). Umbrafang vomits out a corrosive spittle in a 5-foot-wide, 30-foot-long line. Creatures caught in the line must succeed on a DC 13 Dexterity saving throw or take 10 (3d6) acid damage.

If a creature who is wearing nonmagical armor fails this saving throw, the armor takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

If Umbrafang uses this ability while it has a creature swallowed, the creature is vomited up along with the spittle, taking 3 (1d6) acid damage and landing prone at the end of the 30-foot line. If the creature is wearing nonmagical armor, the AC it offers is immediately and permanently reduced by 1. If this would place the vomited creature in a space already occupied by another creature, the occupying creature must succeed on a DC 13 Dexterity throw or be pushed 5 feet and knocked prone. On a successful save, the creature isn't knocked prone.

Legendary Actions

Umbrafang can take 1 legendary action, 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. Umbrafang regains spent legendary actions at the start of its turn.

Tentacle Attack. Umbrafang makes a tentacle attack.
Fish's Flurry. Umbrafang moves up to half its movement speed without provoking opportunity attacks.

Harvesting Table

Body Part	Harvest DC	Items Available to Craft	Item Crafting Requirements	Crafting DC and Time Taken
Umbrafang Tentacle (4d6 pieces)	DC 13 Wisdom (Survival) Salted storage barrel (*Max of 3 pieces per barrel*)	Umbra Whip (*2 pieces required*) Refractive Rope (*10 ft per pieces used, max of 60 ft.*)	***Smith's tools:*** All items	***Umbra Whip:*** DC 14 Strength (Athletics) 5 Hours ***Refractive Rope:*** DC 15 Intelligence (Arcana) 2 Hours per 10 ft created.
Umbrafang Flesh (2d10 pieces)	DC 13 Wisdom (Survival) Salted storage barrel (*Max of 8 pieces per barrel*)	Umbra Mantle (*4 pieces required*) Umbrafang Tunic (*3 pieces required*) Umbrafang Jerky (*2 pieces per pack*)	***Leatherworker's Tools:*** Umbra Mantle Umbrafang Tunic ***Cook's Utensils:*** Umbrafang Jerky	***Umbra Mantle:*** DC 15 Intelligence (Arcana) 8 Hours ***Umbrafang Tunic:*** DC 15 Dexterity (Sleight of Hand) 4 Hours ***Umbrafang Jerky:*** DC 14 Wisdom (Survival) 8 Hours per pack
Umbrafang Poison Gland (1d10 glands)	DC 14 Intelligence (Nature) DC 16 Dexterity (Sleight of Hand) An empty jar, sealed with wax once filled. (*Max of 1 gland per jar*)	Concentrated Anti-Venom (*2 glands required per vial created*) Umbrafang Poison (*3 glands required per vial created*)	***Alchemist's Supplies:*** Concentrated Anti-Venom ***Poisoner's Kit:*** Umbrafang Poison	***Concentrated Anti-Venom:*** DC 16 Wisdom (Medicine) 6 Hours per vial ***Umbrafang Poison:*** DC 16 Intelligence (Arcana) 8 Hours per vial
Umbrafang Tooth (2d8 teeth)	DC 13 Wisdom (Survival)	Umbrafang Kyoketsu (*3 teeth and 10 feet of chain required*) Umbra Arrowheads (set of 10) (*5 teeth required*) Longfang Blowgun (*2 teeth required*) Umbrahead Darts (set of 30) (*10 teeth required*)	***Smith's Tools:*** All items ***Tinker's Tools:*** Umbrafang Kyoketsu	***Umbrafang Kyoketsu*** DC 13 Dexterity (Sleight of Hand) and Intelligence (Tinker) 4 Hours ***Umbra Arrowheads*** DC 13 Dexterity (Sleight of Hand) 4 Hours ***Longfang Blowgun:*** DC 14 Dexterity (Sleight of Hand) 3 Hours ***Umbrahead Darts:*** DC 13 Dexterity (Sleight of Hand) 4 Hours
Umbrafang Blood (1d10 samples)	DC 15 Intelligence (Arcana) Empty glass vials (*Max of 1 sample of blood per vial*)	Umbra's Resilience (*1 vial required*) Frostburn Potion (*2 vials required*)	***Alchemist's Supplies:*** Umbra's Resilience ***Herbalism Kit:*** Frostburn Potion	***Umbra's Resilience:*** DC 16 Intelligence (Arcana) 6 Hours per vial ***Frostburn Potion:*** DC 16 Intelligence (Arcana) 6 Hours per vial

Harvesting Umbrafang Parts

Umbrafang has six tentacles it uses to grapple and drown its prey by dragging them underwater. These tentacles can be harvested upon Umbrafang's death, along with its various poison glands, teeth and porous flesh. An adventurer removing poison glands must do so with extreme caution, as failure can result in a sudden shower of toxic chemicals.

The Harvest Table details the requirements for harvesting each body part, including the harvest DC, crafting DC, and resulting weapon or item the body part can be turned into.

Failing To Harvest A Poison Gland

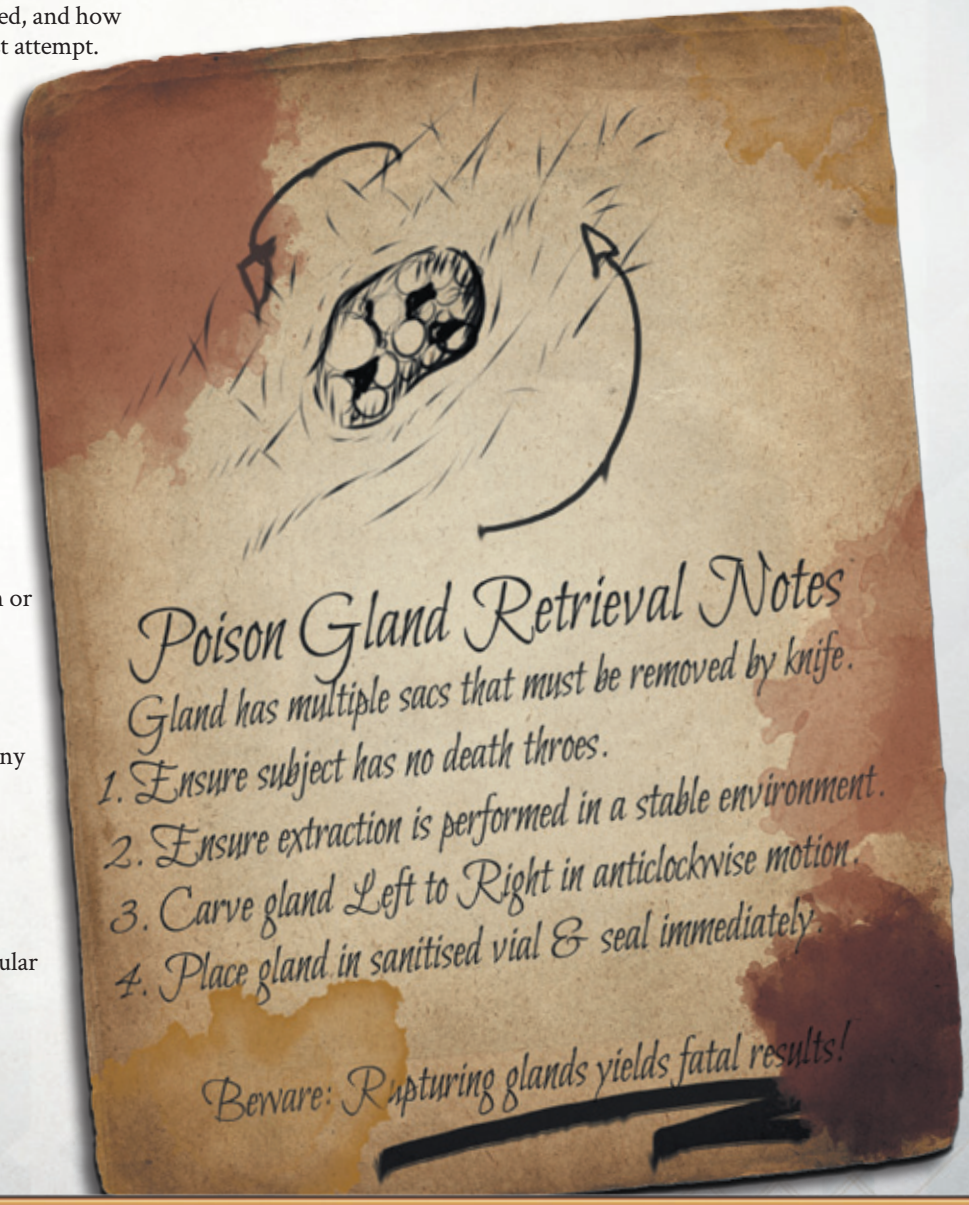
Harvesting poison glans from Umbrafang can be hazardous for one's health. Should a character fail an ability check to harvest an Umbrafang poison gland by 5 or more, the gland ruptures, exploding out in a 10-foot radius sphere. Creatures caught in the sphere's area must make a DC 13 Constitution saving throw. A creature takes 10 (3d6) poison damage and becomes poisoned for 1 hour on a failed saving throw, or takes half as much damage and isn't poisoned on a successful one.

Table Guide:

- **Body Part:** The part of the body that is being harvested, and how many pieces may be obtained from a successful harvest attempt.
- **Harvest DC:** This details the ability check and DC required to successfully harvest the chosen part and any storage requirements the part has. Each body part may only be successfully harvested once, unless specified otherwise, after which the body part is destroyed. If a creature fails the harvesting check by 5 or more, the body part is also destroyed, and can't be harvested again.

  If harvesting a body part requires two or more checks, the checks can be performed by any creatures involved in the harvesting. A ranger, for example, might decide to join in on the harvesting by making the required Wisdom (Survival) check, leaving the Dexterity (Sleight of Hand) check to the rogue. Other characters can take the Help action to grant the harvesting characters advantage on the aforementioned checks.
- **Items Available to Craft:** This column lists the item or items that may be crafted from harvested creature parts. You can only produce one of the listed items with each crafting attempt. The crafted item's properties are detailed at the end of the chapter.
- **Item Crafting Requirements:** This section details any requirements that must be met to turn the harvested body part into an item. Harvested pieces that note a storage requirement (such as a vial or barrel of salt) must be placed in their respective containers immediately after being harvested, and should remain in the container until used in crafting. A harvested piece degrades over time when not placed in its particular container or being used for crafting. Each piece can remain outside of a container for a maximum of 1d4 hours (ignoring crafting times) before succumbing to rot. A rotten piece can't be crafted. If an item is listed under two or more tools, proficiency in and access to both sets of tools are required, though these proficiencies can be shared over multiple characters. For example, one character could take part in the crafting and have proficiency in one set of tools, and another character could also take part in the crafting and provide the proficiency needed for the other set of tools.
- **Crafting DC:** The ability check and DC that must be met to successfully craft an item, and the time required to do so. If this check is failed by 5 or more, the harvested pieces used are destroyed in the crafting process.

  If crafting an item requires two or more checks, the checks can be performed by any creatures taking part in the crafting of the item. A barbarian, for example, might decide to make the required Strength (Athletics) check, leaving the Intelligence (Arcana) check to the wizard. Other characters can take the Help action to grant the crafting characters advantage on the aforementioned checks.



Crafted Items

The crafted items listed below are in alphabetical order.

Some items on this list can only be crafted by using materials harvested from either the greater or lesser Umbrafang respectively. The items properties change depending on which version of the creature it is crafted from, with the lesser properties displayed by default and the upgraded greater properties shown atop the description. Each item lists its school of magic, should it be the target of *detect magic* or similar spells.

Concentrated Anti-Venom

Potion, rare

Greater Properties: Duration increases from 1 hour to 8.
School of Magic: Abjuration

This pale, sickly silver liquid glows when held in bright light. When you drink this potion, it instantly cures the poisoned condition. In addition, you become immune to poison damage and the poisoned condition from all sources for 1 hour.

Frostburn Potion

Potion, uncommon

Greater Properties: Damage increases to 2d6, and you have advantage on Strength (Athletics) checks made to grapple.
School of Magic: Enchantment

When you drink this potion, you gain resistance to cold damage for 1 hour. For the duration, your breath crystallizes as you exhale, and the whites of your eyes become an icy blue. If you are grappling or being grappled by a creature, that creature takes 1d6 cold damage at the start of each of your turns.

Longfang Blowgun

Weapon (blowgun), uncommon

Greater Properties: Has +2 bonus to attack and damage rolls.
School of Magic: Evocation

This is a long, thin blowgun, carved from one of Umbrafang's teeth. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, you can use your action to cause the blowgun to emit a shrill, iconic whistle, audible out to 300 feet.

Refractive Rope

Wondrous item, rare

Greater Properties: Save DC increases to 18.
School of Magic: Transmutation

This stretch of thin, sinewy rope is crafted from one of Umbrafang's many tentacles. The rope is 60 feet long, weighs no more than 1 pound, and can withstand up to 500 pounds of stress or force. A creature bound in the rope can escape by making a DC 15 Dexterity (Acrobatics) check, or by destroying the rope.

The rope has AC 20 and 20 hit points. When submerged in water, it becomes invisible, is immune to all damage, and can withstand up to 1,500 pounds of stress or force instead. The rope regains 1 hit point every minute as long as it has 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Umbra Arrowhead

Weapon (arrow), uncommon

Greater Properties: Grants +2 bonus to the attack roll.
School of Magic: Evocation

This smooth arrowhead is carved from a tooth of Umbrafang, and retains a small fragment of its magical power. You have a +1 bonus to attack rolls made with this piece of magic ammunition, and deal an additional 1d6 piercing damage on a hit. Once it hits a target, the ammunition is no longer magical.

Umbra Mantle

Wondrous item, rare

Greater Properties: Swim speed increases to 50 feet.
School of Magic: Abjuration

This thin leather garment is made from the skin of Umbrafang. It sits atop the shoulders and drifts gently to and fro as if suspended underwater. While you are wearing this mantle, you gain a swimming speed of 30 feet. Additionally, while the mantle is wet your movement is unaffected by difficult terrain, and spells and magical effects can't reduce your speed or cause you to be paralyzed or restrained. When not submerged in water, the mantle dries completely in 1 minute.

Umbra Whip

Weapon (whip), rare

Greater Properties: Escape DC increases to 18, and the whip can be used to grapple creatures of size Large or smaller.
School of Magic: Transmutation

This is a tightly wound whip, created from one of Umbrafang's tentacles. The whip is a pale, translucent blue, and always feels damp to the touch. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, it has a reach of 15 feet.

As an action you can activate the whip and make a melee attack against a creature within reach. On a hit, if the creature is medium or smaller, the whip wraps itself around the creature, grappling it for 1 minute. The grappled target is restrained, and can attempt to break free by making a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check at the end of each of its turns. While grappling a creature, the whip can't be used to make attacks. Once this feature has been used, it can't be used again until the next dawn.

Umbra's Resilience

Potion, rare (greater Umbrafang only)

School of Magic: Abjuration

When you drink this potion, you gain resistance to nonmagical bludgeoning, piercing and slashing damage for 1 hour. The potion has a thick, jelly like consistency, and tastes like raw fish when consumed.

Umbrafang Jerky

Wondrous item, rare

Greater Properties: Constitution save DC increases to 15.
School of Magic: Transmutation

Dried and seasoned meat, carved from the body of Umbrafang, and packed tightly together in a bay leaf pouch. Eating a piece of this jerky counts as consuming a full day's worth of rations.

Each pack contains 3 pieces of Umbrafang jerky. The jerky remains edible for up to 40 days if re-packed in the bay leaf pouch. If

exposed to water, the jerky becomes poisonous to any creature that consumes it.

A creature that eats a piece of poisoned jerky must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour.

Umbrafang Kyoketsu

Weapon (dagger), rare

Greater Properties: Grants +2 bonus, instead of +1.
School of Magic: Enchantment

A sharpened dagger, carved from teeth harvested from Umbrafang and welded to a long metal chain. You gain a +1 bonus to attack and damage rolls made with this magic weapon. It has the properties reach and two-handed, and can be used as a monk weapon.

Additionally, it can be used as a grappling hook. It grants you a +1 bonus to Strength (Athletic) and Dexterity (Acrobatics) checks made to climb or navigate vertical obstacles and terrain.

Umbrafang Poison

Potion, rare

Greater Properties: Constitution save DC increases to 15.
School of Magic: Necromancy

This is a particularly potent toxin, taking from the poison glands of Umbrafang. An *identify* spell doesn't reveal this poison's true nature. Instead, it looks, smells and tastes like a *Potion of Healing.*

If you drink this potion, you take 5d6 poison damage, and must succeed on a DC 13 Constitution saving throw or be poisoned. While poisoned in this way, you are incapacitated, and spend your turns hacking, coughing and retching. At the start of each of your turns, you take an additional 3d6 poison damage. You can attempt the saving throw again at the end of each of your turns. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poisoned condition ends when the damage it deals decreases to 0.

Umbrafang Tunic

Armor (studded leather), rare

Greater Properties: Grants a +1 bonus to AC.
School of Magic: Abjuration

This sleek scaled leather is made from the hide of Umbrafang. While you wear it, you have resistance to poison damage, and advantage on saving throws against being poisoned.

Additionally, the armor is completely waterproof, and dries within 1 minute when not submerged in water.

Umbrahead Dart

Weapon (dart), common

Greater Properties: Piercing damage increases to 2d4.
School of Magic: Evocation

A glistening bone dart, created from Umbrafang's jagged maw. This dart deals an additional 1d4 piercing damage on a hit. Once it hits a target, the dart is no longer magical.

Selling Harvested Materials

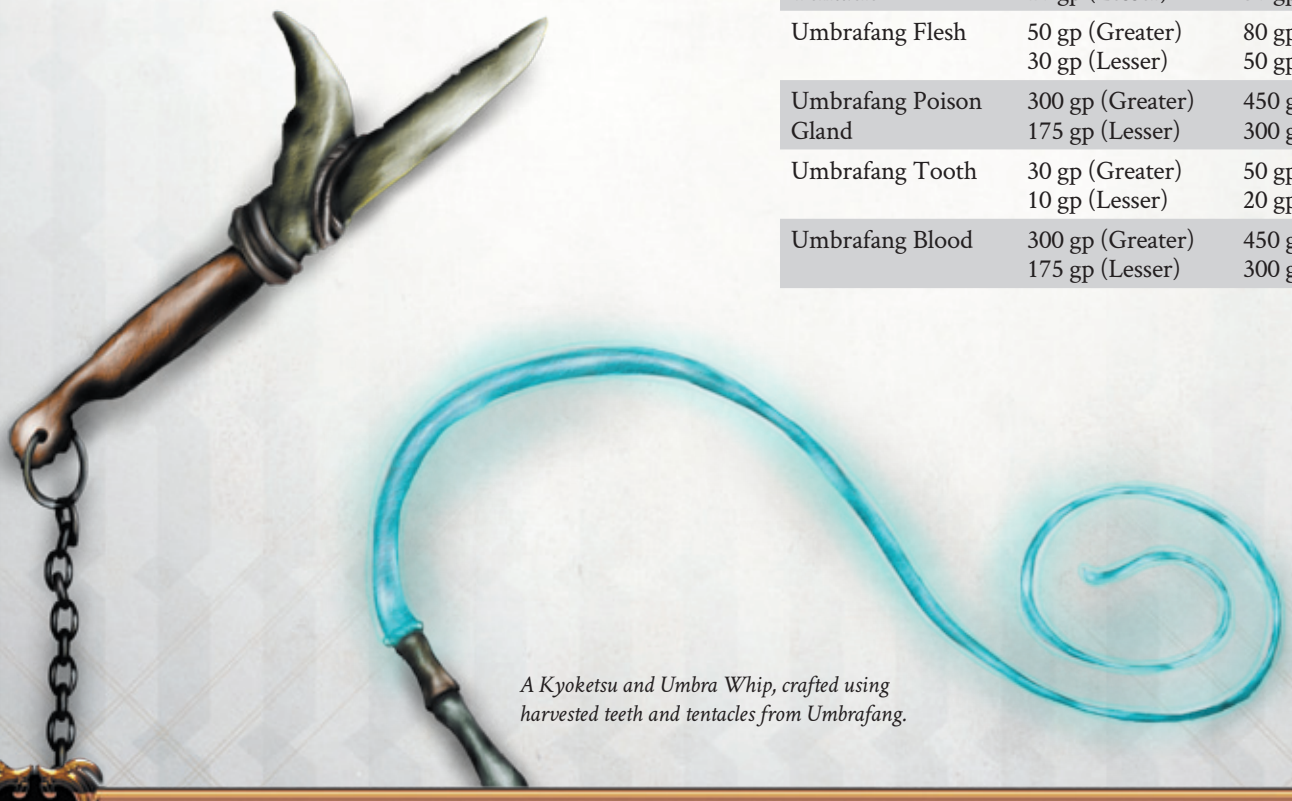
Materials harvested from Umbrafang can be sold to interested third parties, such as collectors, arcane scholars or nobility. Items can also be sold to criminal black-market dealers at an increased price, should the character have a criminal contact or background.

The Harvest Value table details average sale guidelines for a piece of each material type.

Costs may fluctuate based on your campaign's economy, sale location, or per trader, at the discretion of the Dungeon Master.

Harvest Value Table

Material Name	Sale Price	Black Market Price
Umbrafang Tentacle	50 gp (Greater) 10 gp (Lesser)	75 gp (Greater) 30 gp (Lesser)
Umbrafang Flesh	50 gp (Greater) 30 gp (Lesser)	80 gp (Greater) 50 gp (Lesser)
Umbrafang Poison Gland	300 gp (Greater) 175 gp (Lesser)	450 gp (Greater) 300 gp (Lesser)
Umbrafang Tooth	30 gp (Greater) 10 gp (Lesser)	50 gp (Greater) 20 gp (Lesser)
Umbrafang Blood	300 gp (Greater) 175 gp (Lesser)	450 gp (Greater) 300 gp (Lesser)



A Kyoketsu and Umbra Whip, crafted using harvested teeth and tentacles from Umbrafang.

A Waterborne Watcher

Recommended Character Level: 5 - 6 (Greater) 1 - 2 (Lesser)
Minimum Equipment Required: Basic weaponry and equipment.
Recommended Equipment Required: A large rowboat (**GoS**, Appendix A: Of Ships and the Sea), and at least one magical weapon (if facing the greater version of Umbrafang).
Party Size: 4 - 6
Difficulty: Deadly (4), Hard/Medium (6)
Quest Creature: Umbrafang

Quest overview

All across Saltmarsh, villagers are mysteriously disappearing. The Saltmarsh guards are at their wit's end, and have no leads. The disappearances have been considered linked, but the guards cannot find a pattern to connect those that have vanished. All across the town, there are increasing reports of livestock and pets also going missing. The guards have now turned to local adventurers for help, offering a small keelboat as reward for their efforts.

Important Quest Notes

This quest provides a basic battle map for Umbrafang's current lair, located in the swampy outskirts of Saltmarsh. NPC and ship stat blocks for this quest are located in the Monster Manual and Ghosts of Saltmarsh supplements, and detailed at the end of the quest.

Below are a list of villagers who have been reported as missing you can use to flesh out the intrigue of this hunt.

Name	Age	Days Missing Since Reported
Alliette Barrow	40	5 days
Dredge Luckton	35	4 days
Harriet Willowleaf	60	7 days
Jungen Foxglove	24	8 days
Ungid Fletcher	55	7 days
Markus Bladeborne	22	4 days
Jeremia Winglet	28	3 days
Amber Leaftoad	80	2 days

Stage 1: Meeting the NPCs

The characters are introduced to Eda Oweland, who explains the situation of missing persons in Saltmarsh. She reveals to the characters that the most recent disappearance took place inside the Wicker Goat, the oldest tavern in Saltmarsh. Eda goes on to explain that a man by the name of Hild Vandebue got into a bar fight a few nights ago, only to stagger into the toilets to wash his face and never came back out. The guards have searched high and low for him, but to no avail. She believes magical interference might be to blame, but doesn't know what.

Eda asks the characters to investigate the Wicker Goat further and see if they can find something the guards might have missed. If the characters succeed in solving the mystery, Oweland rewards them for their efforts with a battered but reliable keelboat, named *The Waveskipper.*

Stage 2: Exploration

Upon arriving at the Wicker Goat, the characters find it busy as usual with dwarven miners and town guard. The characters are taken into the back room by Lankus Kurrid, the tavern's owner, and allowed to investigate the area where Vandebue supposedly went missing. Lankus has gathered the following information from patrons that were in his tavern that night. He shares this information willingly to the characters should they ask for it, but otherwise leaves them to their own devices:

- ***The Bathrooms Had Recently Been Cleaned.***
  "Those rooms were filthy. I'd wanted to get them cleaned a few night's prior, but the cleaner could only arrive today. I'll have to get them back in again though - the water's going brown!"
- ***The Bar Fight.***
  "Honestly, we have one every other night in here. There's not much surprise about it. Though I reckon someone might've been using magic spells this time around, because when the scrapping died down, I could swear the place smelled like stagnant water."
- ***Faces In The Ale.***
  "Sure, there's a lot of weird stuff that goes on around here. I've seen my fair share of it. But there was something last night that drunken idiot said that's still sticking with me today: He said there was a face in his ale. I've checked the mug he was using, and checked my barrels. There's nothing living in 'em, I can assure you that!"

The characters can make a DC 15 Intelligence (History) check to see if any of what Kurrid tells them sounds familiar. On a successful check, it is revealed the most likely culprit is some form of magical aquatic creature, known as Umbrafang.

If the characters don't speak with Kurrid about what happened, fail the history check, or wish to investigate further to confirm the theory of Umbrafang, they can perform one of the following ability checks. Each ability check takes between 10 and 20 minutes to complete.

- ***Check The Stall (DC 14 Wisdom (Perception) check).*** The character checks the toilet stalls for any sign of damage. On a success, the character notices a bloodstain on the floor, created from a hand scrabbling for grip.
- ***Check For Magic (DC 14 Intelligence (Arcana) check).*** The character checks the surrounding area for magical signs or wards. This check automatically succeeds if a character casts *detect magic.* Residual magic can be detected in pools of water deeper than 2 inches. The magic originates from the school of conjuration, and appears to be Planar in nature.
- ***Reconstruct Scene (DC 13 Charisma (Performance) check).*** The character re-enacts various possible scenes of escape, coming to the conclusion that there was no possible way for the victim to have left the facilities by any other means than the front door, unless they had access to teleportation magic.
- ***Watch The Water.*** The character spends ten or more minutes watching water in a bowl, sink, or other container, triggering the regional effect which briefly reveals Umbrafang to the character, and vice versa.
- ***Question the Guards (DC 13 Charisma (Persuasion) check.*** The character spends 1 hour talking to the guards about the missing villagers. The guards reveal that each villager was alone when they went missing and there was muddy water present at the scene of each disappearance, though they considered the water a coincidence, as there was no other evidence to suggest it was linked

to the victim.

After making one or more of these checks, characters can make a DC 14 Intelligence (History) check to determine what kind of creature could be responsible for the disappearances. A successful check reveals Umbrafang to be responsible. If the check succeeds by 5 or more, the character learns the lore surrounding its lair, including regional effects. Each completed ability check from the lists above reduces this check's DC by 1.

Once characters have identified Umbrafang as the culprit, they can begin to track it by making a DC 14 Wisdom (Survival), or Intelligence (Nature) check. On a success, a character discerns the most likely location of Umbrafang's lair is a lake situated 4 miles outside Saltmarsh.

It takes the characters 2 hours to navigate the terrain outside of Saltmarsh to reach the lake. A DC 13 Wisdom (Survival) check decreases this travel time to 1 hour on a success. Characters should have the opportunity to discuss a plan either before they set off from Saltmarsh, or during the travel time. If a character has spent time looking in ponds, pools, or other containers of water on their journey to the lair, Umbrafang knows they are heading in its direction.

Researching Umbrafang

During the exploration stage, characters can also choose to gather information pertaining to Umbrafang from local rumours, hearsay, and old texts. A character can prepare for the upcoming encounter by making one of the ability checks detailed below.

A character can attempt each check once over the course of this quest. If a check is failed, no information is gathered.

- ***Gather Rumours (DC 13 Charisma (Persuasion) check).*** The character spends time mingling with sailors, gathering rumours and hearsay about the legend of Umbrafang.

  "I've heard that it's a monstrous fish, with a mouth as wide as a cart! Get too close, and it'll swallow you whole!"

- ***Search Books and Old Scrolls (DC 13 Intelligence (Investigation) check).*** The character spends 1d6 + 1 hours reading up on old tales and stories surrounding the lore of Saltmarsh, eventually discovering the ancient sea shanty created by the Kuo-toa.

- ***Listen To The Drunks (DC 13 Wisdom (Perception) check.*** The character shadows drunks in the tavern, listening in on their conversation for any mention of others that might have disappeared, or any tall tales they have to tell.

  "I tell ya, I'm not lyin'! My ma used to tell me stories of a beast that could snatch us from our beds in the blink of an eye, if we ever went near deep water on our own. I tell ya, I didn't used to believe there was anythin' down there, but now... Well stories start somewhere don't they?"

Stage 3: The Hunt

This stage of the quest begins once the characters have reached the lair and either decided to attack Umbrafang, or Umbrafang ambushes them from a nearby pool of water. It is important to consider the environmental effects during this encounter, as rain, heat, or fog can change the battlefield significantly. The Dungeon Master can either choose the weather type for this encounter, or roll on the table below as the characters are journeying to the lair.

This weather effect remains for 2d4 hours before dispersing.

Weather Table

D4	Result
1	The area is hit by a thunderstorm, which covers a 15 mile radius. Attacks that deal fire damage have their damage die reduced by one step, to a minimum of 1d4. Attacks that deal lightning damage have their damage die increased by one step, to a maximum of 1d12.
2	The area is covered by sea fog. This is more likely to occur if the characters arrive at the lair early in the morning or late into the evening. All creatures and objects within 20 miles of the coastline (including the lair) is lightly obscured in white fog.
3	It is raining. The rain clouds cover a 30-mile radius, and move slowly south. The rain makes traversing the already boggy ground around the lair more difficult. A creature has disadvantage on Strength or Dexterity checks made to maintain their footing while on solid ground. In addition, ranged attack rolls suffer a -1 penalty to hit due to increased winds and lower visibility.
4	It is extremely sunny with little cloud cover. A light breeze, originating from the sea, spreads across the region in a westerly direction. Fog and smoke clouds are dispersed immediately when created, and creatures have a +1 bonus to Wisdom (Perception) checks. Creatures with the sunlight sensitivity trait are considered to always be in direct sunlight.

Umbrafang Tactics

Umbrafang is a cunning and sly opponent, enticing its foes into its lair before blinding them with thick fog and attacking them one at a time.

If characters decide to traverse Umbrafang's lair using a rowboat or other means to remain above the surface, Umbrafang uses its lair actions to reduce visibility atop the water's surface before attempting to capsize the boat. Alternatively, Umbrafang chooses a single character that appears to display the biggest threat, either through magic use or raw strength, and pulls them into the water. Umbrafang loves to take advantage of its Powerful Swimmer ability to separate its foes. Once it has a creature grappled underwater, it puts as much distance between itself and the un-grappled allies as possible before enjoying its meal.

If the characters assail it from the water's edge and refuse to enter the lair, Umbrafang leaps up onto the ground and uses its Toxic Mucus. It then focuses on the target with the biggest threat range (usually a ranged character), attempting to grapple and pull them into the water. When Umbrafang grapples a target, it uses its Bite as soon as possible to swallow it. It then uses its Acidic Spittle on subsequent rounds to hit as many targets as possible. Umbrafang only gets within melee range of a target in order to grapple it, and uses its legendary actions to remain at range until it is ready to strike again.

If Umbrafang is reduced to 30 hit points or fewer, it attempts to escape by using its water-borne teleportation feature to teleport into Saltmarsh. Its plan can be revealed with a successful DC 13 Wisdom (Insight) check. Umbrafang can only use its teleportation ability if the water's surface is calm enough. If the surface of the lair is continually disturbed, Umbrafang's teleportation fails. The water in the lair is considered calm enough for Umbrafang to teleport from if it remains undisturbed for 2 rounds. Swimming or sailing in the water doesn't cause enough of a disturbance to prevent this, but a character jumping into or thrashing around in the water does.

If Umbrafang is killed in water, it's body floats for 5 minutes before beginning to sink.

Characters can attempt to determine the health (or combat ability) of Umbrafang by using their action to make a DC 15 Wisdom (Insight) or Intelligence (Nature) check. On a success, the character knows Umbrafang is one of the following:

95 - 158 hit points: Combat Capable

45 - 94 hit points: Slightly Weakened

44 or less hit points: Weak and Struggling

Stage 4: Completion

After defeating Umbrafang, characters can harvest its parts, search its lair, and return to Eda Oweland for payment.

Upon providing proof of the creature's defeat, Oweland awards the characters *The Waveskipper*, along with the following additional items, depending on which version of the Umbrafang was defeated:

Greater Umbrafang

- 150gp and 50sp.
- Free drink, room, and board at the Wicker Goat for as long as the characters remain in Saltmarsh.
- A piece of crystal which glows faintly in the moonlight, found in the Saltmarsh mines.

Lesser Umbrafang

- 30gp and 25sp.
- Free food at the Wicker Goat for as long as the characters remain in Saltmarsh.

Umbrafang's Lair

The following items can be found by characters willing to dive down into Umbrafang's lair and making a Wisdom (Perception) or Intelligence (Investigation) check. The items have varying ability check DCs. If a character meets or exceeds multiple DCs at once, they discover all items pertaining to those DCs.

- **DC 10:** The skeletal remains of various common folk, with no identifying markings. A small leather pouch, containing 20cp and 5sp is buried under a thin layer of dirt beneath them.
- **DC 14:** A waterlogged diary, sealed with a magical clasp (DC 20 to unlock). Most of the diary is indecipherable or unreadable. The pages that are readable are written in a strange runic language, similar to draconic, but far more ancient. If translated, it reveals the Deep Dweller sea shanty (*see chapter 1*).
- **DC 18:** A dead **Sprite**, inside a moss-covered glass bottle, which reads *"Heart Seer No. 03"*.

Notable NPCs and Other Stat Blocks

Name: Eda Oweland
Race: Human (She/Her)
Alignment: Chaotic good
Occupation: Senior member of the Saltmarsh town council
Stat Block: Noble
Personality Trait: Gruff, pragmatic. Her graying hair is cut short and her face bears the marks of a life lived outdoors. Refer to *Ghosts of Saltmarsh* for more personality details. (**GoS**, Chapter 1: Saltmarsh)

Name: Lankus Kurrid
Race: Human (He/Him)
Alignment: Neutral good
Occupation: Tavern owner
Stat Block: Guard
Personality Trait: Retired officer that caters to the dwarven miners and town guard around Saltmarsh. Refer to *Ghosts of Saltmarsh* for more details. (**GoS**, Chapter 1: Saltmarsh)

Name: Hild Vandebue
Race: Human (He/Him, deceased)
Alignment: Chaotic neutral
Occupation: Sailor
Stat Block: Commoner
Personality Trait: Hild is deceased, killed by Umbrafang. If the characters ask Lankus Kurrid or other locals, they reveal he was rough around the edges, and struggled with various debts he had mounted up with Keledek the Unspoken (**GoS**, Chapter 1: Saltmarsh).

Name: Gerald Netchwater
Race: Human (He/Him)
Alignment: Chaotic good
Occupation: Guard
Stat Block: Guard
Personality Trait: Gerald is in charge of the investigation into the disappearances, but has become drunk and despondent because his case hasn't turned up any leads. Gerald is likely to resent the characters for encroaching on his turf, but comes around to appreciating them when he learns of Umbrafang and the danger it presents, claiming it to be way above his pay grade.

Other Stat Blocks In This Quest

The Waveskipper uses the Keelboat stat block (**GoS**, Appendix A: Of Ships and the Sea). The keelboat has no weapons, and a set of broken Clockwork Oars (**GoS**, Appendix A: Of Ships and the Sea), which can be repaired by spending 20gp on materials and 10 hours over the course of 3 days replacing the clockwork rotors and chain belts.

Other Plot Hooks

Here are a few examples of other plot hooks you can use to introduce the legend of Umbrafang to your Dungeons & Dragons campaign:

A clan of Kuo-Toa pirates have been reported attacking and sinking merchant vessels off the coast of Wind's Cape Town. Cape Town Guardhouse is offering a sizable reward to any adventurers willing to combat the Kuo-Toa threat.

A warning to potential applicants: many have already tried, and none have returned.

Those interested should speak with Watchmaster Aarith as soon as possible.

Aarith Greyborn,
Senior Watchmeister

Bramblebrook Bellhands has been complaining recently that his shop, "Pet Brush Bathhouse" has become haunted by a sinister spirit. He claims to have seen the eyes of a monster in the many bathtubs around the property he uses to bathe the livestock.

While initial investigations have brought up nothing but plumbing issues, Bramblebrook is convinced something far more sinister is going on, and to be honest, it's trying my patience. Any adventurers willing to spend a few hours getting to the bottom of this shall find themselves a few coins richer. Speak to Marcelle Trillow at the Eastern Watchtower for more information.

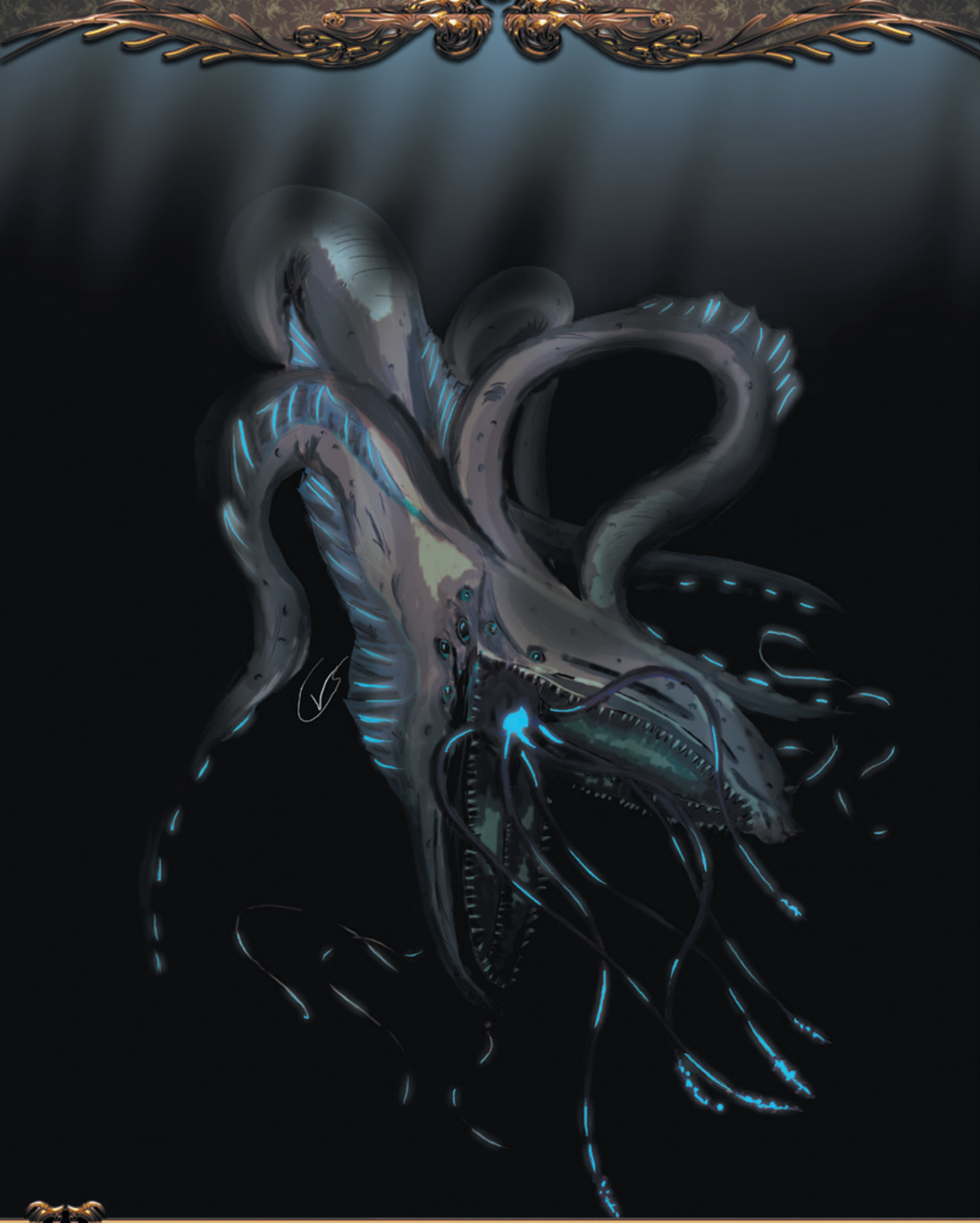
Marcelle Trillow

"Legend has it a fearsome beast prowls the swamps surrounding the small village of Greywind. The village folk that reside within the town have become prisoners; unable to leave, lest the monstrous beast drag them to a watery grave. Their crops rotting in their fields and their water supply polluted and brown, there is very little time left before the once proud and bustling village becomes nothing but a deserted and desolate wasteland.

Can a hero slay the beast and free the town before it is too late? Or will they themselves fall victim to the creature's insidious and bloodthirsty tactics?"

Umbrafang Battle Map

1 square = 10 feet.



Chapter 3: The Abyss Maw

A vast, malicious predator, little escapes the jaws of the abyss maw. The abyss maw drifts between the Planes of Existence via the Astral Plane; using its numerous grasping pseudopods to drag unwary creatures into its waiting gullet.

A Monstrous Migrant

The abyss maw is in a constant state of migration, moving between the Planes as often as the changing of the tide. While it lacks the cunning and intelligence of other Plane-striding creatures, the abyss maw's ferocious, shark-like tendencies makes it one of the most feared hunters in the Astral Sea. Its migration leads it many times through the Material Plane, where it preys on whales, giant squid, and even juvenile deep dwellers, should the legendary beasts ever cross paths.

The abyss maw's extreme metabolism forces it to eat constantly throughout its lifespan. Each creature consumed is digested entirely, leaving no traces behind. This pattern has made hunting down the abyss maw an extremely tricky and costly endeavour. Many ships who set sail in search of it vanish overnight, their crews and supplies providing a brief, but grisly, nourishment for its unending search for food.

Territorial and Unrelenting

Although the abyss maw doesn't remain in the same location for very long, when it first arrives in a region it quickly rises to become a territorial alpha predator, contested only by the largest and fiercest of foes. The abyss maw doesn't back down if challenged over territory by a more powerful creature, opting instead to cause as much damage to its opponent as possible before its own demise. Like a cornered rat, the abyss maw fights with tooth and tendril until either it or its attacker are slain. Even after its death, the damage its opponent sustains from such an unrelenting assault can leave lasting, permanent scars. Some larger monstrosities, such as the astral dreadnought, can be seen sporting a plethora of scarred wounds from such pyrrhic victories, acting both as a trophy of survival and as a warning to others.

Motivations

An abyss maw exists as a toxic infestation, invading the territories of other species with the sole purpose of driving them out of their natural habitats. The abyss maw traverses the planes on the currents of the Astral Sea, becoming drawn to the Material Plane when spellcasters call upon particularly potent divination magic, like a moth drawn to an open flame. Once manifested, the abyss maw explodes with rage and hunger, attacking everything in sight until it consumes its way to the top of the food chain.

The Abyss Maw's Lair

The abyss maw's lair is located in a dark cove, cave or underwater lake, most commonly found in the upper levels of the Underdark. The lair is always half-filled with water, creating a pool connected together by a series of underwater tunnels. The abyss maw uses these tunnels to travel from one area of the lair to the other. The lair is connected to the outside world by means of a large flooded tunnel, carved out by the abyss maw itself. This tunnel stretches for anywhere between 1 and 3 miles, and appears naturally formed to the untrained eye. Tooth marks etched into the rock hint at its unnatural creation.

The tunnel has its own ecosystem, filled with alien fish and aquatic life originating from various planes of existence, drawn to the lair by the abyss maw's planar magic. The lair itself is a bridge between two or more planes, and exhibits traits common to them. If the lair were linked between the Material Plane and the Elemental Plane of Fire, it might exhibit extreme heat and be situated near an active volcano. Fire elementals would drift atop pockets of bubbling water, while firenewts form small colonies on rocky outcrops. If the abyss maw were to migrate to the Shadowfell next, the lair would be devoid of color, and endemic life, such as the aforementioned firenewt colonies, would appear grey and skeletal.

The abyss maw remains in its lair between 10 and 15 hours per day. During the night it exits via its excavated tunnel, to prey on hapless victims and unwary creatures before retreating to digest its grisly meal.

Lair Actions

On initiative count 20 (losing initiative ties), the abyss maw takes a lair action to cause one of the following magical effects:

- The abyss maw's truesight extends to 120 feet until initiative count 20 on the next round. While its truesight is doubled in this way, it is able to innately detect if any creature within that radius is not native to the Plane of Existence they are on. If the abyss maw detects such a creature, it may use its reaction to immediately cast *banishment* using its Innate Spellcasting feature, doubling the range of the spell to 120 feet.
- A surge of planar magic permeates the lair, creating disruptive feedback to spellcasters within it. Until initiative count 20 on the next round, whenever a spellcaster attempts to cast a spell, they must succeed on a DC 14 Constitution saving throw or take 1d6 force damage per level of the spell (minimum 1d6), and the spell fails. Druid and Ranger spells are immune to this effect.
- Powerful magical winds rush through the lair from a random Plane of Existence, causing a brief, but potent, atmospheric shift. Each creature of the abyss maw's choosing must make a saving throw from the Planar Winds Table. If the effect deals damage, it deals the amount shown in the table on a failed save, or half as much on a successful one. Any other effect lasts until the end of the creatures next turn on a failed save.

Planar Winds Table

D8	Plane of Existence	Saving Throw	Effect
1	Elemental	Dexterity	2d6 fire damage
2	Pandemonium	Wisdom	Short-term madness (**DMG**, Chapter 8)
3	Hades	Constitution	Three levels of exhaustion
4	Ethereal	Intelligence	3d4 force damage
5	Elemental	Strength	2d6 cold damage
6	Positive	Charisma	2d8 radiant damage
7	Limbo	Wisdom	Restrained
8	Mechanus	Dexterity	Prone
9	Astral	Intelligence	Charmed

D8	Plane of Existence	Saving Throw	Effect
10	Negative	Charisma	2d8 necrotic damage
11	Elemental	Strength	2d6 thunder damage
12	Acheron (Avalas)	Constitution	Stunned

Regional Effects

The region surrounding the abyss maw's lair is warped by its presence, creating one or two of the following magical effects. These effects change daily, fluctuating more frequently if planar or divination magic is used within 10 miles of the lair.

- Brief booms of battle can be heard at random times throughout the day within a 5-mile radius of the lair. These cries of warfare originate from the battle-planes of Acheron.
- The color of flora and fauna in a 3-mile radius surrounding the lair is ashen and grey, as if devoid of life. This originates from the Plane of the Shadowfell.
- Sunlight and other sources of light within 5 miles of the lair become unnaturally bright. Spells that deal radiant damage deal an additional 1d4 damage when cast, but have a 50% of exploding, dealing the spell's damage to all creatures in a 5-foot radius sphere centered on the caster. A creature caught in the spell's radius can make a DC 14 Dexterity saving throw, taking no damage on a successful save. This originates from the Positive Energy Plane.
- Darkness, shadows and other dimly lit areas within 5 miles of the lair become wreathed in a magical darkness. Spells that deal necrotic damage deal an additional 1d4 damage when cast, but have a 50% chance to drain the life from the caster. An affected caster must succeed on a DC 14 Constitution saving throw. On a failed save, a creature's maximum hit points are reduced by 1d4 for each level of the spell. This reduction lasts until the creature finishes a short or long rest. This originates from the Negative Energy Plane.
- The air in a 5-mile radius surrounding the lair becomes ice cold, and the landscape is bathed in a thin layer of frost. All creatures gain vulnerability to cold damage while within the lair. This originates from the Elemental Plane of Water.
- The air in a 5-mile radius of the lair becomes unbearably hot and tropical, regardless of climate. Cold water becomes warm, and warm water reaches boiling point twice as fast as normal. All creatures gain resistance to cold damage while within the lair. This originates from the Elemental Plane of Fire.
- Events within a 5-mile radius of the lair appear to move precisely on time, with no interruptions. Trains arrive at the exact arrival time, while shops open and close on schedule with no interruptions. A creature that spends more than 5 hours exposed to this effect becomes devoid of creative pursuits and personality until it leaves the effect's area. This originates from the Plane of Mechanus.
- Creatures that sleep within 5 miles of the abyss maw's lair gain the effects of the *etherealness* spell for 1 hour during their sleep. While sleeping in this way, the creature can't be interacted with in any way, and suffers vivid dreams. This originates from the Astral Plane.

Summoning the Abyss Maw

The abyss maw's attention can be drawn towards the Material Plane by creating a summoning circle out of raw meat within 500 feet of a large body of water at night, such as a lagoon or lake, and casting a divination spell of 1st-level or higher while standing inside the circle. At least 3lbs of raw meat used in the circle **must** originate from one or more of the following creatures:

- **Aboleth**
- Deep Dweller (Juvenile or Adult)
- **Giant Octopus**
- **Merrow**
- **Whale**
- **Giant Shark**
- **Killer Whale**

A caster can use transmutation magic, such as the *polymorph* spell or *prestidigitation* cantrip, to magically transform 5lbs of raw meat into meat from one of the creatures above by making a DC 14 ability check using their spellcasting ability modifier. The spell slot is expended, regardless of whether the caster passed or failed this ability check. On a successful check, the meat remains transformed for 1 hour, and the caster must maintain concentrating on the spell for the hour, regardless of whether the spell required concentration or not.

Once the summoning ritual has been completed, the abyss maw can be lured into the Material Plane by placing 10lbs of raw meat into a large body of water within 500 feet of the summoning circle and speaking the chorus of the abyss maw sea shanty. Upon the shanty's completion the abyss maw appears immediately and is hostile to all creatures.

The Abyss Maw Sea Shanty

The abyss maw sea shanty was first created by nautical wizards, who spent many years out at sea studying aquatic flora and fauna. While navigating, such wizards used their knowledge of divination magic to guide ships to new areas for study or to predict weather and avoid storms. Eventually, their shanty drew the ire of the abyss maw, who wrought massive devastation on their ships.

The attack of an abyss maw is a cautionary legend popular with spellcasting sailors, and can be heard frequently sung aboard vessels sailed by divination capable navigators or spellcasters.

"Oooh oh, on dreams it feeds,
-The yonder beast on astral seas-
Oooh oh, hear well this tale
- A bloody lesson from the veil -

(Chorus)
- Oooh oh, astral sea -
- Keep thy beast away from me -

We sail through night, wind and storm
- Oooh oh, press on till dawn -

We draw our wands and raise our swords
- Oooh oh, sound the horns -

On flash of light and chanted spells
- Oooh oh, listen well -

The beast did rise, roar and swell
-Oooh oh, beyond the veil-

It lunged and lashed atop the deck
- Oooh oh, prepare the nets -

The air was cold and hot and wet
- Oooh oh, with blood and sweat -

Huge great jaws bit down on deck
- Oooh oh, aim for the neck -

Monstrous teeth tore in with glee
- Oooh oh, abandon thee -

- Oooh oh, astral sea -
- Keep thy beast away from me -

Arm yourself with cautions small
- Oooh oh, it hunts us all -

For the beast lurks here, when darkness falls!
- Oooh oh, it kills us all -

Grab your lanterns, light them well!
- Oooh oh, it seeks with smell -

And if you see it, ring the bells!
- Oooh oh, dead tell no tales -

Strike with magic, club and blade!
- Oooh oh, a hunt is made -

And see it cower, hear it roar!
- Oooh oh, that Abyssal Maw! -

Lesser And Greater Variants

The abyss maw has two versions: a lesser variant and a greater variant. This is to allow the abyss maw to be introduced in two different tiers of adventure. If your adventuring party are all level 5, for example, the lesser variant would be a perfect legendary creature to hunt If your party are level 10 or 11, then the greater variant would prove a more challenging encounter. The items a character can craft from a defeated abyss maw depends on the variant it faced.

Size Comparison Chart

Below is a visual guide to give the Dungeon Master an idea of the size of an abyss maw in comparison to a traditional sailing ship (30 crew), shark, and human of average height.

Abyss Maw (Greater)

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	16 (+3)	18 (+4)	19 (+4)

Saving Throws Str +9, Wis +8
Damage Resistances acid; bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, frightened, poisoned
Senses truesight 60 ft., passive Perception 14
Languages —
Challenge 12 (8,400 XP)

Amphibious. The abyss maw can breathe air and water.

Astral Swimmer. When the abyss maw is in a Plane of Existence other than the Material Plane, it has a fly speed equal to its swimming speed.

Creature of Legend. The abyss maw is a unique creature of legend. Its attacks are magical, and it is immune to any spell or effect that would alter its form.

Death Throes. If the abyss maw is reduced to 0 hit points, it immediately makes a single melee weapon attack as a reaction. This attack has advantage, and if it hits, it is an automatic critical hit. After resolving this attack, the abyss maw dies.

Freedom of Movement. The abyss maw ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (2/day). When the abyss maw fails a saving throw, it can choose to succeed instead.

Plane-touched Pseudopods. The abyss maw channels its magical ability through 6 pseudopods, which protrude from a fleshy mound in its throat. A pseudopod can be severed by an attack or spell that deals magical slashing damage. Each pseudopod has AC 20 and 30 hit points. When a pseudopod is severed, the abyss maw's spell save DC and attack modifier is reduced by 1. If all pseudopods are severed, any spell the abyss maw attempts to cast immediately fails.

Innate Spellcasting.
The abyss maw's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The abyss maw can innately cast the following spells, requiring no components:

At will: *banishment, levitate, misty step*
3/day each: *blink, Evard's black tentacles, hunger of Hadar*
1/day each: *etherealness, plane shift, prismatic spray*

Actions

Multiattack. The abyss maw makes two pseudopod attacks, one of which it can replace with one use of Bite.

Bite. *Melee weapon attack*: +9 to hit, reach 5ft., one target. *Hit:* 21 (3d10 + 5) piercing damage. If the target is a Large or smaller creature, it is also grappled (escape DC 17), and the abyss maw can't use its bite on another target.

Consume. *Melee weapon attack:* +9 to hit, reach 5ft., one target grappled by the abyss maw's Bite. *Hit:* 21 (3d10 + 5) piercing damage, and the target is that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the abyss maw, and it takes 7 (2d6) acid damage at the start of each of the abyss maw's turns.

The abyss maw can only have one target swallowed at a time. If the abyss maw takes 30 damage or more on a single turn from a creature inside it, it must succeed on a DC 20 Constitution saving throw at the start of its turn or regurgitate the swallowed creature, which falls prone in a space within 5 feet of the abyss maw. If a swallowed creature is reduced to 0 hit points, it is disintegrated, along with all items it was carrying, leaving no trace behind. If the abyss maw dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement.

Pseudopod. *Melee weapon attack*: +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is hit by 2 or more pseudopods in the same round and is Large or smaller, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the abyss maw can't use those pseudopods on another target.

The abyss maw has 6 pseudopods.

Legendary Actions

The abyss maw can take 2 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 abyss maw regains spent legendary actions at the start of its turn.

Pseudopod Strike. The abyss maw makes a tentacle attack.
Planar Tendrils (Costs 2 Actions). The abyss maw casts a spell.

Abyss Maw (Lesser)

Huge monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 95 (9d12 + 36)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	14 (+2)	16 (+3)	17 (+3)

Saving Throws Str +6, Wis +6
Damage Resistances acid; bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, frightened, poisoned
Senses truesight 30 ft., passive Perception 13
Languages —
Challenge 7 (2,900 XP)

Amphibious. The abyss maw can breathe air and water.

Astral Swimmer. When the abyss maw is in a Plane of Existence other than the Material Plane, it has a fly speed equal to its swimming speed.

Creature of Legend. The abyss maw is a unique creature of legend. Its attacks are magical, and it has advantage on saving throws made to resist any spell or effect that would alter its form.

Death Throes. If the abyss maw is reduced to 0 hit points, it immediately makes a single melee weapon attack as a reaction. This attack has advantage, and if it hits, it is an automatic critical hit. After resolving this attack, the abyss maw dies.

Freedom of Movement. The abyss maw ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 10 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (1/day). When the abyss maw fails a saving throw, it can choose to succeed instead.

Plane-touched Pseudopods. The abyss maw channels its magical ability through 6 pseudopods, which protrude from a fleshy mound in its throat. A pseudopod can be severed by an attack or spell that deals magical slashing damage. Each pseudopod has AC 15 and 20 hit points. When a pseudopod is severed, the abyss maw's spell save DC and attack modifier is reduced by 1. If all pseudopods are severed, any spell the abyss maw attempts to cast immediately fails.

Innate Spellcasting.
The abyss maw's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The abyss maw can innately cast the following spells, requiring no components:

At will: *levitate, misty step*
3/day: *banishment, hunger of Hadar*
1/day: *arcane gate, etherealness*

Actions

Multiattack. The abyss maw makes two pseudopod attacks, one of which it can replace with one use of Bite.

Bite. *Melee weapon attack:* +6 to hit, reach 5ft., one target. *Hit:* 13 (3d6 + 3) piercing damage. If the target is a Large or smaller creature, it is also grappled (escape DC 13), and the abyss maw can't use its bite on another target.

Consume. *Melee weapon attack:* +6 to hit, reach 5ft., one target grappled by the abyss maw's Bite. *Hit:* 13 (3d6 + 3) piercing damage, and the target is that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the abyss maw, and it takes 3 (1d6) acid damage at the start of each of the abyss maw's turns. The abyss maw can only have one target swallowed at a time. If the abyss maw takes 20 damage or more on a single turn from a creature inside it, it must succeed on a DC 20 Constitution saving throw at the start of its turn or regurgitate the swallowed creature, which falls prone in a space within 5 feet of the abyss maw. If a swallowed creature is reduced to 0 hit points, it is disintegrated and destroyed, along with all nonmagical items it was carrying, leaving no trace behind. If the abyss maw dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement.

The abyss maw can only swallow one creature at a time.

Pseudopod. *Melee weapon attack:* +6 to hit, reach 15 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is hit by 3 or more pseudopods in the same round and is Large or smaller, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the abyss maw can't use those pseudopods on another target.

The abyss maw has 6 pseudopods.

Legendary Actions

The abyss maw can take 1 legendary action, choosing from the options below. The legendary action option can be used only at the end of another creature's turn. The abyss maw regains a spent legendary action at the start of its turn.

Darting Rush. The abyss maw moves up to half its swimming speed without provoking opportunity attacks.
Pseudopod Strike. The abyss maw makes a tentacle attack.

Harvesting Table

Body Part	Harvest DC	Items Available to Craft	Item Crafting Requirements	Crafting DC and Time Taken
Abyss Maw Pseudopods (3d6 pieces)	DC 13 Wisdom (Survival) Salted storage barrel (*Max of 3 pieces per barrel*)	Maw Wand (White) (*2 pieces required*) Maw Wand (Blue) (*2 pieces required*) Maw Wand (Yellow) (*2 pieces required*) Maw Wand (Black) (*2 pieces required*)	***Woodcarver's Tools:*** All items	***Maw Wand (White)*** DC 15 Intelligence (Arcana) 6 Hours ***Maw Wand (Blue)*** DC 14 Intelligence (Arcana) 7 Hours ***Maw Wand (Yellow)*** DC 15 Intelligence (Arcana) 6 Hours ***Maw Wand (Black)*** DC 16 Intelligence (Arcana) 5 Hours
Abyss Maw Flesh (2d10 pieces)	DC 13 Wisdom (Survival) Salted storage barrel (*Max of 8 pieces per barrel*)	Planestrider Leather (*4 pieces required*) Planestrider Shield (*3 pieces required*) Ethereal Wraps (*4 pieces required*)	***Leatherworker's Tools:*** All items	***Planestrider Leather:*** DC 15 Strength (Athletics) 6 Hours ***Planestrider Shield:*** DC 15 Dexterity (Sleight of Hand) 4 Hours ***Ethereal Wraps:*** DC 15 Intelligence (Arcana) 8 Hours
Abyss Maw Eyes (1d12 eyes)	DC 17 Wisdom (Perception) DC 16 Dexterity (Sleight of Hand) An empty bottle, covered in black silk and sealed in wax once filled. (Max of 3 eyes per vial)	Charm of the Abyss (*3 eyes required*) Abyss Ring (*3 eyes required*)	***Alchemist's Supplies:*** All items ***Smith's Tools:*** Abyss Ring ***Glassblower's Tools:*** Charm of the Abyss	***Charm of the Abyss:*** DC 14 Dexterity (Sleight of Hand) and DC 15 Intelligence (Arcana) 6 Hours ***Abyss Ring:*** DC 14 Strength (Athletics) and DC 15 Intelligence (Arcana) 5 Hours
Abyss Maw Teeth (2d8 teeth)	DC 14 Wisdom (Survival)	Maw-tooth Necklace (*3 teeth required*) Abyss Arrowheads (set of 10) (*5 teeth required*) Planestrike Blade (*5 teeth required*)	***Tinker's Tools:*** All items ***Smith's Tools:*** Planestrike Blade	***Maw-tooth Necklace*** DC 14 Dexterity (Sleight of Hand) 4 Hours ***Abyss Arrowheads*** DC 14 Dexterity (Sleight of Hand) 4 Hours ***Planestrike Blade:*** DC 15 Strength (Athletics) and DC 15 Intelligence (Tinker) 3 Hours
Abyss Maw Blood (2d8 samples)	DC 17 Intelligence (Arcana) Storage vials, each containing a small clove of garlic, and sealed by wax once filled. (*Max of 1 sample per vial*)	Iron Mind Potion (*2 samples required*) Potion of the Planestrider (*3 samples required*)	***Alchemist's Supplies:*** All items	***Iron Mind Potion:*** DC 15 Wisdom (Medicine) 6 Hours ***Potion of the Planestrider:*** DC 16 Intelligence (Arcana) 8 Hours

Harvesting Abyss Maw Parts

The abyss maw has six pseudopods which it uses to channel its magical abilities and grapple its prey. Each of these tentacles retains a portion of the abyss maw's magic when severed, and can be harvested for later use.

The Harvest Table details the requirements for harvesting each body part, including the harvest DC, crafting DC, and resulting weapon or item the body part can be turned into.

Table Guide:

- **Body Part:** The part of the body that is being harvested, and how many pieces may be obtained from a successful harvest attempt.
- **Harvest DC:** This details the ability check and DC required to successfully harvest the chosen part and any storage requirements the part has. Each body part may only be successfully harvested once, unless specified otherwise, after which the body part is destroyed. If a creature fails the harvesting check by 5 or more, the body part is also destroyed, and can't be harvested again.

  If harvesting a body part requires two or more checks, the checks can be performed by any creatures involved in the harvesting. A ranger, for example, might decide to join in on the harvesting by making the required Wisdom (Survival) check, leaving the Dexterity (Sleight of Hand) check to the rogue. Other characters can take the Help action to grant the harvesting characters advantage on the aforementioned checks.
- **Items Available to Craft:** This column lists the item or items that may be crafted from harvested creature parts. You can only produce one of the listed items with each crafting attempt. The crafted item's properties are detailed at the end of the chapter.
- **Item Crafting Requirements:** This section details any requirements that must be met to turn the harvested body part into an item. Harvested pieces that note a storage requirement (such as a vial or barrel of salt) must be placed in their respective containers immediately after being harvested, and should remain in the container until used in crafting. A harvested piece degrades over time when not placed in its particular container or being used for crafting. Each piece can remain outside of a container for a maximum of 1d4 hours (ignoring crafting times) before succumbing to rot. A rotten piece can't be crafted. If an item is listed under two or more tools, proficiency in and access to both sets of tools are required, though these proficiencies can be shared over multiple characters. For example, one character could take part in the crafting and have proficiency in one set of tools, and another character could also take part in the crafting and provide the proficiency needed for the other set of tools.
- **Crafting DC:** The ability check and DC that must be met to successfully craft an item, and the time required to do so. If this check is failed by 5 or more, the harvested pieces used are destroyed in the crafting process.

  If crafting an item requires two or more checks, the checks can be performed by any creatures taking part in the crafting of the item. A barbarian, for example, might decide to make the required Strength (Athletics) check, leaving the Intelligence (Arcana) check to the wizard. Other characters can take the Help action to grant the crafting characters advantage on the aforementioned checks.

Crafted Items

The crafted items listed below are in alphabetical order.

Some items on this list can only be crafted using materials harvested from either the greater or lesser abyss maw respectively. The items properties change depending on which version of the creature it is crafted from, with the lesser properties displayed by default and the upgraded greater properties shown atop the description. Each item lists its school of magic, should it be the target of *detect magic* or similar spells.

Abyss Arrowhead

Weapon (arrow), uncommon

Greater Properties: Slashing damage increases to 1d6.
School of Magic: Transmutation

This razor sharp and horrifically jagged arrow is carved from the teeth of an abyss maw. When you make an attack with this ammunition, you deal an extra 1d4 slashing damage on a hit. The barbed arrowhead embeds itself into the target of the attack, and deals an additional 1d4 slashing damage to the target when removed. In addition, until the arrow is removed, the target only regains half the amount of health it would normally regain from a short or long rest (minimum of 1). When removed, roll 1d6. On a 4 or above, the arrow is destroyed.

Abyss Ring

Wondrous item, very rare (requires attunement)

Greater Properties: The rings duration increases to 20 x your Intelligence modifier.
School of Magic: Enchantment

This black obsidian ring has reflective irises of the abyss maw embedded within it. While wearing this ring as an action, you can speak the command word to open the eye. While opened, you gain truesight out to a range of 20 feet. The eye remains open for a number of minutes equal to 10 x your Intelligence modifier (minimum of 10 minutes).

Once this feature has been used, it can't be used again until the next dawn.

Charm Of The Maw

Wondrous item (charm), rare

Greater Properties: The charm has an additional 2 charges.
School of Magic: Transmutation

This silver charm houses inside it the liquefied eyes of an abyss maw. The liquid swirls and glows with an eerie, soft light, and has a single charge. As an action on your turn, you can draw power from the charm and expend a charge to cast the *blink* spell without any components.

The charm regains all expended charges after being left in complete darkness for 8 hours.

Ethereal Wraps

Wondrous item, rare

Greater Properties: There is enough fabric to use both the blindfold and hand wraps at the same time, and vision in the Ethereal Plane increases to 120 feet.
School of Magic: Conjuration

This stretch of thin fabric is crafted from the flesh of an abyss maw. There is just enough material to wrap around a single hand or the eyes.

As an action, you can don or doff the wrap as a blindfold or as a hand wrap, but not both. While your hand is wrapped, you can use a bonus action to reach into, or interact with a creature or object on the Ethereal Plane. While blindfolded, you are blind to your surroundings but can see into the Ethereal Plane up to a range of 60 feet. Your wrapped hand must be free and open in order to reach into the Ethereal Plane. Whilst you can interact with creatures or objects on that plane of existence, you can't move them between planes using this item.

The fabric has 40 hit points and AC 15. It regains lost hit points at a rate of 1 per minute. If the fabric is reduced to 0 hit points, it disintegrates and is destroyed.

Iron Mind Potion

Potion, very rare

Greater Properties: You gain immunity to psychic damage for 1d4 + 1 hours instead.
School of Magic: Enchantment

This dark, tar-like potion is stored in a clear, glass bottle which becomes square once sealed, if it wasn't already. When you drink this potion, you gain immunity to psychic damage for 1 hour, and your tongue becomes stained black for 8 hours.

Maw Wand (Black)

Wand, rare (requires attunement)

Greater Properties: Spell save DC increases to 17.
School of Magic: Conjuration

This dark wooden wand is covered in a thin membrane from an abyss maw's grasping pseudopods, which writhes and squirms under harsh light. The wand has 3 charges.

As an action, you can expend one or more of the charges to cast the following spells (save DC 14):

Misty step (1 charge), *hunger of Hadar* (2 charges), *Evard's black tentacles* (3 charges)

The wand regains 1d3 expended charges daily at dusk. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

Maw Wand (Blue)

Wand, rare (requires attunement)

Greater Properties: Spell save DC 16.
Schools of Magic: Abjuration, Transmutation

This wand has a smooth, reflective blue surface, which glows with an eerie green light. Dried suckers, carved from an abyss maw, make up the handle. The wand has 6 charges.

As an action, you can expend one or more charges to cast one of the following spells at its lowest level (save DC 14):

Levitate (1 charge), *banishment* (3 charges), *blink* (4 charges)

The wand regains 1d4 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand dissolves into a watery goop and is destroyed.

Maw Wand (White)

Wand, very rare (greater abyss maw only, requires attunement by a creature with an Intelligence of 17 or higher.)

School of Magic: Evocation

This long white wand is woven together from the muscle sinews of

an abyss maw's magical pseudopod. A sharp spine protrudes from the bottom of the wand's handle, and it emits a low, audible hum of arcane power when held aloft. The wand has 3 charges.

As an action, you can expend one of these charges to cast *prismatic spray* (DC 17). The wand regains 1d3 expended charges daily at dawn. If you expend the wand's last charge, or your Intelligence is reduced to below 17 for any reason, roll a d20. On a 5 or lower, you fail to control the remainder of the wand's power. The wand emits a magical explosion out from it in a 15-foot radius sphere. Each creature caught in the area must make a DC 17 Dexterity saving throw, taking 10d6 force damage on a failed save, or half as much on a successful one. The wand then evaporates into dust and is destroyed.

Maw Wand (Yellow)

Wand, rare (greater abyss maw only, requires attunement by a creature with a Charisma of 16 or higher).

School of Magic: Transmutation

This gnarled and twisted wand has a pulsating, glowing strand of muscle at its core, surgically removed from a severed abyss maw pseudopod. The wand flickers and turns invisible for 1d8 hours at seemingly random intervals, though the attuned creature can always see it. The wand has 7 charges.

As an action, you can expend one or more of the charges to cast one of the following spells:

Misty step (1 charge), *blink* (2 charges), *etherealness* (5 charges)

The wand regains 1d4 +1 charges daily at dusk. If you expend the wand's last charge, roll a d20. On a 1, the wand fades from existence entirely and is destroyed.

Ethereal Wraps

Maw-Tooth Necklace

Wondrous item, rare (requires attunement)

Greater Properties: Damage dealt increases to 2d10.
School of Magic: Transmutation

While wearing this charm, you can use a bonus action to cause your teeth to sharpen into jagged, fish-like fangs for 1 minute, or until you end the effect with a bonus action. While transformed, attacks with your fangs count as unarmed strikes which deal 2d6 magical piercing damage on a successful hit.

Once used, the charm can't be activated again until your next short or long rest.

Planestrider Leather

Armor (leather), rare (requires attunement)

Greater Properties: Grants a +1 bonus to AC
School of Magic: Abjuration

While you wear this specially crafted leather armor you have resistance to acid damage and advantage on saving throws to resist any effect that would send you to another Plane of Existence against your will.

Planestrider Shield

Armor (shield), rare (requires attunement)

Greater Properties: Grants a +1 bonus to AC
School of Magic: Abjuration

This rounded buckler is crafted from the hide of an abyss maw, and strengthened with wooden and metal structural supports. While you wield this shield, you have resistance to acid damage. Additionally, you can don and doff the shield as a bonus action.

When you would be hit by a weapon or spell attack, you can use your reaction to cause the shield to briefly pull you into the Ethereal Plane, forcing the attack roll to have disadvantage against you. Once you use the shield in this way, you cannot do so again until you finish a short or long rest.

Maw-Tooth Necklace

Planestrike Blade

Weapon (any bladed melee weapon), very rare (requires attunement)

Greater Properties: Gains +2 bonus to attack and damage rolls.
School of Magic: Conjuration

This translucent blade is carved from the fangs of an abyss maw, using various shards of gold and silver in the blade's creation to sharpen and enhance its magical properties. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While wielding this blade, you can use your action to cut open a gateway to a plane of existence that borders the one in which you currently reside. For example, if on the Material Plane, you could open a gateway to the Feywild or the Shadowfell. The gateway can lead to any area on that plane of existence you choose upon its creation. If the description is not exact, the gateway opens within a 5-mile radius of the user's intended location. The gateway remains open for a number of rounds equal to your Charisma modifier (minimum of 1). During this time you must concentrate on keeping the gateway open as if concentrating on a spell. Medium or smaller creatures can pass through the gate unimpeded, though larger creatures may be able to squeeze or reach through it at the DM's discretion.

Once this feature has been used, it can't be used again for 1d6 + 1 days.

Potion Of The Planeskipper

Potion, rare

Greater Properties: Increase the duration to 8 hours.
School of Magic: Abjuration

This potion is filled with a deep green smoke, which flows like liquid when poured. Consuming this potion does nothing, but leaves a sour taste of raw meat on the palate. As an action, you can pour this potion over your feet, and gain the effects of the *freedom of movement* spell, which lasts for 1 hour.

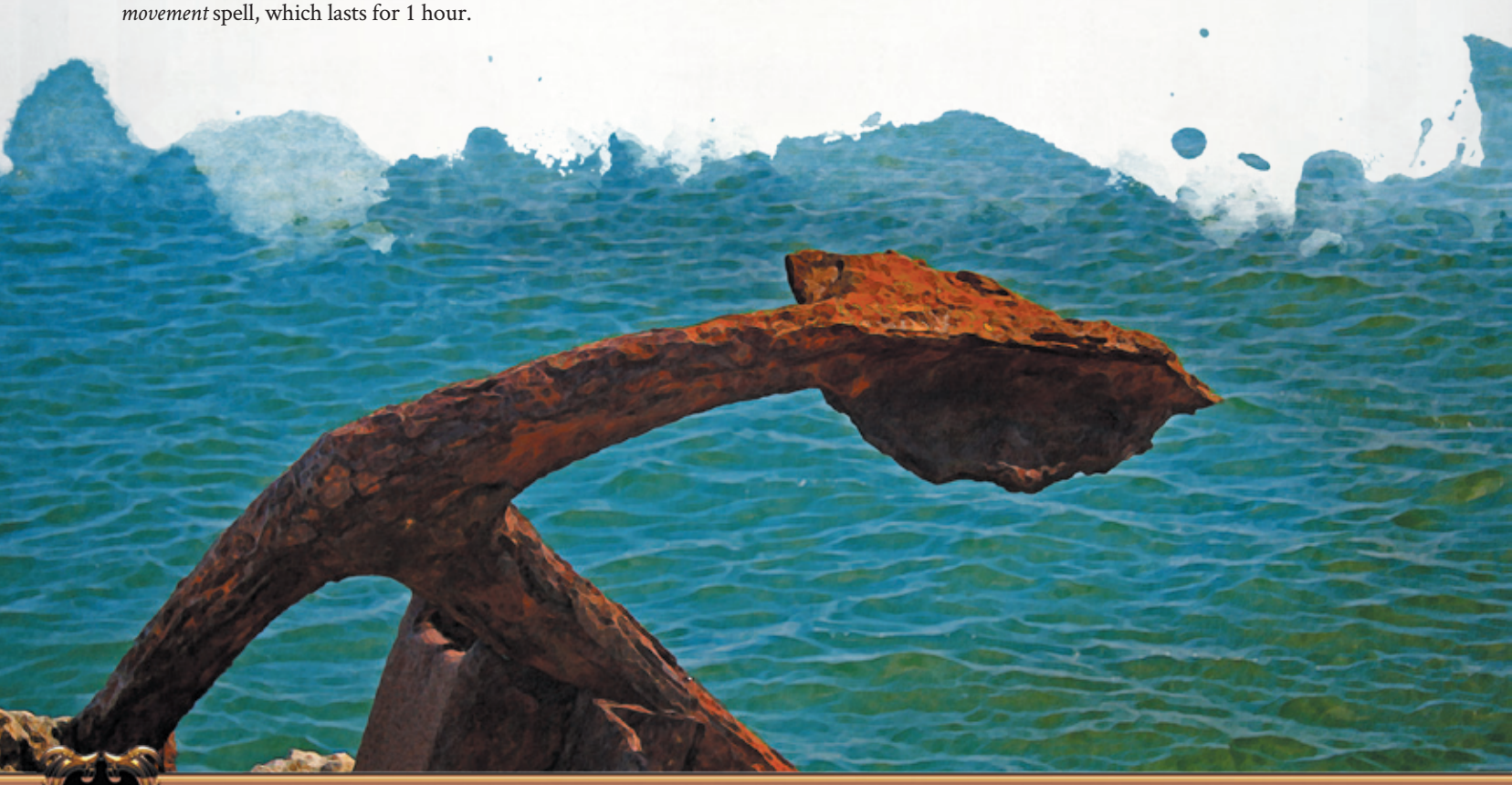
Selling Harvested Materials

Materials harvested from an abyss maw can be sold to interested third parties. Items can also be sold to criminal black-market dealers at an increased price, though the associated risks of doing so can vary from one location to the next. The Harvest Value table details average sale guidelines for a piece of each material type.

Costs may fluctuate based on your campaign's economy, sale location, or per trader, at the discretion of the Dungeon Master.

Harvest Value Table

Material Name	Sale Price	Black Market Price
Abyss Maw Pseudopod	60 gp (Greater) 15 gp (Lesser)	85 gp (Greater) 30 gp (Lesser)
Abyss Maw Flesh	30 gp (Greater) 20 gp (Lesser)	60 gp (Greater) 40 gp (Lesser)
Abyss Maw Eye	300 gp (Greater) 175 gp (Lesser)	450 gp (Greater) 300 gp (Lesser)
Abyss Maw Tooth	30 gp (Greater) 10 gp (Lesser)	40 gp (Greater) 15 gp (Lesser)
Abyss Maw Blood	310 gp (Greater) 185 gp (Lesser)	430 gp (Greater) 225 gp (Lesser)



A Deadly Harvest

Recommended Character Level: 5 - 8 (Greater) 3 - 4 (Lesser)
Minimum Equipment Required: Access to a 1st-level divination spell. Basic weaponry and equipment for waterborne combat. At least one magical weapon (if facing a greater abyss maw).
Recommended Equipment Required: A large rowboat (**GoS**, Appendix A: Of Ships and the Sea), and at least two magical weapons (if facing a greater abyss maw).
Party Size: 4 - 6
Difficulty: Deadly (4), Hard/Medium (6)
Quest Creature: Abyss Maw

Quest overview

Sanmill Peck, a curator of strange and interesting artifacts, is looking for a group of capable individuals to work with them on a particularly dangerous adventure. The characters must help Peck summon an abyss maw and severe one of its grasping pseudopods for their research.

Important Quest Notes

This quest provides a basic battle map for the abyss maw's summoned location, as well as the tools required to perform the summoning ritual. NPC and ship stat blocks mentioned in this quest are located in the Monster Manual and Ghosts of Saltmarsh supplements. Other stat blocks are detailed at the end of the quest.

Stage 1: Meeting the NPCs

Upon responding to the advertisement, the characters are introduced to Sanmill Peck, a halfling druid who resides in an underground burrow on the outskirts of Coastmyre Town. Upon entering Peck's home, the characters see it is adorned with various scientific instruments and alchemical equipment. Strange skeletons of forgotten sea creatures from the ocean floor hang from the low ceiling, and the wooden floors are covered in runic stones and various pieces of scribbled parchments.

Peck reveals they have discovered an ancient and forgotten planar being: the abyss maw. They explain that the existence of such a creature has been well known to sailors, but was always considered a tall tale. Peck presents the abyss maw sea shanty to the characters, and explains that they have uncovered the means to summon it, but requires help if they are to retrieve the abyss maw's magical pseudopods.

Peck offers to pay the characters in gold, plus the promise that, should the abyss maw be killed, they are welcome to harvest it and craft items for their own personal use.

If the characters accept, Peck gives them a day to prepare for the hunt, and tells them to meet outside a smuggler's tavern, the Wicked Oar, at dusk.

Stage 2: Exploration

During this section characters have the option to purchase goods for the trial ahead, as well as gather information about the abyss maw.

Should the characters wish to research more about the abyss maw, they can perform one of the following activities and respective ability checks. The time taken for each activity is detailed in its respective entry.

- ***Consult the Sailors (DC 14 Charisma (Persuasion) check).*** The character spends 1d4 hours working on the docks, gathering information from sailors stationed there. The sailors tell the character two random pieces of information from the list below:

"I've heard that's a mighty beast, so it is. They say it can swallow a crocodile whole!"

"It's a foul creature, spawned in the depths of the abyss itself. No man can defeat it - not with the magic it wields in those tentacles. You'd be better off fighting a shark bare-handed, mark my words."

"I've heard the beast brings with it monstrous roars of battle - as if an army is at it's back. Not only that, but it can vanish at the drop of an anchor. Gone, without a trace."

"Just like the song says, it's drawn in by navigation magic. You know the stuff. Tells ya which is north, all that. You'd better watch yourself out there on the seas. The more magic you're wantin' to use, the more chance you've got of losing yer ship!"

- ***Research in the Libraries (DC 14 Intelligence (History) check).*** The character spends 1d4 hours researching the history of the abyss maw in various ancient scrolls, provided by a library or from Sanmill Peck's personal research journals. Completing this activity grants the character 2 of the following pieces of information from eye witness accounts of the creature:

"The creature can't be tied down or chained. We tried everything short of magical restraints. It was simply not good enough."

"Its grasping pseudopods protrude from a singular flesh sac, located within it's throat. While the flesh sac appears to be extremely resilient, the pseudopods can be severed with surprising ease."

"Each pseudopod acts as a conduit for, granting the creature magical abilities far beyond that of a conventional wizard. It is unclear whether the removal of these pseudopods should impact the creature's casting ability or not."

"The creature is not restricted to breathing water. Eyewitness accounts claim the creature had no difficulty fighting atop their galleon."

"Eyewitnesses report the creature to be extremely large in size; both resilient enough in resistance and size to present a challenge to even the most experienced crew."

- ***Consult The Gods (DC 15 Intelligence (Religion) check).*** The character attempts to commune with their chosen deity or patron, gleaming fragmented imagery of the abyss maw they can interpret. On a successful check, read or paraphrase one of the following visions to the character:

"You stand in a cold, black lake, your feet barely dipping beneath the water's icy surface. Six glowing tendrils snake out of the darkness towards you, shifting and blinking in and out of existence before the water gives way beneath you; plunging you towards a colossal, multi-toothed maw."

"Your skin prickles as you feel your astral form drift upwards, slowly being drawn towards the Astral Sea. You see shapeless forms writhe and twist in the void. Suddenly, they take shape, as a vast, schooner-sized creature breaches the wistful peace. Its multiple eyes dart in various directions as its gigantic tendrils propel it through the Astral Sea, before it flickers, and vanishes from sight."

Summoning The Abyss Maw

Once the characters meet Peck outside the Wicked Oar, they begin their journey to an underground lake, 10 miles away from Peck's burrow. This journey takes the characters 6 hours. Characters can assist Peck in navigating by making a DC 15 Wisdom (Survival) check. On a success, the journey time is reduced by 2 hours.

Peck explains the location must contain a large body of water, otherwise the abyss maw could be drawn elsewhere by mistake. They ask the characters to help him ambush and kill a **Giant Octopus** lurking in the waters. Once defeated, Peck performs the summoning

ritual outlined earlier in this chapter, using the giant octopus as a component. The characters must then sing the abyss maw sea shanty to completion in order to draw the abyss maw into the location. Peck sings the lines written in bold. The characters should sing the crew lines, written in italics.

If the characters have access to a boat, Peck advises they sail out to the middle of the water before beginning the sea shanty.

Stage 3: The Hunt

The hunt begins as soon as the sea shanty is completed. The water in the area warps and twists, forming a whirlpool which vomits forth a cold, stagnant air and the roars of swords crashing on shields. The whirlpool and sounds fade over the course of 1d6 minutes, after which time the abyss maw is drawn to the area.

The area immediately shifts to accommodate the abyss maw, transforming itself into a lair connected to one random Plane of Existence, chosen from, the Plane regional effects detailed earlier in this chapter.

Abyss Maw Tactics

The abyss maw is extremely aggressive and territorial. It is an intelligent and cunning foe, and is drawn to attacking spellcasters first. It uses its lair actions to shut down spellcasting characters as much as possible, while keeping the group separate and isolated.

If the characters are using a rowboat or a means of transport to traverse the water other than swimming, the abyss maw attacks the boat first. If it inflicts more than 30 damage in a single round to the boat, it springs a leak and sinks in 1d4 + 1 rounds unless the characters find a way to repair it.

The abyss maw's actions change depending on its remaining hit points, as detailed in the State Table. The abyss maw becomes more and more aggressive the more its hit points are reduced.

When the abyss maw is acting **defensively,** it focuses on separating the characters before making its attack. When the abyss maw becomes **aggressive,** it selects a single random creature from the party and attacks relentlessly. When the abyss maw is in a **weakened** state, it uses its lair actions to cause as much damage to all creatures as it can, and repeatedly casts damaging spells.

If the abyss maw is killed in water, its body sinks to the bottom of the lake in 4 rounds, but any severed pseudopods remain floating on the surface. Characters can attempt to dive into the water to harvest the remaining parts of the abyss maw, but the lake is 100 feet deep.

Characters can attempt to determine the health (or combat ability) of the abyss maw by using their action to make a DC 16 Wisdom (Insight) or Intelligence (Nature) check. On a success, consult the State Table for more information.

State Table

Hit Points	Abyss Maw Condition	Abyss Maw Tactics
150 - 100 (greater) 65 - 95 (lesser)	Undiminished	Defensive
99 - 60 (greater) 64 - 40 (lesser)	Threatened and slightly wounded	Aggressive
59 or less (greater) 39 or less (lesser)	Severely wounded and extremely aggressive	Weakened

Stage 4: Completion

After defeating the abyss maw, characters can harvest its parts and can return with Peck to their burrow to receive payment. Peck also harvests one of the abyss maw's pseudopods, and take a sample of its blood for their research.

The lair contains nothing else of interest. Upon returning with Peck alive, the characters are awarded the following, depending on the abyss maw variant faced:

Greater Abyss Maw

- 200 gp and 100 sp.
- An old, gnarled staff that used to belong to Peck's friend, who vanished under mysterious circumstances. Peck never managed to understand their friend's fascination with it (Staff of Swarming Insects, **DMG**, Chapter 7: Treasure).
- A small idol, depicting the tendril of a long-forgotten beast wrapping around the mast of a sailing ship. Peck says it washed ashore 10 years ago, and they have no clue as to its origins (*This could hint towards the arrival of a Deep Dweller*).

Lesser Abyss Maw

• 100gp.
• A choice of 1 potion from Peck's personal stores. Each potion (**DMG**, Chapter 7: Treasure) appears as a sickly yellow-brown liquid, with a faded label hanging loosely from a cork stopper.
    • Potion of Animal Friendship
    • Potion of Greater Healing
    • Potion of Poison
    • Potion of Diminution

• A small green egg, covered in yellow spots. It is cold to the touch, and weighs 2lbs, but fits in the palm of your hand. Peck says it is a 'lucky charm', though they have never managed to get it to hatch, nor figured out what creature it came from.

Notable NPCs and Other Stat Blocks

Name: Sanmill Peck
Race: Halfling (They/Them)
Alignment: Neutral good
Occupation: Scholar and Researcher
Stat Block: Druid with the following additions:
Strength 13 (+1), Intelligence 14 (+2), Charisma 13 (+1)
Personality Trait: Eccentric, easily distracted, knowledgeable on various nature-related topic, and a huge bookworm. Peck is well known around Coastmyre and often frequents the fishmongers and local taverns. They enjoy cooking and follow the teachings of a good-aligned nature deity.

Other Plot Hooks

Here are a few examples of other plot hooks you can use to introduce the legend of the abyss maw to your Dungeons & Dragons campaign:

Abyss Maw Battle Map

1 square = 10 feet.

Chapter 4: The Bathyal Beholder

Simply being in the presence of a bathyal beholder is enough to twist the mind and drown the senses. Unlike its more intelligent kin, the bathyal beholder trades much of its greedy, hateful nature for one of morbid fascination and observation.

These sea-dwelling aberrations take great pleasure in dismantling ships and dissecting seafaring creatures. Like other beholders, they have an unnatural ability to levitate, though they rarely have to rely on it in their preferred, aquatic environment. Bathyal beholders eye stalks are almost always thin, a by-product of their tendency to keep them curled within their crustacean shells. When a bathyal beholder sleeps, its large, lidless eye remains open, calmly scanning the surrounding landscape for danger.

Xenophobic Observers

Bathyal beholders are aggressive and xenophobic, choosing to hunt and kill all creatures within its zone of influence before settling in a region. While their lairs are unusually small, each is packed with a scattering of shells, skeletons, underwater relics and sunken wrecks. This debris serves them as an underwater protective fortress, from which the bathyal beholder lurks and observes.

Within this fortress, a bathyal beholder lurks, observing passing wildlife with hateful fascination.

To a beholder, all living things are plotting to betray them, even if such creatures are not capable of conscious thought. Bathyal beholders take this paranoid delusion to greater depths, capturing and dissecting passerby aquatic life in a bid to uncover the secrets its mind insists they are hiding.

Hoarders of Wealth and Secrets

A bathyal beholder's lair is filled with various trinkets, treasures and artifacts it has amassed over years of plundering sunken ships. The floors of the beholder's lair are carved into vast pits using its disintegrating eye ray, which the beholder fills with captured treasures. Ship hulls and stolen statues create the lair's walls, melded into underwater rock faces or protruding floors transmutation rays. Holes are sealed and water drained from the interior upon the structure's completion, creating a sealed, if leaky, environment the beholder can use to perform its vile, experiments.

A bathyal always keeps most of its eyestalks hidden inside its carapace, with only a few out at a time, constantly switching them out during combat to confound its enemies. Should intruders break into the bathyal's underwater fortress, the beholder floods the ground with seawater before rising up to higher levels to harry its foes from above. When threatened in its lair, a bathyal beholder will often attempt to subdue its victims without killing them, so as to later dissect them piece by piece. In doing so, it hopes that eventually, one of its victims will reveal the secret it has long been searching for.

Motivations

Bathyal beholders share many traits with other beholders, including their rampant xenophobia, paranoia, vanity, and megalomania. Many decorate their bodies with shells taken from giant crustaceans, which doubles as protective body armor.

Where bathyal beholders differ from other beholder-kin is in their strange fascination with the biology of non-beholders, and indulge this curiosity by capturing and dissecting any prey hapless enough to wander into its lair. When the beholder spies something new for the first time, it captures the creature for observation, but it isn't long before observation becomes demise.

A Bathyal Beholder's Lair

A beholder's lair is typically a small, secretive bastion located on the edge of an underwater cliff, or within the ruins of a sunken ship, where it can attack without fear of its prey escaping.

Lair Actions

When fighting inside its lair, a beholder can invoke abhorrent, otherworldly magic to bend the surrounding structure to its whims.

On initiative count 20 (losing initiative ties), the beholder can take a lair action to cause one of the following effects:

- The ground within the lair suddenly floods with 2 feet of dark seawater. Until initiative count 20 on the next round, the area is difficult terrain for medium or larger creatures. Smaller creatures must swim.
- Walls within 120 feet of the beholder become soft and pulsate with eldritch magic until initiative count 20 on the next round. Strange shrieks and howls can be heard by any creature within 10 feet of a wall. Any creature that starts its turn within 10 feet of a wall must succeed on a DC 17 Wisdom saving throw or become drawn into it and incapacitated. Another creature can free an incapacitated creature from the wall with a DC 16 Strength (Athletics) check.
- The lair's structure shifts to the beholder's specifications. Partition walls collapse and reform into open doorways, and the treasure pits rise upwards, sending a wave of objects cascading towards the beholder's enemies. Each creature of the beholder's choosing within 10 feet of the floor must make a DC 17 Dexterity saving throw. A creature takes 10 (3d6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. If a creature fails this saving throw by 5 or more, it is also buried under the beholder's treasure, and is restrained. A restrained creature can drag itself free of the mounting treasures by using its action to make a DC 16 Strength (Athletics) check.

  The lair retains the newly transformed layout until the beholder chooses to use this lair action again. This action doesn't alter the lairs structural integrity, nor can it affect any outer walls.

The beholder can't use the same effect on consecutive rounds.

Regional Effects

A region containing a beholder's lair is warped by the creature's unnatural presence, which creates one or more of the following effects:

- Creatures within 1 mile of the beholder's lair find their skin becoming constantly damp, and all food eaten tastes rotten.
- When the beholder sleeps, minor warps in reality occur within 1 mile of its lair, vanishing 24 hours later. Natural sources of water and indigenous wildlife begin exhibiting unnatural changes in color or biology; anything from growing extra appendages to starting to glow is possible for this dreamscape made real.
- Boats and seafaring vessels crossing the water's surface in a 10 mile radius above the lair mysteriously spring random leaks. In addition, lanterns and nonmagical objects with round or bumpy objects (such as rivets or braille) manifest unblinking eyes, which can only be seen in a creature's peripheral vision.

If the beholder dies, these effects fade over the course of 1d6 days.

Bathyals and Bathyal Tyrants

Bathyal beholders grow in power and strength the longer they are left unchallenged. The traditional bathyal beholder is a younger bathyal, one that is less than 500 years old. While still a formidable opponent, it lacks the magical finesse and control of the legendary bathyal tyrant.

A bathyal tyrant has spent 500 or more years lurking beneath the waves and has amassed quite the collection of treasures. A tyrant is a master of its innate abilities and surroundings, capable of manifesting much more powerful spells than its younger counterparts. Some bathyal tyrants even choose to enter melee of their own accord, their spined tendrils and muscular form more than a match for most conventional opponents. These tyrants, while much more dangerous, are also more sought out by hunters for their blood, which transforms to a deep green upon a bathyal's growth into a tyrant. A tyrant's blood has much higher value on the black market than it's lesser kin.

A bathyal tyrant can be distinguished from its younger counterpart by the spines adorning its pseudopods, and the hum of magical energy that surrounds it. Young bathyals have not yet developed the hardened chitin required to grow such formidable melee weapons, nor mastered their aberration magic.

Size Comparison Chart

Below is a visual guide to give the Dungeon Master or players an idea of the size of a bathyal beholder, in comparison to a traditional sailing ship (30 crew), shark, and human of average height.

Tales Older Than Time

Tales of an undersea beholder have been a popular topic amongst sailors ever since the fishing ship *Lucky's Stride* crashed into a trade port with only half her crew and a wide-eyed tale of horror and death. Many sea variations of the bathyal sea shanty are known to the sailors and fishermen of Saltmarsh docks, but only the original shanty is known to hold magical power over the tyrant beneath the sea.

The Bathyal Sea Shanty

This shanty is most commonly known only by the older dwarves in the Saltmarsh mines, or the elven and gnomish sailors who have spent their formative years working the docks when Saltmarsh was still in its infancy.

The shanty can be spoken or sung by anyone, but only to some does its magic rise to the surface. Warlocks with a Pact of the Old Ones, aberrant creatures, or beings steeped in magic can bring out these hidden qualities of the shanty. To these select few, words flow and echo into the distance like an unearthly choir, while eldritch ripples of awakened energies settles on the speaker's shoulders like a cold veil.

The shanty is as follows:

"Upon mǒuntayn passes and grey winds of old
lie creatures and watchers of aeons told

Beasts of such madness in the éies of men
Impossibly lurking in their ashen dens

It stares at the water with a wild man's gaze
It bréeth'd in the ocean and left its cave

With éies filled with power and hunger in steádd
It dived and devoured and slaughtered and fed

It left to sea, from the my'rés now free
And it lyvës in me, yes it sees through me

That deep blue sea, yes it hears through me
And now it's free... that bâthyâl beast!"

Words of Dread

Certain words of the bathyal shanty are written and spoken in Deep Speech, an aberrant language used by mind flayers and other cosmic horrors. The pronunciation guide for these words is in the table below. Each word sounds strikingly similar to a common word (such as 'éies' being spoken as 'eyes'), but have an altogether different meaning when translated literally. They are collectively known as words of dread. Nonmagical creatures that speak a word of dread with intent are subject to intense feelings of terror and emptiness as soon as the words leave their lips, though nothing more happens.

If a creature steeped in magic speaks a cursed word with intent, however, it functions as the verbal component for a spell. Such a speaker must roll on the Aberrant Speech table to determine what happens.

The speaker doesn't need to roll on the table if the word of dread is not spoken with intent. For example, a wizard could sing or read the shanty aloud to no avail unless they spoke the word of dread with an intention to understand it, or use it to elicit a reaction from another creature.

Words of Dread

Word	Literal Translation	Pronunciation
mðuntayn	Loss	Mountain
éies	Entity	Eyes
bréeth'd	Void	Breathed
steádd	Hunger	Stead
my'rés	Madness	Mires
lyvës	Silence	Lives
bâthyâl	Deep One	Bath-Yal

Translating A Word of Dread

A word of dread can be translated by making a DC 17 Intelligence (Arcana) check. This check is made with advantage if the creature speaks deep speech, has studied aberrations at length, or is connected to an Old One in some way.

Deep Speech Effects

When a character with the ability and intent speaks a word of dread, have them roll percentile dice and consult the table below. If their roll is equal or less than the percentage shown for the spoken word, a magical effect is triggered. In each case the result indicates how many times to roll on Effect Table 1, Effect Table 2, or both. Each effect table has a column for the default effect, and an upgraded effect to use in place if the same result is rolled twice. If the effect requires a target, the target is one creature the speaker can see who can also hear the speaker and understands at least one language. The effects last for 1d10 minutes, or until the afflicted creature is subjected to a *remove curse* spell, unless specified otherwise.

Deep Speech Table

Word Spoken	Chance to trigger magical effect	Result
mðuntayn	50%	Roll twice on Table 1, applying both effects
éies	25%	Roll twice on Table 2, and choose the lowest rolled (minimum 1).
bréeth'd	50%	Roll three times on Table 1, combining the 2 highest effects, or once on Table 2.
steádd	75%	Roll once on Table 1, removing 1 from the total rolled
my'rés	75%	Roll once on Table 1
lyvës	25%	Roll twice on Table 2, and choose the highest rolled.
bâthyâl	25%	Roll twice on Table 1, and once on Table 2, applying all effects at once.

Effect Table 1

D12	Effect	Effect if result is rolled again
1	The target's eyes become clouded with black ichor, blinding them for the duration.	The ichor sprouts long tendrils to bind the target, restraining them for the duration.
2	The vision of a faceless, humanoid creature appears in the speaker's peripherals. The creature is visible only to the speaker, and if they move, the creature moves with them to remain always within 60 feet but no closer than 50 feet. If the speaker attempts to look directly at the creature, the illusion vanishes, but reappears in their peripherals a moment later	The illusion remains lurking in the speaker's peripherals for 2d6 hours. During this time, if the speaker attempts to sleep, the feeling of an icy hand caresses their face, shocking them awake.
3	The target hears a shrill voice, echoing from a nearby crack in a wall or other small hole, crying for help. No other creatures hear the voice, which becomes more desperate the longer it is ignored.	After the regular duration, the voices stop, but reappear every 1d10 hours for the next 24. The target hears banging originate from behind doors, walls or floorboards. If it inspects the banging, the target must make a DC 15 Wisdom saving throw or become charmed. While charmed in this way, the target is convinced the voice is that of a trapped loved one.
4	The target begins to feel as though something is moving within their stomach. The skin around their navel distends grotesquely as a small chitinous creature extrudes from within it. The creature scuttles down the target's leg and burrows into the ground.	The speaker's hands become withered, dehydrated, and icy cold to the touch. The target loses all feeling in their fingers and toes, and both speaker and target can only read words reversed in a mirror.
5	A **Gibbering Mouther** appears within 30 feet of the target, and is hostile to all creatures.	When the original gibbering mouther is reduced to 0 hit points by a melee weapon, it divides into two new gibbering mouthers, each with only 30 hit points.
6	The target's fingernails fall off. Underneath are small, spider-like eyes, which dart around and squirm wildly.	The effect remains for 2d6 hours, during which time the target also feels the perpetual discomfort of a small insect climbing on the back of their eyes each time they blink.
7	The target's skin assumes a grainy texture, like sand, which lasts for 1 hour. If the targets skin becomes wet during this time, it froths and bubbles, emitting strange slurping sounds only the target can hear.	If the targets skin becomes wet, black grasping tendrils emerge from within the froth and bubbles. The tendrils wrap themselves around the target and pulsate, as if measuring its heartbeat. These tendrils vanish when the skin is dried or wiped.
8	Every gold piece the speaker is carrying in a nonmagical purse or bag gains a mouth filled with razor sharp teeth. The coins attempt to eat anything they come into contact with (but not each other).	The coins grow 8 metallic legs, and begin moving towards the nearest set of teeth. If a gold piece touches a creature's tooth, the tooth rots and immediately falls out. Then the gold piece inserts itself legs first into the cavity, reshaping itself into a gold tooth. This replacement is permanent.
9	The speaker casts *Evard's black tentacles,* without components, on the target. The spell doesn't require concentration, and lasts for the duration.	The speaker casts *Evard's black tentacles* without components, centered on itself. In addition, the spell's radius is increased to 60 feet. The spell remains for 1 minute before vanishing.
10	The target's tongue becomes riddled with a dozen small round boils, about the size of a pea. It can feel something moving around in each of them. If any of the boils are popped, the target vomits.	The round boils in the target's mouth pop, and the target vomits up 1d4 black, ooze-like creatures that use the statistics of a **Rust Monster,** except they are small oozes instead of medium monstrosities. They are hostile to all creatures, and remain for 1 minute or until killed.
11	The target's hair falls out, transforming into slithering black leeches which writhe and twist across the ground towards the nearest source of blood.	The leeches merge together, transforming into 1d4 **Gricks**. The gricks are hostile to all creatures, and are drawn towards the nearest source of blood.
12	The speaker's jaw expands before they must spend their action vomiting up hundreds of teeth. The teeth remain for the duration, at which point they melt into the floor, chattering an incomprehensible gibberish as they do so.	The teeth take the shape of an eldritch horror, which appears within 30 feet of the speaker, and is hostile to all creatures. The horror uses the statistics of a Flesh Golem, which remains for 2d4 rounds or until killed, whereupon it reverts to the lifeless teeth which created it. The teeth clatter to the ground and chatter incoherently before vanishing.

Effect Table 2

D3	Effect	Effect if result is rolled again
1	The target becomes assailed with hellish visions of the great void beyond. The creature immediately suffers a short-term madness (**DMG**, Chapter 8: Running the Game).	The speaker also catches a glimpse of the realm-between-worlds. Both the speaker and target suffer a long-term madness (**DMG**, Chapter 8: Running the Game), which lasts for 1d10 x 10 hours.
2	Every open body of nonmagical liquid (including mugs of ale, pots of soup, etc.) within a 5-mile radius of the speaker become infested with hundreds of floating eyes. The eyes remain for the duration, and then vanish without a trace. Each creature that looks at the eyes must succeed on a DC 15 Intelligence saving throw or become afflicted with a short-term madness, which lasts for 1 minute.	All creatures within a 5-mile radius lose the ability to read any language for 1d10 minutes. Those who persist and try to read despite the incomprehensibility of any text must succeed a DC 22 Intelligence saving throw or become afflicted with a short term madness for 1 minute.
3	The speaker casts the *plane shift* spell without components on the target, with a range of 60 feet, using their own spell save DC or spell attack modifier to do so.	The speaker casts *banishment* without components, centered on itself (spell save DC 17). On a failed save, the creature is transported to an otherworldly pocket Plane, filled with cosmic horrors and monstrous entities. The creature returns in 1d4 rounds and is afflicted with an indefinite madness (**DMG**, Chapter 8: Running the Game). This madness lasts until cured by the *greater restoration* spell, or similar magic.

Bathyal Beholder

Large aberration, lawful evil

Armor Class 20 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 0 ft., swim 40 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	15 (+2)	17 (+3)	16 (+3)

Saving Throws Int +7, Wis +8, Char +8
Skills Perception +13
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 23
Languages Deep Speech
Challenge 14 (11,500 XP)

Amphibious. The bathyal beholder can breathe air and water.

Antimagic Cone. The bathyal beholder's central eye creates an area of antimagic, as in the *antimagic field* spell, in a 120-foot cone. At the start of each of its turns, the bathyal beholder decides which way the cone faces and whether the cone is active. The area works against the bathyal beholder's own eye rays and magic.

Creature of Legend. The bathyal beholder is a mythical creature of legend. Its melee weapon attacks are magical, and it has advantage on saving throws against spells and other magical effects.

Legendary Resistance (1/day). When the bathyal beholder fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The bathyal beholder's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The bathyal beholder can innately cast the following spells, requiring no components:

At will: *identify, purify food and drink*
3/day each: *detect thoughts, locate animals or plants*
1/day: *slow*

Actions

Bite. *Melee weapon attack:* +7 to hit, reach 5ft., one target. *Hit:* 16 (4d6 + 2) piercing damage.

Eye Rays. The bathyal beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing up to three targets it can see within 120 feet of it:

1. *Charm Ray.* The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the bathyal beholder for 1 hour, or until the bathyal harms the creature.
2. *Paralyzing Ray.* The targeted creature must succeed on a DC 16 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.
3. *Dissection Ray.* The targeted creature must make a DC 16 Dexterity saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one. If a creature fails a save against this ray twice in under 1 minute, it loses one random appendage.
4. *Transmutation Ray.* If the target is a creature, it must succeed on a DC 16 Wisdom saving throw or become polymorphed into a creature or nonmagical object of the bathyal beholder's choice that has a Challenge Rating no higher than 1. The target remains polymorphed this way for 1 hour, until it takes damage, or until a creature reverses the effect with *dispel magic* or a similar spell.
   If the target is a Large or smaller nonmagical object that isn't being worn or carried, it is transformed into a different object of similar size. If the target is a Huge or larger object, this ray affects a 10-foot cube of it. This effect lasts until dispelled.
5. *Drown Ray.* The targeted creature must succeed on a DC 16 Constitution saving throw or begin to suffocate. A suffocating creature can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again. The target can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success. This ray has no effect on constructs, or creatures that don't need to breathe.
6. *Coral Ray.* The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature starts to become covered in coral and is restrained. It must make a Strength saving throw at the end of its next turn. On a success, the effect ends, and the target breaks free. On a failure, the creature transforms into a coral structure and is petrified until freed by the *greater restoration* spell or other magic. If a creature petrified in this way is not at least partially submerged in water, it also begins to dry up. After 1 hour of being left out to dry, the petrified creature dies.
7. *Erosion Ray.* If the target is a creature, it must succeed on a DC 16 Wisdom saving throw or be cursed. A cursed creature has its hit point maximum reduced by 5 (1d10) every time it takes damage. If this damage reduces the cursed creature to 0 hit points, its body is ground down into a pile of gritty, sand colored bones.
   If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
8. *Desiccation Ray.* The targeted creature must succeed on a DC 16 Constitution saving throw or take 16 (3d10) necrotic damage and be afflicted with 2 levels of exhaustion as all liquid is sucked out of its body. For as long as the creature remains exhausted in this way, it can't regain hit points, and it dies if the ray reduces it to 0 hit points. The ray has no effect on undead or constructs.

Legendary Actions

The bathyal beholder can take 3 legendary action, using the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The bathyal beholder regains spent legendary actions at the start of its turn.

Eye Ray. The bathyal beholder uses one random eye ray.
Spellcasting. The bathyal beholder casts a spell.

Bathyal Tyrant

Large aberration, lawful evil

Armor Class 20 (natural armor)
Hit Points 332 (35d10 + 140)
Speed 0 ft., swim 40 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	16 (+3)	18 (+4)	22 (+6)

Saving Throws Int +9, Wis +10, Char +10
Skills Investigation +9 Perception +14
Condition Immunities charmed, frightened, prone
Senses darkvision 120 ft., passive Perception 24
Languages Deep Speech
Challenge 20 (25,000 XP)

Amphibious. The bathyal tyrant can breathe air and water.

Antimagic Cone. The bathyal tyrant's central eye creates an area of antimagic, as in the *antimagic field* spell, in a 150-foot cone. At the start of each of its turns, the bathyal tyrant decides which way the cone faces and whether the cone is active. The area works against the bathyal tyrant's own eye rays and magic.

Creature of Legend. The bathyal tyrant is a mythical creature of legend. Its melee weapon attacks are magical, and it has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/day). When the bathyal tyrant fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The bathyal beholder's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The bathyal tyrant can innately cast the following spells, requiring no components:

At will: *detect thoughts, identify, purify food and drink*
3/day each: *locate animals or plants, levitate*
2/day each: *control water, slow*
1/day: *animate objects*

Actions

Tentacles. *Melee weapon attack:* +10 to hit, reach 5ft., one creature. *Hit:* 22 (4d8 + 4) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 18), and the bathyal tyrant can't use it's tentacles to attack another target.

Consume Thoughts. *Melee weapon attack:* +10 to hit, reach 5ft., one creature grappled by the bathyal tyrant. *Hit:* 55 (10d10) psychic damage. If this damage reduces the target to 0 hit points, the bathyal tyrant kills the target by desiccating its brain.

Eye Rays. The bathyal tyrant shoots three of the following magical eye rays at random (reroll duplicates), choosing up to three targets it can see within 150 feet of it:

1. *Charm Ray.* The targeted creature must succeed on a DC 20 Wisdom saving throw or be charmed by the bathyal beholder for 1 hour, or until the bathyal harms the creature.
2. *Paralyzing Ray.* The targeted creature must succeed on a DC 20 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.
3. *Dissection Ray.* The targeted creature must make a DC 18 Dexterity saving throw, 45 (10d8) radiant damage on a failed save, or half as much damage on a successful one. If a creature fails a save against this ray twice in under 1 minute, it loses one random appendage.
4. *Transmutation Ray.* If the target is a creature, it must succeed on a DC 20 Wisdom saving throw or become polymorphed into a creature or nonmagical object of the bathyal tyrant's choice that has a Challenge Rating no higher than 1. The target remains polymorphed this way for 1 hour, until it takes damage, or until a creature reverses the effect with *dispel magic* or a similar spell.
   If the target is a Large or smaller nonmagical object that isn't being worn or carried, it is transformed into a different object of similar size. If the target is a Huge or larger object, this ray affects a 10-foot cube of it. This effect lasts until dispelled.
5. *Drown Ray.* The targeted creature must succeed on a DC 20 Constitution saving throw or begin to suffocate. A suffocating creature can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again. The target can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success. This ray has no effect on constructs, or creatures that don't need to breathe.
6. *Coral Ray.* The targeted creature must make a DC 20 Dexterity saving throw. On a failed save, the creature starts to become covered in coral or other undersea flora and is restrained. It must make a Strength saving throw at the end of its next turn. On a success, the effect ends, and the target breaks free. On a failure, the creature transforms into a coral structure and is petrified until freed by the *greater restoration* spell or other magic.
7. *Erosion Ray.* If the target is a creature, it must succeed on a DC 18 Dexterity saving throw or take 54 (12d8) force damage. If this damage reduces the creature to 0 hit points, its body is ground down into a pile of gritty, sand colored bones.
   If the target is a Large or smaller nonmagical object or creation of magical force, it is eroded without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray erodes away a 10-foot cube of it.
8. *Desiccation Ray.* The targeted creature must succeed on a DC 18 Constitution saving throw or take 33 (6d10) necrotic damage and be afflicted with 2 levels of exhaustion as all liquid is sucked out of its body. For as long as the creature remains exhausted in this way, it can't regain hit points, and it dies if the ray reduces it to 0 hit points. The ray has no effect on undead or constructs.

Legendary Actions

The bathyal tyrant can take 3 legendary actions, using the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The bathyal tyrant regains spent legendary actions at the start of its turn.

Spellcasting. The bathyal tyrant casts a spell.
Tentacle Strike. The bathyal tyrant attacks with its Tentacles.
Eye Ray. The bathyal tyrant uses one eye ray.

Harvesting Table

Body Part	Harvest DC	Items Available to Craft	Item Crafting Requirements	Crafting DC and Time Taken
Bathyal Eye Stalk (1d8 stalks)	DC 16 Wisdom (Survival) Dry storage container (*Max of 4 pieces per container*)	***Bathyal Wands:*** Coral Wand Wand of Charming Wand of Holding Wand of Dissection Wand of Transmuting Wand of Drowning Wand of Erosion Wand of Desiccation (*1 stalk required for each*)	***Tinker's tools:*** All items	***Bathyal Wands (Various):*** DC 17 Intelligence (Arcana) 8 Hours
Bathyal Flesh (2d10)	DC 15 Wisdom (Survival) Salted storage container (*Max of 20 pieces per container*)	Bathyal Leather (*5 pieces required*) Patch of the Tyrant (*3 pieces required*) Baked Bathyal Steak (*1 piece required*)	***Leatherworker's Tools:*** Bathyal Leather Patch of the Tyrant ***Cook's Utensils:*** Baked Bathyal Steak	***Bathyal Leather:*** DC 15 Strength (Athletics) 8 Hours ***Patch of the Tyrant:*** DC 15 Dexterity (Sleight of Hand) and DC 17 Intelligence (Arcana) 6 Hours ***Baked Bathyal Steak*** DC 14 Wisdom (Survival) 1 Hour
Central Bathyal Eye (1 eye)	DC 19 Wisdom (Survival) A watertight barrel, filled with saltwater	Watchful Crest (*1 eye required*) Tyrant's Gaze (*1 eye required*)	***Tinker's Tools:*** Watchful Crest ***Alchemist's Supplies:*** Tyrant's Gaze	***Watchful Crest:*** DC 19 Intelligence (Arcana) and DC 14 Strength (Athletics) 8 Hours, over 2 days ***Tyrant's Gaze:*** DC 19 Intelligence (Arcana) 8 Hours
Bathyal Spines (2d10 spines)	DC 16 Wisdom (Survival)	Ocean Warder's Charm (*2 spines required*) Bathyal Bolts (set of 10) (*5 spines required*) Bathyal Arrows (set of 10) (*5 spines required*) Tyrant Blade (*2 spines required*)	***Tinker's Tools:*** Ocean Warder's Charm ***Smith's Tools:*** Bathyal Bolts Bathyal Arrows Tyrant Blade	***Ocean Warder's Charm:*** DC 15 Dexterity (Sleight of Hand) 3 Hours ***Bathyal Bolts:*** DC 15 Strength (Athletics) 4 Hours ***Bathyal Arrows:*** DC 15 Strength (Athletics) 4 Hours ***Tyrant Blade:*** DC 16 Strength (Athletics) 4 Hours
Bathyal Blood (1d10 Bathyal vials, or Tyrant vials, depending on variant faced)	DC 18 Intelligence (Arcana) and DC 15 Wisdom (Medicine) One vial per blood sample taken.	Bathyal Elixir (*2 Bathyal vials required*) Tyrant's Resolve (*2 Tyrant vials required*)	***Alchemist's Supplies:*** All items	***Bathyal Elixir:*** DC 18 Intelligence (Arcana) 6 Hours ***Tyrant's Resolve:*** DC 18 Intelligence (Arcana) 6 Hours
Bathyal Shell (2d6 fragments)	DC 17 Wisdom (Survival)	Tyrant Plate (*4 fragments required*) Bathyal Plate (*3 fragments required*) Seastrider Armor (*2 fragments required*)	Smith's Tools All items	***Tyrant Plate:*** DC 17 Strength (Athletics) 6 Hours ***Bathyal Plate:*** DC 16 Strength (Athletics) 6 Hours ***Seastrider Armor:*** DC 16 Strength (Athletics) 6 Hours

Harvesting Bathyal Parts

The bathyal beholder and bathyal tyrant each have eight eye stalks, which are used to fire the creature's various magical rays. Both creatures also have a single large eye and are covered in a protective carapace, created from the shells of other sea dwelling creatures. The eye stalks, central eye, shell and various other elements of the creatures can be harvested to produced weird and wonderful items.

The Harvest Table details the requirements for harvesting each body part, including the harvest DC, crafting DC, and resulting weapon or item the body part can be turned into.

Table Guide:

- **Body Part:** The part of the body that is being harvested, and how many pieces may be obtained from a successful harvest attempt.
- **Harvest DC:** This details the ability check and DC required to successfully harvest the chosen part and any storage requirements the part has. Each body part may only be successfully harvested once, unless specified otherwise, after which the body part is destroyed. If a creature fails the harvesting check by 5 or more, the body part is also destroyed, and can't be harvested again.

  If harvesting a body part requires two or more checks, the checks can be performed by any creatures involved in the harvesting. A ranger, for example, might decide to join in on the harvesting by making the required Wisdom (Survival) check, leaving the Dexterity (Sleight of Hand) check to the rogue. Other characters can take the Help action to grant the harvesting characters advantage on the aforementioned checks.
- **Items Available to Craft:** This column lists the item or items that may be crafted from harvested creature parts. You can only produce one of the listed items with each crafting attempt. The crafted item's properties are detailed at the end of the chapter.
- **Item Crafting Requirements:** This section details any requirements that must be met to turn the harvested body part into an item. Harvested pieces that note a storage requirement (such as a vial or barrel of salt) must be placed in their respective containers immediately after being harvested, and should remain in the container until used in crafting. A harvested piece degrades over time when not placed in its particular container or being used for crafting. Each piece can remain outside of a container for a maximum of 1d4 hours (ignoring crafting times) before succumbing to rot. A rotten piece can't be crafted. If an item is listed under two or more tools, proficiency in and access to both sets of tools are required, though these proficiencies can be shared over multiple characters. For example, one character could take part in the crafting and have proficiency in one set of tools, and another character could also take part in the crafting and provide the proficiency needed for the other set of tools.
- **Crafting DC:** The ability check and DC that must be met to successfully craft an item, and the time required to do so. If this check is failed by 5 or more, the harvested pieces used are destroyed in the crafting process.

  If crafting an item requires two or more checks, the checks can be performed by any creatures taking part in the crafting of the item. A barbarian, for example, might decide to make the required Strength (Athletics) check, leaving the Intelligence (Arcana) check to the wizard. Other characters can take the Help action to grant the crafting characters advantage on the aforementioned checks.

Crafted Items

The crafted items listed below are in alphabetical order, with the exception of the Bathyal wands, which are detailed at the end of this section.

Some items on this list can only be crafted using materials harvested from either the Bathyal Beholder or Bathyal Tyrant respectively. If the item can be crafted from either version of the creature, the properties change depending on which version it is crafted from, with the lesser properties displayed by default and the upgraded Tyrant properties shown atop the description. Each item also lists its school of magic, should it be the target of *detect magic* or similar spells.

Baked Bathyal Steak

Wondrous item, rare

Tyrant Properties: Temporary hit points gained increase to 22 (4d10).
School of Magic: Transmutation

A 12oz steak, carved from the hide of a bathyal beholder or tyrant. The steak is heavily seasoned while tough and rubbery to chew. A single steak can provide a day's worth of nourishment for up to 3 Medium creatures, or 1 Large creature. After consuming the steak, each creature gains 18 (4d8) temporary hit points, which last for 6 hours.

Otherworldly Dreams. A creature that consumes a bathyal steak is afflicted with bizarre dreams and otherworldly visions as they rest. At the end of the creature's next long rest, roll on the Wild Magic Surge table (PHB, Chapter 3: Classes) and apply the effects. In addition, if the roll is odd, the creature conjures 1d4 gibbering mouthers. The gibbering mouthers appear in unoccupied spaces within 30 feet of the target and are hostile to all creatures. If the roll is even, the creature gains 18 (4d8) temporary hit points, which last for 8 hours.

A steak remains edible for 2d4 days, at which point it rots and is destroyed.

Bathyal Arrow

Weapon (arrow), common

Tyrant Properties: The arrow's damage increases to 1d6.
School of Magic: Evocation

This ivory colored arrow is carved from the spines of a bathyal beholder or tyrant. The stem of the arrow is brittle but tough, and covered with small hooked barbs. When you hit a creature with this arrow, you deal an additional 1d4 psychic damage.

Once it hits a target, this ammunition is no longer magical.

Bathyal Bolt

Weapon (bolt), common

Tyrant Properties: The bolt's damage increases to 1d6.
School of Magic: Evocation

This ivory colored crossbow bolt is carved from the spines of a Bathyal Beholder. The bolt is tough and heavier than traditional bolts, sporting two fearsome barbs on either side of the head. When you hit a creature with this bolt you deal an additional 1d4 psychic damage.

Once it hits a target, this ammunition is no longer magical.

Bathyal Elixir
Potion, very rare (bathyal beholder only)

School of Magic: Enchantment

This crimson liquid glitters and squirms when held in direct sunlight, and small, grasping tendrils form from it when poured. The tendrils are harmless, but make drinking the potion extremely uncomfortable. When you drink this potion, you gain advantage on saving throws against spells and other magical effects for 1 hour.

After this effect ends, you spend your next turn violently retching before eventually vomiting up the carcass of a tiny, decaying, multi-limbed aberration.

Bathyal Leather
Armor (studded leather), rare

Tyrant Properties: Grants additional +2 to AC.
School of Magic: Abjuration

A set of studded leather armor, crafted from the treated flesh of a bathyal beholder or tyrant. The leather is tough and magically absorbent. While wearing this armor, you gain advantage on saving throws against magical effects that would decrease your movement speed. Additionally, as an action you can automatically succeed on a saving throw against any effect decreasing your movement speed, including the restrained or grappled condition. Once this feature has been used, it can't be used again until the next dawn.

Bathyal Plate
Armor (half plate), rare (requires attunement)

Tyrant Properties: Grants an additional +2 to AC.
School of Magic: Abjuration

This calcified, coral colored half plate is crafted from the protective shell of a bathyal beholder or tyrant. When wet, it slowly shifts through various color, and is extremely tough. While you wear this armor, any critical hit against you becomes a normal hit instead. This is determined when the attack hits, but before damage is rolled. While you remain attuned to this armor, twitching eyes appear and disappear across it at random intervals, granting you truesight out to 10 feet.

Ocean Warden's Charm
Ship upgrade (mast), rare

Tyrant Properties: —
School of Magic: Abjuration

This crafted metal symbol is infused with the spines of a bathyal beholder or bathyal tyrant. When embedded in the mast of a ship, this magical charm protects it against the natural disasters or traditional wear. When faced with natural-occurring phenomenon, the ship cannot capsize or sink, and while it can run aground, any damage it sustains from doing so is purely cosmetic. The ship never suffers wear-and-tear from regular use, and will always remain sea-worthy unless it sustains damage in combat.

Patch of the Tyrant
Wondrous item, rare (requires attunement, bathyal tyrant only)

School of Magic: Enchantment

This leathery eye patch is crafted from the flesh of a bathyal tyrant. While you wear it, you have advantage on Charisma (Intimidation) checks.

While at sea, you can use a bonus action to cause the eye patch to take the shape of a monstrous eye for 1 minute. The eye twitches and darts around wildly of its own volition, alerting you to incoming dangers. For the duration, you are assumed to be under the effects of the *sanctuary* spell. This effect ends early is you kill a hostile creature, or when you choose to end it as a bonus action.

Once you've used the eye patch in this way, you cannot do so again until the following stroke of midnight.

Seastrider Armor
Armor (any medium armor), uncommon (bathyal beholder only)

School of Magic: Enchantment

This dull brown armor is crafted from the soft internal shell of a bathyal beholder. The armor is covered in rings of varying colour, denoting the shell's age. You have a +1 bonus to AC while wearing this armor. Additionally, you gain a swimming speed of 40 feet.

Tyrant Blade
Weapon (battleaxe, glaive, greataxe, greatsword, halberd or longsword), very rare (requires attunement, bathyal tyrant only)

School of Magic: Enchantment

A sinister looking blade, forged from the spines of a legendary bathyal tyrant. Sharp barbs run the length of one side, giving the blade a jagged, saw-like appearance. You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the heavy and two-handed properties, if it didn't have them already, and deals an additional damage die on a successful hit.

Tyrant's Gaze
Potion, very rare

Tyrant Properties: The cone's range increases to 30 feet.
School of Magic: Enchantment

This sweet-smelling potion has the consistency of pickled cabbage, and is peppered with small, pea sized eyes. When you consume this potion, your eyes create a small area of antimagic, as in the *antimagic field* spell, in a 15-foot cone. The effect lasts for 1 minute before wearing off.

At the start of your turn, you decide which way the cone faces, and whether or not it is active.

Tyrant's Plate
Ship upgrade (hull), very rare

Tyrant Properties: Piercing damage increases to 14 (4d6).
School of Magic: Abjuration

This magical hull plating is forged from the aged shell of a bathyal tyrant. Bound together with iron and steel, this hull is littered with dozens of extended, sharpened spines. When the ship's hull suffers damage from a melee weapon attack, the attacking target immediately takes 7 (2d6) magical piercing damage.

Additionally, the ship and any crew inside it's hull gain advantage on saving throws made to resist spells and other magical effects while at sea.

Tyrant's Resolve

Potion, very rare (Bathyal Tyrant only)

School of Magic: Enchantment

This green liquid bubbles and froths when disturbed. The interior of the bottle is stained black from its contents, and a copper stopper is plugged into its top, sealed by yellow wax. When you drink this potion, you immediately gain all the benefits of having taken a long rest.

The first long rest you take after drinking this potion, however, is fraught with strange shadows in your nightmares. Whenever you try to sleep, you wake 1 hour later screaming from a terror you can't remember. This effect wears off at dawn's first light, but can be suppressed by holding a bright light over the afflicted creature for the duration of the long rest.

Watchful Crest

Ship upgrade (figurehead), very rare

Tyrant Properties: The cone's range increases to 120 feet.
School of Magic: Necromancy

This iron figurehead is carved in the shape of a fearsome beholder, either bathyal, tyrant or another of its kin of the artisan's choice. The figurehead sculpture has a large glass eye in its centre, filled with the preserved remains of a bathyal beholder or tyrant's central eye.

Wand of Holding

Tyrant's Resolve

While this ship upgrade is intact crew members and ship passengers designated by the captain gain truesight out to 60 feet, and the ship is always able to safely navigate to the nearest port.

Bathyal Wands

The eye stalks of bathyal beholders can be crafted into a variety of different wands, each as unique as the varying eye rays themselves. Below is a list of all the possible wands that can be crafted using a bathyal beholder eye stalks.

Coral Wand

Wand, very rare (requires attunement by a spellcaster)

Tyrant Properties: Spell save DC increases to 18.
School of Magic: Transmutation

This metal wand is covered in sea flora, and has a handle carved from petrified coral. This wand has 3 charges and regains 1d3 expended charges daily at dawn. As an action, you can expend one of these charges to fire a bubbling ray of light towards one creature you can see within 120 feet of you. The target creature must make a DC 16 Dexterity saving throw. On a failed save, the creature starts to become covered in coral and is restrained. It must make a Strength saving throw at the end of its next turn. On a success, the effect ends, and the target breaks free. On a failure, the creature transforms into a coral structure and is petrified until freed by the *greater restoration* spell or other magic.

If you expend the wand's last charge, roll a d20. On a 1, the wand self-petrifies, and becomes mundane.

Wand of Charming

Wand, rare (requires attunement by a spellcaster)

Tyrant Properties: Spell save DC increases to 18.
School of Magic: Enchantment

This wand has an alluring appearance, and is ornately carved from driftwood found at sea; in its handle sits a single unblinking eye, coated in clear pine resin. The wand has 3 charges and regains 1d3 expended charges daily at dawn. You can use an action to wave the wand towards one creature that can see and hear you within 120 feet. The target creature must succeed on a DC 16 Wisdom saving throw or be charmed by you for 1 hour, or until you or your companions do anything harmful to it.

If you expend the wand's last charge, roll a d20. On a 1, the wand explodes in a flash of brightly colored light, and is destroyed.

Wand of Desiccation

Wand, very rare (requires attunement)

Tyrant Properties: Spell save DC increases to 18.
School of Magic: Necromancy

This silvery wand is brittle, and dry to the touch. The tip hooks back around on itself like a wound tendril. The wand has 3 charges. Once per day if it is kept damp for at least 1 minute it regains 1d3 charges. As an action, you can raise the wand above your head, speak its command word, and expend a charge to force a creature you can see within 120 feet of you to make a DC 16 Constitution saving throw. On a failed save, the target creature takes 10d10 necrotic damage as all liquid is sucked out of its body. The target dies if this reduces it to 0 hit points. This has no effect on constructs, or creatures that don't retain water.

If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles to dust and is destroyed.

Wand of Dissection

Wand, very rare (requires attunement by a creature with a Dexterity of 14 or higher)

Tyrant Properties: Spell save DC increases to 18.
School of Magic: Evocation

This wand twists in on itself, featuring a plaited external stem, that surrounds the remains of a bathyal eye stalk, frozen in amber. The tip of the wand is sharp and pointed, akin to a needle. This wand has 3 charges and regains all expended charges daily at dawn. As an action, you can thrust the wand towards a creature you can see within 120 feet of you, causing the wand to emit a streaking red ray towards it. The targeted creature must make a Dexterity saving throw, taking 8d8 slashing damage on a failed save, or half as much damage on a successful one. If the creature fails the saving throw by 10 or more, the wand also severs one of the target's limbs, with the effect of such loss determined by the DM. If the creature has no limb to sever, the wand lops off a portion of its body instead.

If you expend the wand's last charge, roll a d20. On a 1, the wand shatters into tiny fragments, and is destroyed.

Wand of Drowning

Wand, very rare (requires attunement)

Tyrant Properties: Spell save DC increases to 18.
School of Magic: Necromancy

This spongy wand is crafted from the severed eye stalk of a bathyal beholder. The wand has 3 charges and regains 1d3 expended charges daily at dawn. As an action, you can wave the wand towards a creature you can see within 120 feet of you and expend one charge to force that creature to make a DC 16 Constitution saving throw. On a failed save, the target creature begins to suffocate. A creature suffocating in this way has 2 rounds to end the effect before it drops to 0 hit points. The target can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success. This has no effect on creatures that don't need to breathe air.

If you expend the wand's last charge, roll a d20. On a 1, the wand's shudders before disintegrating.

Wand of Erosion

Wand, very rare (requires attunement)

Tyrant Properties: Spell save DC 18.
School of Magic: Evocation

This dull grey wand has a handle carved from bone, and a core made from a bathyal's eye stalk. The wand has 3 charges and regains 1d3 charges daily at dawn. As an action, you can point the wand towards a creature you can see within 120 feet of you and expend a charge to force it to make a Dexterity saving throw or take 10d8 force damage. If this damage reduces the creature to 0 hit points, its body is ground down into a pile of gritty, sand colored bone and destroyed.

Alternatively, you may target a nonmagical object or magical effect that is Large or smaller, which is automatically eroded to nothing. If the target is a Huge or larger object or creation of magical force, this ray erodes away a 10-foot cube of it.

If you expend the wand's last charge, roll a d20. On a 1, the wand succumbs to its own erosion, turning into a fine sand, and is destroyed.

Wand of Restriction

Wand, rare (requires attunement by a spellcaster)

Tyrant Properties: Spell save DC increases to 18.
School of Magic: Enchantment.

This knobbly wooden wand is carved from burnt oak, and encases the eye stalk of a bathyal beholder or tyrant. This wand has 6 charges and regains 1d3 + 3 expended charges daily at dawn. As an action you can point the wand towards one creature you can see within 120 feet and expend a charge to emit a ray of blue light. The target creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If you expend the wand's last charge, roll a d20. On a 1, the wand's eye turns a deathly shade of white, and becomes mundane.

Wand of Transmuting

Wand, very rare (requires attunement by a spellcaster)

Tyrant Properties: Spell save DC increases to 18, and can cast *animate objects* (6 charges).
School of Magic: Transmutation

This brittle wand is carved from hardened coral, and has a single eye set atop its crown. The wand has 7 charges and regains 1d6 +1 charges daily at dawn. As an action, you can speak the wand's command word, and cast the prestidigitation cantrip. Alternatively, as an action, you can wave the wand towards a target of your choice and expend a number of charges to cast one of the following spells (Save DC 16):

levitate (1 charge), *slow* (2 charges), or *polymorph* (3 charges)

If you expend the wand's last charge, roll a d20. On a 1, the wand transforms into a piece of furniture, then a small beast, before finally settling as a pile of yellow goop, and is destroyed.

Selling Harvested Materials

Materials harvested from a bathyal beholder or bathyal tyrant can be sold to various interested third parties, mostly wizards or those of arcane repute. Harvested items can also be sold to criminal black-market dealers at an increased price, though the associated risks of doing so can vary from one location to the next.

The Harvest Value table details average sale guidelines for a piece of each material type.

Costs may fluctuate based on your campaign's economy, sale location, or per trader, at the discretion of the Dungeon Master.

Harvest Value Table

Material Name	Sale Price	Black Market Price
Bathyal Eye Stalk	120 gp (Tyrant) 80 gp (Beholder)	200 gp (Tyrant) 150 gp (Beholder)
Bathyal Flesh	100 gp (Tyrant) 75 gp (Beholder)	175 gp (Tyrant) 120 gp (Beholder)
Bathyal Eye	500 gp (Tyrant) 375 gp (Beholder)	900 gp (Tyrant) 700 gp (Beholder)
Bathyal Spines	45 gp (Tyrant) 15 gp (Beholder)	50 gp (Tyrant) 25 gp (Beholder)
Bathyal Blood	400 gp (Tyrant) 250 gp (Beholder)	650 gp (Tyrant) 400 gp (Beholder)
Bathyal Shell	450 gp (Tyrant) 275 gp (Beholder)	750 gp (Tyrant) 450 gp (Beholder)

The Menace Beneath the River

Recommended Character Level: 10 - 15 (Tyrant) 8 - 10 (Beholder)
Minimum Equipment Required: At least one magical weapon, a good understanding of party tactics and composition.
Recommended Equipment Required: At least two magical weapons, and access to spells capable of healing wounds and removing petrification and other effects.
Party Size: 4 - 6
Difficulty: Deadly + (4), Hard (6)
Quest Creature: Bathyal Beholder or Tyrant

Quest overview

Strange events have been assailing homes and taverns in Liar's Peak for the past week. Patrons of the coastal inns are complaining of all their food tasting rotten, while eerie cries and howls can be heard permeating the crashing waves late each night.

An old and grizzled adventurer, known to many as Elissa Whitby, left Liar's Peak two days ago to investigate a strange trail leading towards a deep creek, and hasn't returned. The characters must pick up the trail left by Whitby, locate her, and unearth the mystery assailing the region.

Important Quest Notes

This quest provides a basic battle map for the bathyal's lair, and provides additional supplies, should the characters locate Elissa Whitby's body. As the quest has been written to refer to either a bathyal beholder or bathyal tyrant, the term bathyal is used as a descriptor that can be applied to either creature.

Stage 1: Meeting the NPCs

The adventure begins when the characters first explore Liar's Peak (or whichever small fishing town you decide to set the adventure in). Strange things start to happen after the characters spend a night in the area. After questioning the locals, a human by the name of Winston Pendrikk can be seen wandering the streets with a worried expression.

If questioned, Winston begs for their help. They explain that their companion, Elissa Whitby, arrived in the town a little over a week ago, but she disappeared shortly after she noticed strange runic writings appearing on road signs. Winston reveals that over the past week, strange occurrences caused the locals to believe a great evil is about the befall them.

Pendrikk doesn't necessarily believe in the resident's superstitions, but is concerned nonetheless for their companion. There's no denying something strange is going on, and Whitby might have stumbled into the center of it. Pendrikk asks the characters to follow the same trail Whitby did, in hopes of finding her before something else does.

Stage 2: Exploration

Pendrikk points the characters in the direction Whitby was last seen, towards a stretch of bogs near the coast. After an hour of walking, any number of characters can make a DC 15 Wisdom (Survival) check to attempt to locate Whitby's tracks. On a failure, the searching character stumbles into a bog and is knocked prone, taking 7 (2d6) bludgeoning damage. If no character succeeds on the check, the party gets lost in the bogs and it takes them an additional 1d4+1 hours of searching in harsh conditions to locate Whitby's tracks. Characters

lost in the bog do not benefit from taking a short rest.

Once the characters locate Whitby's tracks, a DC 15 Wisdom (Perception) check reveals the shattered remains of a longbow, nestled deep in the mud nearby. A DC 15 Wisdom (Survival) check reveals the longbow is dry and desiccated.

Whitby's tracks lead the characters to a river, filled with rushing water and twisting coral, after which the trail goes cold as it vanishes into the stream. The characters are presented with three choices:

Follow The River Downstream. The characters follow the water downstream, eventually coming to a small natural dam. A DC 16 Wisdom (Perception) or Intelligence (Investigation) check reveals a mass of coral pressed up against the dam, nestled between fallen trees. If the characters remove the coral, the petrified body of Elissa Whitby is revealed beneath it, among dried sea life. If the characters possess the means to reverse her petrification, they discover Whitby to be badly wounded, saved from bleeding out by the petrification. Removing Whitby's petrification causes her to begin making death saving throws. A DC 15 Wisdom (Medicine) check reveals a deep wound beneath her arm, which is causing her bleeding.

A DC 16 Intelligence (Arcana or History) check reveals Whitby was attacked and killed by a bathyal. Proceeding upstream, the characters see additional signs of the bathyal's lair, as described below. If Whitby is healed, she offers to join the characters to take her revenge.

Cross The River And Search For Clues. Characters can attempt to cross the river by making a DC 14 Strength (Athletics) check. Failing the check means the character takes 7 (2d6) bludgeoning damage, and is carried downstream (see "Follow The River Downstream"). The river is 60 feet deep, and the rushing water is capable of easily dragging a creature weighing 400lbs or less downstream.

Characters who make it across discover the wildlife on the opposite side of the river is twisted and deformed. Birds have and additional eye or wing, while smaller forest creatures sport writhing appendages, which grasp at objects on their own.

Follow The River Upstream. The river winds upstream through the bog and trees for about a mile. Halfway up this distance the characters can spot a glimmer of gold nestled in the bank. A DC 15 Intelligence (Investigation) or Wisdom (Perception) check reveals this to be a golden statuette, worth 20 gold pieces. The statuette is covered in small barnacles, and held together with seaweed. A DC 16 Intelligence (Arcana or Nature) check reveals that the statuette is a sign the region has become home to a bathyal, which has likely made its lair further upstream.

Continuing to investigate the river further, the characters notice the wreckage of a small sailing ship, half submerged in the bank. The area around the ship, both underwater and above, is covered in sharp coral and seaweed, confirming the presence of a bathyal's lair.

Stage 3: The Hunt

The hunt begins once the characters discover the bathyal's lair. If the characters choose to sneak up on the bathyal, they may do so by making a Dexterity (Stealth) check versus the bathyal's Passive Perception. On a failure, or if no attempt was made, the bathyal is alerted to the group's presence. An alerted bathyal doesn't emerge to confront invaders, but instead fires eye rays out of gaps in the lair wall.

If the bathyal doesn't notice their presence, the characters can sneak in undetected. Whether the bathyal is surprised by the characters, however, is down to the DM's discretion. For weakened parties, allowing the surprise round to trigger might offer them a helping hand in the early stages of the encounter.

Bathyal Tactics

The bathyal lurks within the confines of its lair until either forced to retreat from it, or it believes the characters to pose no threat to it. During combat, it targets ranged characters first using its Eye Rays, ensuring at least two rays target the same character for maximum damage on the first round of combat.

Bathyal Tyrant. A bathyal tyrant remains out of reach of melee characters, and prefers to focus on ranged characters or spellcasters that are separated from the main group. On these, it uses is action to Bite or Consume Thoughts, while using its Legendary Action to cast *animate objects*, targeting small pieces of coral and treasure in its lair. When concentrating on the spell, it uses the animated objects to attack a weakened character, or one that appears the most threatening to it.

If the tyrant finds itself overwhelmed by the characters, it takes cover in the upper areas of the lair and attempts to lure the characters into a false sense of victory by pretending to surrender. If this fools characters into dropping their guard, it focuses all its attacks on the strongest member of the party, attempting to kill them to level the playing field.

Alternatively, the tyrant uses its Lair Actions to divide up and restrain characters before demanding their surrender in Deep Speech. Should the characters flee, the tyrant doesn't pursue them.

Bathyal Beholder. A bathyal beholder fights at range as much as possible. It uses its Legendary Action to cast *slow*, targeting enemy spellcasters first. It then divides its eye rays between ranged characters on subsequent turns, and ensures its Antimagic Cone remains focused on spellcasters unaffected by the *slow* spell.

Should the bathyal beholder believe itself to be close to defeat, it uses its Lair Action restructure the area, attempting to trap the characters in sealed section of the lair it can then begin to flood, before fleeing. Once free of the encounter, it disappears into the nearby river, vanishing downstream to begin plotting its revenge.

Unlike other creatures, the bathyal always attempts to cover up its current damaged state as an intimidation tactic. A character can use their action to try and see through this guise by making a DC 14 Wisdom (Insight) check. On a success, consult the state table below to determine how injured the bathyal appears to be.

State Table

Hit Points	Bathyal Condition
332 - 200 (greater) 161 - 130 (lesser)	Undamaged/unharmed
199 - 100 (greater) 129 - 60 (lesser)	Wounded
99 or less (greater) 59 or less (lesser)	Badly Wounded/Threatened/Intimidated

Stage 4: Completion

After defeating the bathyal, characters can harvest its parts and search its lair for treasures. The following items can be easily found by anyone who takes the time to look:

- 35 copper pieces, their facings etched with the symbol of a skull.
- 3,500 sp, and 2,000 gp
- 22lbs of raw fish hide, perfectly dissected and stored, worth a total of 25 gp
- 400lbs of crushed coral, shells and ocean dwelling flora, worth a total of 200 gp if sold to an interested third-party collector.
- The dissected remains of two humanoid creatures. Inside the chest cavity of one lies a mysterious mechanical contraption, clearly unfinished.
- 4 bottles of fine wine, worth a total of 50 gp, the bottles sealed and covered in barnacles.
- A brass rod, covered in molluscs and coral, which feels cold to the touch. It is actually an *immovable rod* (**DMG**, Chapter 7: Treasure)

The following additional items can be found with a successful DC 17 Intelligence (Investigation) or Wisdom (Perception) check:

- A ragged, moth eaten and soggy backpack, covered in seaweed, which is actually a *Heward's handy haversack* (**DMG**, Chapter 7: Treasure),
- A stone egg, covered in intricate, mysterious symbols, which shudders when held near one of the following elements, chosen at random, or by the DM: 1) Fire, 2) Ice, 3) Rock, 4) Water.

If the characters return to Winston Pendrikk with either news of Whitby's petrified state, her untimely death, or Whitby herself before defeating the bathyal, they request that the characters track down and defeat whatever creature was responsible. Should the characters present them with evidence of the defeated bathyal, Pendrikk offers his services to the group, requesting to travel with them for a while as their leatherworker, blacksmith and alchemist. Should the characters accept, Pendrikk remains with them for 2d6 weeks before either setting off again with their rescued friend, or departing for a fresh start alone.

Notable NPCs and Other Stat Blocks

Name: Winston Pendrikk
Race: Human (They/Them)
Alignment: Neutral good
Occupation: Craftsmen
Stat Block: WInston is a **Veteran** with additional proficiency in Investigation (+2), Religion (+2), Alchemist's Supplies, Leatherworker's Tools, and Smith's Tools.
Personality Trait: Friendly, knowledgeable, loyal and helpful. A fine friend to have, both on and off the field of battle.
Special Feature: Pendrikk can spend time maintaining the armor of allies he travels with. During a long rest, if characters leave their armor with Pendrikk, that armor gains a +1 bonus to AC. Once a character wearing the enhanced armor is hit by an attack, this AC bonus is lost.

In addition, should a character require help crafting an item, Pendrikk can offer their services to assist them, granting the character advantage on the roll, and reducing the ability check DC required by 1 (minimum of 13).

Name: Elissa Whitby
Race: Human (She/Her)
Alignment: Neutral good
Occupation: Adventurer
Stat Block: Elissa is a **Veteran** with additional proficiency in Acrobatics (+4), Insight (+4), Medicine (+2), Cartographer's tools, and Cook's utensils.
Personality Trait: Stoic, strong-willed and a natural born leader. Tempered in battle as a soldier before leaving to become an adventurer, Elissa enjoys exploring new lands and discovering new ingredients.
Special Feature: Elissa can forage for enough food to feed up to herself and six other Medium or smaller creatures per day while travelling.

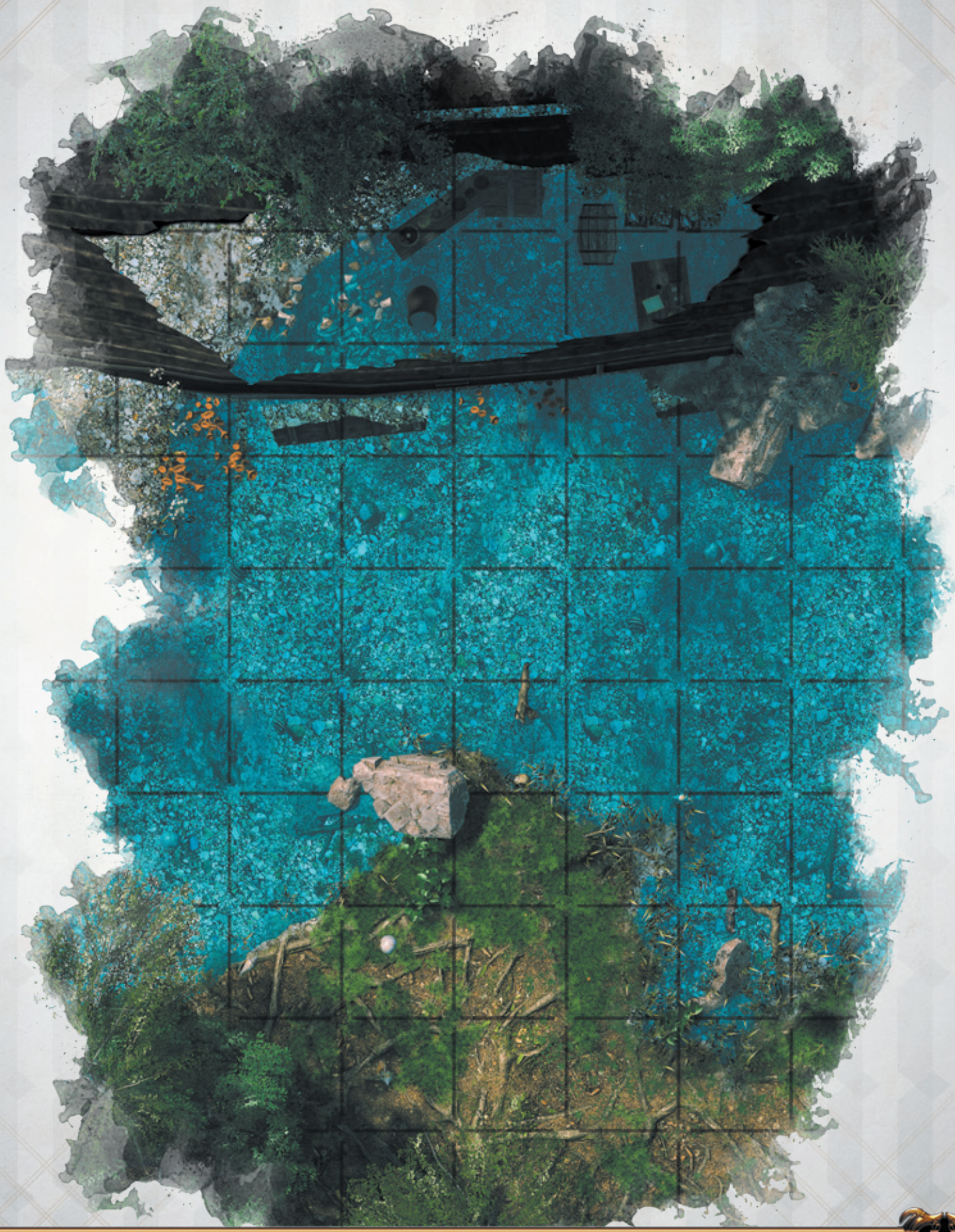
Characters who travel with Elissa can never get lost. Elissa can spend 8 hours over the course of 3 days to learn the current region's common language or dialect, provided she is able to speak to locals of that region. Additionally, she can craft a map of the region after spending 1 week travelling it.

Other Plot Hooks

Here are a few examples of other plot hooks you can use to introduce the legendary bathyal beholder or bathyal tyrant to your Dungeons & Dragons campaign:

Bathyal Beholder Battle Map

1 square = 10 feet.



Chapter 5: Ophelia, the Death Crab

Ophelia Grimsbane was once a powerful sorcerer and necromancer, spoken of only in hushed tones in crowded taverns. As she neared the end of her natural life, she began a foul ritual to take her on the journey to immortality. Setting sail on the fearsome *Narfell's Legacy*, Ophelia headed towards the vast oceanic expanse. She sailed towards the Devouring Gyre, a seabed gateway to the Abyss, knowing that there, she could make her final pledge to Orcus and become an immortal lich.

Vagabonds for Hire

The Glorious Vagabonds, an adventuring party who had foiled Ophelia's plans on more than one occasion, were determined to make this next death be her final.

They set sail in their own frigate and gave chase to *Narfell's Legacy*, arriving just as her ritual of power was at its peak. As the Glorious Vagabonds boarded her ship, they saw Ophelia levitating above a colossal whirlpool, revealing a vast, gaping mouth to the Abyss on the ocean floor. The necromancer began shouting blasphemous incantations, and slowly a spark of undeath began growing within her.

After a fearsome naval battle, the few surviving heroes succeeding in closing the portal and slew her, throwing the necromancer's limp body into the raging torrents below the battered ships. Believing her defeated, the Glorious Vagabonds disbanded. One by one, the brave adventurers departed, and over time, their victories became tall tales, well known by sailors through ancient shanties.

A Hateful Spirit, Bound in Undeath

Ophelia's body sank to the ocean floor, not quite alive but not quite dead. The spark of undeath grew quickly within her during her final battle, and while her body decayed, her mind endured, trapped in a prison of loathsome resentment.

Over time, scavengers would pick at her remains. Larger creatures tore at her limbs, breaking her apart and sending her head drifting along the undersea currents. Thereafter, smaller creatures moved in to consume their grisly share. As a crab began to feast on the ragged flesh surrounding her cranium, Ophelia found her escape. The spark of undeath passed from her to the crab, binding the beast to her like a rudimentary phylactery. Exerting newfound control over the simple creature, Ophelia finally found a way to preserve her life.

Queen of the Damned

Ophelia is bound to the small crab which devoured her, but can exert her will to undergo a monstrous transformation, which she uses to exact vengeance over her enemies. Such a transformation rarely lasts very long, but is capable of draining the life from nearby creatures and reanimate them to fight for her.

She often raises the headless corpses of drowned victims to act as a temporary body, embedding the crab into the corpse's swollen neck and manipulating the body like a mechanical puppet. Though her spellcasting doesn't require such theatrics, Ophelia enjoys the attention and presence such appearances grant her. She frequently appears to unwitting adventurers in such a guise, drawing them into a false sense of security before eviscerating them with powerful necromancy magic.

Motivations

The experience of remaining self aware as her body was devoured pushed Ophelia past the brink of madness. While she isn't lucid, she withdraws into her old memories, losing the ability to control her crab body and allowing the animal freedom to roam by itself for a short time.

In her periods of lucidity, Ophelia is obsessed with escaping her crab form and becoming a full lich. Ophelia has become convinced that the only way to do this is to kill as many mortals as she can to incur Orcus' favor. She often allows herself to be captured by nets and cages so she can slay the crew of unsuspecting fishing boats who bring her aboard.

In addition to random bloodletting for Orcus' favor, Ophelia constantly plots her revenge against the Glorious Vagabonds. With them nowhere to be found, she often enacts such plots on any adventuring party she comes across.

Ophelia's Lair

Ophelia makes her lair in the shipwreck of her vessel, *Narfell's Legacy*, which rests in the pits of the Abyss. There she is attended to by the zombies of those who had served her in life.

When Ophelia chooses to roam the Material Plane, she does so by sailing *Narfell's Legacy* up the River Styx, emerging near areas saturated with tales of heroic victories and adventuring parties.

Lair Actions

When fighting Ophelia inside her lair, she can channel her necromancy magic into a number of different lair actions. On initiative count 20 (losing initiative ties), she can take a lair action to cause one of the following effects:

- Ophelia causes one creature it can see within 120 feet of it to be overcome with the feeling of being consumed. That creature must succeed on a DC 14 Wisdom saving throw or become frightened until initiative count 20 on the following round.
- All undead creatures within 60 feet of Ophelia gain advantage on saving throws to resist the effects of *turn undead* until initiative count 20 on the following round.
- Two undead thralls of Ophelia's choice within 60 feet of her can immediately make a single weapon attack against a target in range using their reaction.

Regional Effects

A region containing *Narfell's Legacy* is warped by the necromancy magic which keeps it afloat, causing the following effects:

- Sea creatures refuse to come within 1 mile of Ophelia's ship. Sea life can often be seen beaching themselves or washing ashore in an effort to flee the lair's presence.
- Creatures with an Intelligence of 6 or higher that set foot on a ship or other waterborne vehicle within 5 miles of the lair feel an unshakable feeling of existential dread. Creatures immune to being frightened still notice this effect, but are unaffected by it.
- Each night, sea fog spread across the waves and nearby coastline in a 5-mile radius, centered on the *Narfell's Legacy*. The area within the fog is heavily obscured, and faint whispers and shouts can be heard echoing from within, luring sailors into reefs or exposed rocks.

Nonmagical light can't permeate the fog, but magical light does, extending out to the edge of the light's area of effect. If this light is extinguished, the fog returns to the area in 1d4 minutes.

Ophelia's Variations

Ophelia has two versions: a lesser variant and a greater variant. This is to allow her to be introduced at two different tiers of play. If your adventuring party are all level 6, for example, the lesser variant would be a perfect foe to face. If your party are level 10 or higher, then the greater variant would be more suitable.

The items a character can craft from defeating Ophelia depends on which variant the party encounters.

Size Comparison Chart

Below is a visual guide to give the Dungeon Master or players an idea of the size of a Ophelia's enlarged Monstrous Form and regular form in comparison to a traditional sailing ship (30 crew), shark, and human of average height.

A Story of Valor and Fear

Ophelia's rule on the seas was cruel and vengeful. Many captains fell under her magical prowess and monstrous crew during her reign. When she was finally defeated by the Glorious Vagabonds, tales of their victory spread far and wide, slowly becoming a sea shanty sung on adventuring vessels. Over time, reports of Ophelia's resurgence altered the shanty from one of victory and celebration to one of warning and terror.

Ophelia has risen once more, but with the Glorious Vagabonds long since departed, the responsibility to defeat her falls to new adventurers, one which no party wishes to take.

The Death Crab Sea Shanty

This shanty is sung by deckhands as a warning to would-be adventurers about Ophelia and her motley crew of undead. It also serves as a grim reminder for sailors to ensure their foes are completely killed before throwing their corpses overboard.

The shanty is as follows:

"Harken here, listen well, of this tale which you must know
I sing of Ophelia, to tell what happened down below

A follower of Orcus, she his greatest priest
To rough waters she did sail, to attempt to free the beast

Orcus did hear her voice, and listened to the witch
Ophelia made a bargain, to become a fearsome lich

But it would not be her fate,

She was stopped by heroes true

Legends slew her fearsome form,

And threw her to the ocean blue

There her body gave to rot though her spirit didn't fade
Not quite live, not quite dead, something new was made

A hungry crab crawled over her, and it began to feast
It ate her flesh, it ate her soul, and it became the beast

Her spirit now within the crab,
It summoned faithful ghosts

They boarded Narfell's Legacy,
and sailed along the coast

So be wary when you sail these seas, for Ophelia travels too
For now she kills all she meets- she may next come for you!

Death Crab Ophelia (Greater)

Tiny undead, lawful evil

Armor Class 17 (natural armor)
Hit Points 99 (22d4 + 44)
Speed 20 ft., Swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Con +6, Int +9, Wis +7, Cha +8
Skills Stealth +9
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons.
Damage Immunities necrotic, poison, psychic, cold
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses truesight 60 ft., passive Perception 13
Languages Common and Abyssal
Challenge 15 (13,000 XP)

Creature of Legend. Ophelia is an undead creature of legend. She is immune to effects that turn or destroy undead.

Monstrous Form (1/Short Rest). As a bonus action, Ophelia can use her unholy magic to transform the crab she possesses, turning it into a huge, scuttling monstrosity to better assail her foes.

This transformation lasts for 1 minute. It ends early if Ophelia is knocked unconscious, or chooses to end it as a bonus action on her turn. While transformed, Ophelia has the following additional rules:

- Her size increases to Huge.
- She gains 100 temporary hit points.
- She gains a +2 bonus to AC.
- Her movement speed increases to 45 feet, and her swimming speed increases to 60 feet.
- Her Strength score increases to 22 (+6)
- She loses her proficiency with Dexterity (Stealth) checks.

Nimble and Scuttling (Tiny Form Only). If Ophelia is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds, and only half damage if she fails.

Legendary Resistance (3/day). When Ophelia fails a saving throw, she can choose to succeed instead.

Innate Spellcasting. Ophelia's spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Ophelia can innately cast the following spells, requiring no material components:

At will: *blindness/deafness, ray of enfeeblement*
2/day: *counterspell, dispel magic, spirit guardians*
1/day: *contagion, blight*

Actions

Multiattack. Ophelia makes two claw attacks. If in her monstrous form, she can replace one claw attack with one use of monstrous stomp.

Claw (Tiny Form). *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

Claw (Monstrous Form). *Melee weapon attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Monstrous Stomp (Monstrous Form Only). *Melee weapon attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Life Drain (Recharge 5 - 6). Ophelia targets up to three creatures that she can see within 10 feet of her. Each target must succeed on a DC 17 Constitution saving throw or take 21 (6d6) necrotic damage, and Ophelia regains hit points equal to half the total damage dealt to all targets.

Create Undead Crew (2/Day). Ophelia creates 7 (2d6) undead thralls under her control, which appear in unoccupied spaces within 30 feet of her. As a bonus action, Ophelia can mentally command one or more of the thralls, provided they are within 120 feet of her. Once given an order, the thrall continues to follow it until its task is complete. Ophelia can have a maximum of 20 thralls summoned at any time. A thrall remains animated for 8 hours, or until reduced to 0 hit points, at which point they collapse into pieces.

Ophelia's thralls have the same statistics as a **zombie**, except they have a swim speed of 30 feet, Dexterity score of 14 (+2), can speak Common and Abyssal, and are equipped with a scimitar and a hand crossbow. A thrall can survive without its head and doesn't bleed.

Legendary Actions

Ophelia 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. Ophelia regains spent legendary actions at the start of her turn.

Crush (Monstrous Form Only). Ophelia makes a claw attack.
Scuttle Away! (Tiny Form Only). Ophelia moves up to half her movement speed without provoking opportunity attacks.
The Will of Orcus (Costs 2 Actions). Ophelia casts a spell.

Death Crab Ophelia

(Lesser)

Tiny undead, lawful evil

Armor Class 15 (natural armor)
Hit Points 59 (13d4 + 26)
Speed 20 ft., Swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	18 (+4)	17 (+3)	19 (+4)

Saving Throws Con +5, Int +7, Wis +6, Cha +7
Skills Stealth +7
Damage Resistances necrotic, psychic, cold; bludgeoning, piercing and slashing damage from nonmagical weapons.
Damage Immunities poison
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses truesight 30 ft., passive Perception 13
Languages Common and Abyssal
Challenge 9 (5,000 XP)

Creature of Legend. Ophelia is an undead creature of legend. She is immune to effects that turn or destroy undead.

Innate Spellcasting. Ophelia's spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Ophelia can innately cast the following spells, requiring no material components:

At will: *blindness/deafness, ray of enfeeblement*
1/day: *counterspell, dispel magic, spirit guardians*

Legendary Resistance (1/day). When Ophelia fails a saving throw, she can choose to succeed instead.

Monstrous Form (1/Short Rest). As a bonus action, Ophelia can use her unholy magic to transform the crab she possesses, turning it into a huge, scuttling monstrosity to better assail her foes.

This transformation lasts for 1 minute. It ends early if Ophelia is knocked unconscious, or chooses to end it as a bonus action on her turn. While transformed, Ophelia has the following additional rules:

- Her size increases to Huge.
- She gains 50 temporary hit points.
- She gains a +2 bonus to AC.
- Her movement speed increases to 45 feet, and her swimming speed increases to 60 feet.
- Her Strength score increases to 18 (+4).
- She loses her proficiency with Dexterity (Stealth) checks.

Nimble and Scuttling (Tiny Form Only). If Ophelia is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds, and only half damage if she fails.

Actions

Multiattack. Ophelia makes two claw attacks. If in her monstrous form, she can replace one claw attack with one use of monstrous stomp.

Claw (Tiny Form). *Melee weapon attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

Claw (Monstrous Form). *Melee weapon attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Monstrous Stomp (Monstrous Form Only). *Melee weapon attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Life Drain (Recharge 5 - 6). Ophelia targets up to three creatures that she can see within 10 feet of her. Each target must succeed on a DC 15 Constitution saving throw or take 14 (4d6) necrotic damage, and Ophelia regains hit points equal to half the total damage dealt to all targets.

Create Undead Crew (2/Day). Ophelia creates 3 (1d6) undead thralls under her control, which appear in unoccupied spaces within 30 feet of her. As a bonus action, Ophelia can mentally command one or more of the thralls, provided they are within 120 feet of her. Once given an order, the thrall continues to follow it until its task is complete. Ophelia can have a maximum of 10 thralls summoned at any time. A thrall remains animated for 8 hours, or until reduced to 0 hit points, at which point they collapse into pieces.

Ophelia's thralls have the same statistics as a **zombie**, except they have a swim speed of 30 feet, Dexterity score of 14 (+2), can speak Common and Abyssal, and are equipped with a scimitar and a hand crossbow. A thrall can survive without its head, and doesn't bleed. A thrall can survive without its head and doesn't bleed.

Legendary Actions

Ophelia can take 2 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.

Ophelia regains spent legendary actions at the start of her turn.

Crush (Monstrous Form Only). Ophelia makes a claw attack.
Scuttle Away! (Tiny Form Only). Ophelia moves up to half her movement speed without provoking opportunity attacks.
The Will of Orcus (Costs 2 Actions). Ophelia casts a spell.

Harvesting Table

Body Part	Harvest DC	Items Available to Craft	Item Crafting Requirements	Crafting DC and Time Taken
Death Crab Flesh (6d6 pieces)	DC 16 Wisdom (Survival) Salted storage barrel (*Max of 8 pieces per barrel*)	Shield of Anti-Necrosis (*6 pieces required*) Robe of Ophelia's Presence (*7 pieces required*) Crab Jerky (*4 pieces required*)	***Leatherworker's tools:*** Shield of Anti-Necrosis Robe of Ophelia's Presence ***Cook's Utensils:*** Crab Jerky	***Shield of Anti-Necrosis:*** DC 16 Strength (Athletics) 6 Hours ***Robe of Ophelia's Presence:*** DC 15 Strength (Athletics) 8 Hours ***Crab Jerky:*** DC 14 Wisdom (Survival) 6 Hours
Death Crab Blood (2d10 samples)	DC 15 Wisdom (Survival) Empty glass phials (1 for each blood sample extracted)	Unholy Lacquer (*2 phials required*) Vial of Undeath's Bane (*4 phials required*) Robes of Necrosis (*4 phials required*)	***Alchemist's Supplies:*** Unholy Lacquer Vial of Undeath's Bane Robes of Necrosis ***Leatherworker's Tools:*** Robes of Necrosis	***Unholy Lacquer:*** DC 15 Intelligence (Arcana) 5 Hours ***Vial of Undeath's Bane:*** DC 16 Intelligence (Arcana) 2 Hours brewing time 5 Hours stewing time ***Robes of Necrosis:*** DC 15 Strength (Athletics), DC 15 Intelligence (Arcana) 6 Hours
Ophelia's Skull Fragments (2d4 + 1 fragments)	DC 16 Wisdom (Survival)	Undeath Bane's Ammunition (*3 fragments required*) Shards of the Lich Queen (*3 fragments required*) Unholy Bone Powder (*3 fragments required*)	***Tinker's tools:*** Undeath Bane's Ammunition Shards of the Lich Queen ***Alchemist's Supplies:*** Unholy Bone Powder	***Undeath Bane's Ammunition:*** DC 15 Intelligence (Tinker) 3 Hours ***Shards of the Lich Queen:*** DC 16 Intelligence (Arcana) 3 Hours ***Unholy Bone Powder:*** DC 15 Intelligence (Arcana) 2 Hours
Death Crab Eye (1d4 eyes)	DC 16 Wisdom (Survival) and DC 17 Dexterity (Sleight of Hand) A container warded against divination. (*Max of 4 pieces per container*)	Ophelia's Eye (*1 eye required*) Staff of the Death Crab (*3 eyes required*) Bracelet of Watchful Eyes (*2 eyes required*)	***Tinker's Tools:*** Staff of the Death Crab Bracelet of Watchful Eyes ***Glassblower's Tools:*** Ophelia's Eye	***Ophelia's Eye:*** DC 16 Intelligence (Arcana) 6 Hours ***Staff of the Death Crab:*** DC 16 Intelligence (Arcana) 4 Hours ***Bracelet of Watchful Eyes:*** DC 15 Intelligence (Arcana) 4 Hours
Death Crab Claw (1d4 claw segments)	DC 16 Strength (Athletics), and DC 14 Wisdom (Survival)	Sea's Bane (*1 segment required*) Shield of the Abyss (*1 segment required*)	***Smith's tools:*** All items	***Sea's Bane:*** DC 16 Strength (Athletics) 4 Hours ***Shield of the Abyss:*** DC 16 Strength (Athletics) 4 Hours

Body Part	Harvest DC	Items Available to Craft	Item Crafting Requirements	Crafting DC and Time Taken
Death Crab Legs (2d6 pieces)	DC 14 Wisdom (Survival) and DC 14 Strength (Athletics)	Death Crab Lance (*3 pieces required*) Mechanical Pereiopods (*6 pieces required*) Ophelia's Malice (2 pieces required) Ophelia's Hatred (2 pieces required)	***Smith's tools:*** All items ***Tinker's Tools:*** Mechanical Pereiopods	***Death Crab Lance:*** DC 14 Strength (Athletics) 4 Hours ***Mechanical Pereiopods:*** DC 16 Intelligence (Tinker) and DC 14 Strength (Athletics) 8 Hours ***Ophelia's Malice:*** DC 14 Strength (Athletics) and DC 15 Intelligence (Arcana) 4 Hours ***Ophelia's Hatred:*** DC 14 Strength (Athletics) and DC 13 Intelligence (Arcana) 4 Hours
Death Crab Shell (4d10 + 2 pieces)	DC 14 Wisdom (Survival) and DC 15 Strength (Athletics)	The Black Hull (*13 pieces required*) Necromancer's Plate (*5 pieces required*) Crabshell Canoe (8 pieces required)	***Smith's tools:*** All items	***The Black Hull:*** DC 15 Intelligence (Arcana), and DC 14 Strength (Athletics) 30 Hours, over 3 or more days ***Necromancer's Plate:*** DC 17 Strength (Athletics) 8 Hours ***Crabshell Canoe:*** DC 14 Strength (Athletics) 15 Hours, over 2 or more days

Harvesting Death Crab Parts

Ophelia's crab body has a number of parts ripe for harvesting.Upon her death, Ophelia's spirit loses control of her physical form, and she explodes into a writhing necrotic mess of lashing tendrils, claws and rotting flesh. The form then quickly expires, her carcass collapsing into a rotting, steaming heap.

Despite its condition, the large mutated corpse still has many materials adventures can attempt to harvest, including Ophelia's eyes, and even shattered fragments of her original skull.

The Harvest Table details the requirements for harvesting each body part, including the harvest DC, crafting DC, and resulting weapon or item the body part can be turned into.

Table Guide:

- **Body Part:** The part of the body that is being harvested, and how many pieces may be obtained from a successful harvest attempt.
- **Harvest DC:** This details the ability check and DC required to successfully harvest the chosen part and any storage requirements the part has. Each body part may only be successfully harvested once, unless specified otherwise, after which the body part is destroyed. If a creature fails the harvesting check by 5 or more, the body part is also destroyed, and can't be harvested again.

  If harvesting a body part requires two or more checks, the checks can be performed by any creatures involved in the harvesting. A ranger, for example, might decide to join in on the harvesting by making the required Wisdom (Survival) check, leaving the Dexterity (Sleight of Hand) check to the rogue. Other characters can take the Help action to grant the harvesting characters advantage on the aforementioned checks.
- **Items Available to Craft:** This column lists the item or items that may be crafted from harvested creature parts. You can only produce one of the listed items with each crafting attempt. The crafted item's properties are detailed at the end of the chapter.
- **Item Crafting Requirements:** This section details any requirements that must be met to turn the harvested body part into an item. Harvested pieces that note a storage requirement (such as a vial or barrel of salt) must be placed in their respective containers immediately after being harvested, and should remain in the container until used in crafting. A harvested piece degrades over time when not placed in its particular container or being used for crafting. Each piece can remain outside of a container for a maximum of 1d4 hours (ignoring crafting times) before succumbing to rot. A rotten piece can't be crafted. If an item is listed under two or more tools, proficiency in and access to both sets of tools are required, though these proficiencies can be shared over multiple characters. For example, one character could take part in the crafting and have proficiency in one set of tools, and another character could also take part in the crafting and provide the proficiency needed for the other set of tools.
- **Crafting DC:** The ability check and DC that must be met to successfully craft an item, and the time required to do so. If this check is failed by 5 or more, the harvested pieces used are destroyed in the crafting process.

  If crafting an item requires two or more checks, the checks can be performed by any creatures taking part in the crafting of the item. A barbarian, for example, might decide to make the required

Strength (Athletics) check, leaving the Intelligence (Arcana) check to the wizard. Other characters can take the Help action to grant the crafting characters advantage on the aforementioned checks.

Crafted Items

The crafted items listed below are in alphabetical order.

Some items on this list can only be crafted using materials harvested from either Ophelia's greater or lesser variant respectively. If the item can be crafted from either version, the properties change depending on which one it is crafted from, with the lesser properties displayed by default and the upgraded greater properties shown atop the description. Each item also lists its school of magic, should it be the target of *detect magic* or similar spells.

Bracelet of Watchful Eyes

Wondrous item, rare (requires attunement)

Greater Properties: —
School of Magic: Divination

This braided leather bracelet has charms hanging from it made from Ophelia's eyes. While wearing the bracelet, you are invisible to anyone using divination magic to spy on you. Anyone using such magic can still discern your surroundings, but can not perceive you.

Additionally, you have advantage on Wisdom (Perception) checks to determine if you are being watched or followed.

Crab Jerky

Wondrous item, uncommon

Greater Properties: The duration increases to 1 hour.
School of Magic: Transmutation

This pouch holds 3d6 servings of crab jerky. When you eat a piece of this jerky you gain the ability to breathe underwater for 1 minute, and for this duration you are immune to cold damage while underwater.

Crabshell Canoe

Wondrous item, uncommon

Greater Properties: —
School of Magic: Transmutation

This is a small boat, carved from the fragments of Ophelia's crab shell. While you are holding the shell you can speak its command word as a bonus action to cause the carving to expand into a bright red boat. The boat is 15 feet long, 6 feet wide, and 4 feet deep. The boat has two pairs of oars, a small folding mast, and an anchor. This boat can hold up to 6 Medium creatures comfortably.

When it becomes a boat, its weight becomes that of a normal vessel of its size. If the command word is spoken again, it shrinks back to its original size so long as no creatures are on the boat.

Lance of the Death Crab

Weapon (lance), very rare

Greater Properties: The necrotic damage increases to 2d6
School of Magic: Evocation, Necromancy

The head of this lance is made from the leg of an enormous crab, honed to a razor tip. You have a +2 bonus to attack and damage rolls made with this magic lance. When you hit a creature with this weapon, you deal an additional 1d6 necrotic damage.

If you are underwater or equipped with the Shield of the Abyss, the lance loses the two-handed property. Additionally, you do not

have disadvantage on attack rolls with this weapon due to being underwater.

Mechanical Pereiopods

Ship Upgrade (movement), rare

Greater Properties: The ship's movement speed on land increases to 30 feet.
School of Magic: Transmutation

Using a combination of mechanical parts and transmutation magic, the oars on this ship are replaced with a series of monstrous legs befitting a gigantic crustacean. The legs propel the ship as oars conventionally would, but require no crew.

In addition, these mechanical legs grant the ship a movement speed of 15 feet while on dry land. The legs can bear the ship's weight, but can't traverse dense terrain, such as thick jungle undergrowth or mountainous regions.

Necromancer's Plate

Armor (plate), very rare (requires attunement)

Greater Properties: Spell save DC increases to 17.
School of Magic: Enchantment, Necromancy

While you wear this monstrous plate armor, you can't be frightened by undead or fiends and you have advantage on Charisma (Intimidation) checks made against such creatures.

This armor has 5 charges, and regains 1d3 + 2 expended charges daily at dawn. As an action, you can expend a number of charges to cast the following spells without material components (Save DC 15):

Cause fear (1 charge), *blindness/deafness* (2 charges), or *animate dead* (3 charges)

Ophelia's Eye

Wondrous item, very rare (requires attunement by a spellcaster)

Greater Properties: When casting a spell from the eye, it has a +1 bonus to attack rolls and the spell save DC.
School of Magic: Necromancy

This glass jar holds a preserved eye from Ophelia suspended in a putrid liquid. It has 6 charges and regains 1d3 + 3 expended charges daily at dawn.

As an action you can expend one or more of the item's charges to cast one of the following spells, using your spellcasting ability for the attack roll or spell save DC:

Inflict wounds (1 charge), *blindness/deafness* (2 charges), *ray of enfeeblement* (3 charges), or *contagion* (5 charges)

In addition, you can use this eye as an arcane focus. When casting any of the aforementioned spells while using the eye as your focus, you can expend 1 additional charge to amplify the spells effect:

Blindness/Deafness. If the creature fails its initial saving throw, it has disadvantage on all future saving throws to end the spell's effect.

Ray of Enfeeblement. If a creature fails its initial saving throw, it doesn't get to make additional saving throws to end the effect at the end of each of its turns thereafter. Additionally, it has disadvantage on all Strength checks and saving throws for the duration.

Contagion. If the target creature fails its saving throw, it is afflicted with Flesh Rot in addition to whichever disease you chose for the spell.

Ophelia's Hatred

Weapon (short swords), very rare, (requires attunement)

Greater Properties: The attack and damage roll bonus increases to +3.
School of Magic: Evocation

This fearsome set of short swords are constructed from two of Ophelia's monstrous legs. Each blade is sharpened to a point and has its handle bound using bone and sinew.

The short swords are magical melee weapons with a +2 bonus to attack and damage rolls, and deal an additional 1d4 necrotic damage on a hit.

As a bonus action, you can magically fuse the two hilts together to form a single weapon with a blade on either end, called a twinblade. The twinblade has the two handed and finesse properties, and deals 2d6 slashing damage. Additionally, it deals 1d8 cold damage on a successful hit instead of the short sword's necrotic damage.

The weapon remains as a twinblade until you use a bonus action to separate it back into a pair of short swords.

Ophelia's Malice

Weapon (hand crossbow), rare (requires attunement)

Greater Properties: The attack and damage roll bonus increases to +3.
School of Magic: Evocation, necromancy

This fearsome crossbow is constructed from the chitinous legs of the death crab, and attaches to the lower arm with a set of leather and iron straps. You gain a +1 bonus to attack and damage rolls made with this magic weapon. It also loses the light property. When fired, the crossbow consumes the loaded ammunition and emits a streak of wailing bolts towards your target, dealing 3d6 necrotic damage on a successful hit.

Robes of Necrosis

Wondrous item, rare (requires attunement)

Greater Properties: The temporary hit points gained increase to 1d4 + 2 per spell level.
School of Magic: Necromancy

This robe is made by soaking cloth in death crab blood, and sewing it together using a bone needle carved from an undead creature.

While you wear these magical robes, whenever you cast a spell from the school of necromancy, you gain 1d4 temporary hit points per spell level expended. These temporary hit points last for 10 minutes.

Robes of Ophelia's Presence

Wondrous item, very rare (requires attunement)

Greater Properties: The CR of undead the item affects increases to CR 1.
School of Magic: Enchantment, Illusion

This dark brown robe edged in red is interwoven with sinew from the remains of Ophelia herself. While you wear it, undead creatures of CR 1/2 or lower automatically miss any melee or ranged weapon attack against you, and you can't be charmed by undead.

Sea's Bane

Weapon (warhammer), rare (requires attunement)

Greater Properties: Additional necrotic and cold damage both increase to 1d8.
School of Magic: Evocation

This arcane warhammer has been crafted from nigh-impenetrable crab claws. The head of the hammer emits a cold, frosty mist and crackles with necrotic energy.

This is a magical weapon with a +2 to attack and damage rolls. The weapon has 7 charges and it regains 1d6 + 1 charges daily at dawn. While you remained attuned to it, when you hit a creature with this weapon, you can expend a number of charges to deal an additional 1d6 necrotic or cold damage to the target per charge expended.

Shards of the Lich Queen

Wondrous item, very rare (requires attunement)

Greater Properties: Intelligence maximum increases to 22.
School of Magic: Enchantment

While you remain attuned to these magical shards of bone, your Intelligence score increases by 2, to a maximum of 20. The shards orbit your body and have 3 charges. They regain 1d3 expended charges each day at dawn.

As an action, you can expend 1 charge to cause the shards to augment your spellcasting with dark magic for 1 minute. For the duration, you have a +1 bonus to your spellcasting save DC and spellcasting attack rolls.

Shield of Anti-Necrosis

Armor (shield), rare (requires attunement)

Greater Properties: When you succeed on a saving throw against necrotic damage but you still would take half damage, you instead take no damage.
School of Magic: Abjuration, necromancy

This wooden shield has mottled black death crab hide stretched over its surface. You have resistance to necrotic damage while you wield it, and when you make a saving throw against an effect or spell that deals necrotic damage while wearing this shield, you have advantage on the roll.

Additionally, if you die while attuned with this shield, you can't be raised as an undead creature as long as the shield remains within close proximity of your corpse.

Staff of the Death Crab

Staff, very rare (requires attunement by a spellcaster, greater variant only)

School of Magic: Enchantment, Illusion

This staff has several of Ophelia's eyes on it, each one petrified in place by powerful magic. This staff can be wielded as a magic quarterstaff.

When you hold this staff in your hands, you can use a bonus action to become immediately aware of all undead creatures within 120 feet of you. You know their exact location and also identify the kind of undead creature in each case.

Additionally, when holding this staff you can see 60 feet into the Ethereal Plane when you are on the Material Plane, and vice versa. Weapon and spell attacks made using this staff can target creatures on the Ethereal Plane when you are on the Material Plane, and vice versa.

Unrelenting Gaze. As an action you can activate the staff and cause the eyes to open. When you do so, choose one creature you can see within 120 feet of you.

The target creature must make a DC 18 Wisdom saving throw. On a failed save it takes 4d8 psychic damage and is frightened of you until the end of its next turn. If the creature is an undead it is stunned until the end of its next turn instead of frightened.

This feature has no effect on creatures with Turn Immunity, and once you've used the staff in this way, you cannot do so again until you complete a long rest.

The Black Hull

Ship Upgrade (hull), very rare (Greater variant only)

School of Magic: Abjuration, Necromancy

This twisted hull is created by fusing together Ophelia's shell remains with a conventional ship hull. Imbued with necromancy magic, the hull warps and deforms, growing fearsome spines across its structure and coating the interior in a dull, green light.

The ship is immune to necrotic and cold damage. In addition, friendly creatures aboard the ship are resistant to necrotic damage and can't be turned or frightened.

Undeath Bane's Ammunition

Weapon (any ammunition), very rare

Greater Properties: —
School of Magic: Evocation

This leather bag contains 10 pieces of enchanted ammunition. The ammunition deals radiant damage instead of its normal damage type. If a piece of ammunition strikes an undead with a CR of 2 or lower and the undead doesn't have Turn Immunity, it is instantly destroyed.

In addition, this ammunition can damage a lich's phylactery even if that phylactery is otherwise indestructible.

Each piece of ammunition shatters in a burst of light once used, and can't be recovered.

Shield of Anti-Necrosis

Unholy Bone Powder
Wondrous item, rare

Greater properties: The Challenge Rating of undead this affects increases to CR 5 and below.
School of Magic: Abjuration

This bag of powder is made from the bones of an immensely strong undead and it dries out your skin with even the smallest contact. As an action you can spread a handful of this powder over a 5-foot diameter circle. For the next year, or until purposefully dispersed by another creature, undead with a Challenge Rating of 3 or lower can't pass over, through, or touch this space in any way.

Unholy Lacquer
Wondrous item, very rare

Greater properties: The weapon gains a +2 bonus to attack and damage rolls instead of +1.
School of Magic: Necromancy

This vial of scarlet blood can impart special properties to any nonmagical weapon or ammunition exposed to it. You can use an action to pour the lacquer over a single melee weapon or up to 20 pieces of ammunition. The lacquer immediately coagulates, covering the item in a thin coat of red slime.

For 1 hour, the slime faintly pulses on the surface of the item before suddenly sloughing off and disintegrating, leaving the item blackened with a slight red glint. The weapon or ammunition becomes magical, gains a permanent +1 bonus to attack and damage rolls, and deals an additional 1d8 necrotic damage on a successful hit.

Vial of Undeath's Bane
Wondrous item, very rare

Greater properties: Save DC increases to 15.
School of Magic: Evocation

As an action, you can throw this vial of watery red fluid towards a point you can see on the ground within 30 feet of you. The vial explodes into a fine mist, creating a 15-foot radius sphere centered on that point. Undead that begin their turn in this area or move through for the first time on their turn must make a DC 12 Constitution saving throw or be stunned for 1 minute. Undead with a Challenge Rating of 5 or lower that were caught in the blast's radius have disadvantage on the initial saving throw.

A stunned creature can attempt the saving throw again at the start of its next turn, ending the effect on itself on a success.

In addition, when a lich is exposed to the mist, it takes an additional 30 days to rejuvenate the next time it dies.

Selling Harvested Materials

Materials harvested from Ophelia's corpse can be sold to various third parties. Items can also be sold to criminal black- market dealers at an increased price, though the associated risks of doing so will vary from one location to the next. The Harvest Value table details average sale guidelines for a piece of each material type.

Costs may fluctuate based on your campaign's economy, sale location, or per trader, at the discretion of the Dungeon Master.

Harvest Value Table

Material Name	Sale Price	Black Market Price
Death Crab Flesh	20 gp (Greater) 10 gp (Lesser)	30 gp (Greater) 15 gp (Lesser)
Death Crab Blood	100 gp (Greater) 50 gp (Lesser)	250 gp (Greater) 120 gp (Lesser)
Ophelia's Skull Fragments	30 gp (Greater) 15 gp (Lesser)	50 gp (Greater) 20 gp (Lesser)
Death Crab Eye	200 gp (Greater) 100 gp (Lesser)	300 gp (Greater) 150 gp (Lesser)
Death Crab Claw	400 gp (Greater) 200 gp (Lesser)	550 gp (Greater) 300 gp (Lesser)
Death Crab Legs	85 gp (Greater) 45 gp (Lesser)	100 gp (Greater) 60 gp (Lesser)
Death Crab Shell	300 gp (Greater) 150 gp (Lesser)	450 gp (Greater) 200 gp (Lesser)

Death Crab For Cutie

Recommended Character Level: 4 - 7 (Lesser) 8 - 11 (Greater)
Minimum Equipment Required: A good sense of party coherency and at least one magical weapon. Healing options are recommended.
Recommended Equipment Required: At least two magical weapons, access to healing magic and ranged weaponry. Teamwork is also crucial to success.
Party Size: 4 - 6
Difficulty: Deadly (4), Hard/Deadly (6)
Quest Creature: Death Crab Ophelia

Quest overview

Ophelia Grimsbane has returned from the dead as a monstrous devotee of Orcus bent on revenge. With the support of her crew aboard the *Narfell's Legacy*, she hunts the now aged and weakened members of the Glorious Vagabonds.

The characters must work with Storag Honorborne, surviving member of the Vagabonds, to end Ophelia's reign of terror for good. The characters can first hear of this quest on a bounty notice posted around the local town, which reads:

"First McGann, then Jarlele, and now Kensin. This can't be a coincidence, we're being hunted by something... impossible. If we'd caught on faster, we'd have taken care of it ourselves, but now it's too late. My party is gone, and I'm not as fast as I used to be. My skills diminish, but my gold lingers. Those with experience facing the unknowable may find an opportunity for wealth. Seek me, Storag Honorbourne, out at Blessed Spire Temple as we lay Kensin to rest."

Important Quest Notes

This quest provides a battle map for the Devouring Gyre, Narfell's Legacy, and Hunter's Hope. There are multiple encounters in this quest, but other than the final confrontation, each combat is intended to use theatre of the mind, rather than a detailed map. If you wish to decrease the difficulty for your players, consider reducing the number of undead crew Ophelia has under her command. The quest also gives characters access to a ship for the duration of the hunt, should they not have one of their own already.

Stage 1: Meeting the NPCs

Kensin was once an adventuring cleric in the "Glorious Vagabonds", but now he is little more than a corpse. Characters looking to meet with Storag will first have to attend his mid-day funeral, held at Blessed Spire, a local temple. Much of the town is assembled to pay respects. After the service, much of them shuffle over to the Plucky Vagabond for the wake. At the tavern, stories are shared about the adventuring party, with older townspeople sharing things they'd seen firsthand.

At the wake, the party can meet with the tavern's owner, a retired dwarf barbarian called Storag Honorbourne. Storag's hair and beard are a dull grey, and he walks with a limp, although scars show clearly he was once quite the brawler. He shares stories of the Glorious Vagabonds heroics to the characters, and quickly gets lost in nostalgia.

Late into the evening, as the tavern begins to clear, Storag shares his suspicions with the party. He believes his old party was killed off, one by one, by an ancient enemy thought long dead. In their prime, he and the Glorious Vagabonds had a variety of run-ins with a fearsome devotee of Orcus; a necromancer known as Ophelia Grimsbane. In their final battle, they fought Ophelia in the mouth of the Devouring Gyre, a planar portal to the Abyss which the necromancer was channelling power from to complete her rise to lichdom. The group defeated her, closed the portal and threw her body overboard, never to be seen again.

For many long years, Storag believed she was stopped for good, but admits if anyone was picking off the group in secret, it would be her. He has overheard rumours of an unmanned ship sailing along the coast, and believes it to be the *Narfell's Legacy*. He requests the characters help for protection, and for assistance in locating *Narfell's Legacy* and defeating Ophelia once more.

Storag offers 3,000 gp to aid him in his quest, adding that should they succeed, the characters are also welcome to call his tavern their second home for life.

If the characters accept, Storag prepares a meal and advises they get some rest, insisting they head out for the coast at first light.

Stage 2: Exploration

Storag introduces the characters to his old ship, *Hunter's Hope*. Before they set sail, allow the players time to let their characters question Storag further on Ophelia and *Narfell's Legacy*.

Storag reveals the following information willingly to the group:

- Ophelia is egotistical and callous. If she is behind the murders of his fellow party members, then Storag believes she will stop at nothing to see him dead and buried.
- Her ship, *Narfell's Legacy*, is a fearsome warship, which used to be populated by a large, villainous crew. If Ophelia has returned, it's likely she has resurrected her crew as well.

During the journey to *Hunter's Hope*, the characters are ambushed by Ophelia and a crew of 4 **Zombies** and a **Zombie Ogre**. Ophelia focuses her attacks on Storag, screaming in anguish and rage.

She directs her minions to attack the characters while she attempts to kill Storag. If she succeeds, she continues fighting until Storag's allies are dead or she drops to 30 hit points or fewer, after which she retreats. If Ophelia is defeated, she regenerates in her cabin on *Narfell's Legacy* in 1d10 days.

Should Storag survive, he thanks the characters for their help. He takes the party back to his tavern, where he awards them the gold he promised. Along the way, he comments on how foolish it was of Ophelia to simply charge out of the undergrowth and blindly attack him.

A Twist of Fate

Give the players time to reflect on their recent triumph. They may come to the conclusion that Ophelia's defeat was short lived, and that she, in fact, is a form of demilich. If the players don't realise Ophelia survived, a portion of her undead crew assault the tavern one day after her regeneration, aiming to burn it to the ground.

The crew consists of the following creatures:

- 5 **Zombies**
- 2 **Zombie Ogres**
- 5 **Dretches**
- 1 **Shadow Demon**

During the assault, make it obvious that Ophelia didn't die during their previous conflict.

If Storag survives the attack, he suggests that Ophelia might be rallying her forces to open the Devouring Gyre once more.

If Storag was killed, his adventuring journal can be found amongst his belongings, which also points the characters to the Devouring Gyre.

Investigating Ophelia

Characters can research the legends surrounding Ophelia by performing one of the following actions. Each action takes 1d4 hours to complete, and requires an ability check, as detailed in its entry. If the ability check is failed, no reliable information can be gathered, and the character can't perform that action again.

Question Storag (DC 11 Intelligence (History) check). provided he is still alive, Storag can reveal the following information with a successful check:

"In life she was obsessed with power. On more than one occasion we used that against her, but she never learned. If she's managed to cheat death in some way, I can only think she's managed to bind herself to something in the way a lich does. Whatever the object is, I bet it's tucked away for safe keeping on her ship."

Lurk in the Library (DC 15 Intelligence (Investigation) check). The character spends time researching ancient scrolls and texts in the local library and discovers the following information:

"When attempting to avoid death, often one must bind part of their souls to a particular object or creature. This foul necromancy is rarely practised by those seeking to do good deeds. A wizard might attempt a ritual to obtain immortality by performing the aforementioned action, transforming themselves into an undead creature known as a Lich."

Recount Vagabond Tales (DC 12 Charisma (Persuasion) check). The character spends time with the locals recounting tales of the Glorious Vagabonds. Eventually, with enough prying, they uncover this interesting tidbit about their age-old enemy, Ophelia Grimsbane:

"A nasty piece of work, she was. A devoted priestess of Orcus, or so the legends say, and a powerful spellcaster too. I heard she made many a killing in the name of Orcus, and terrorized many coastal settlements and trade routes in her lifetime. The legend says that if it wasn't for the Glorious Vagabonds, she'd have opened up a portal to the Abyss itself and let all manner of horrors into the world!"

Setting Sail For The Devouring Gyre

After characters have gathered information and learned the location of the Devouring Gyre they can set sail using their own ship, or using the *Hunter's Hope*.

Travel to the location of the Devouring Gyre takes 1 week. During this time, encourage the players to form a plan of attack, spend time maintaining the ship, or getting to know Storag further, should he join them.

Upon reaching the Gyre, the characters see *Narfell's Legacy* adrift near the whirlpool's opening, glistening with necromancy magic. It is clear to anyone proficient in Arcana or Religion that a summoning ritual is well underway. A fearsome crew can be seen populating the undead ship, which begins sailing towards them before firing bolts of necrotic energy.

Stage 3: The Hunt

The first stage of the encounter sees both ships face off in a ferocious display of naval combat. After the third round of naval combat, if the characters haven't managed to already, *Narfell's Legacy* turns towards them and moves into boarding range.

Narfell's Legacy houses a large crew of undead, demons and devotees of Orcus, detailed below:

- 5 **Zombies**
- 10 **Cultists**
- 10 **Manes**

Once in boarding range, the cultists and manes attempt to board the character's ship, while the zombies remain on the *Narfell's Legacy* to defend their captain. To defeat Ophelia once and for all, the characters must board Narfell's Legacy and destroy her phylactery, a small crab claw, which is hidden in the remains of her cabin. The claw can be located with a successful DC 16 Wisdom (Perception) check.

The phylactery has AC 20 and 20 hit points, and is immune to necrotic and poison damage. Once destroyed, if Ophelia is reduced to 0 hit points she dies, and any undead crew still remaining crumble to dust. One hour thereafter, the magic sustaining *Narfell's Legacy* fades, causing the ship to collapse into rotten debris and be destroyed.

Ophelia's Tactics

Ophelia is an aggressive foe, directing her crew to strike at the characters with no mercy. Should she see that Storag survived her initial attack, she flies into a furious rage, attacking the character most responsible for his continued survival. She does not hold back, and uses her Monstrous Form to isolate and overwhelm her foes one by one.

If she becomes surrounded, she uses her Life Drain and focuses on bringing down the flanking characters. When a character is reduced to 0 hit points she quickly shifts to another target, leaving them to be thrown overboard or killed by her crew.

Stage 4: Completion

With Ophelia defeated, the Devouring Gyre closes once more, dragging the remains of *Narfell's Legacy* into the Abyss.

DM's Note: *Consider what attention Orcus might give to the closing of such a large portal to the Material Plane. Was it some sort of greater plan that the characters have now foiled?*

If Storag is still alive, upon returning to the Plucky Vagabond he recounts the tale of Ophelia's defeat, embellishing where he can to make the characters sound truly heroic. He awards the characters the deed to his tavern as thanks for finally stopping the necromancer's reign once and for all. Storag sets sail on *Hunter's Hope* with a small crew of trustworthy sailors, choosing to spend his final years sailing along the coast and spreading the tale of the character's heroics.

If Storag did not survive the battle, the characters find a note inside the Plucky Vagabond along with the deed to the building, addressed to them (or one in particular Storag formed a friendship with). The letter reads as follows:

"Dear friend,

These long years, I've yearned to feel the rush of adventure again spoken about so fondly in our old stories. When we leave tomorrow, I know these old bones have a chance of not coming home. I want to thank you for giving me one last chance to fight the good fight. I hope this rustic tavern brings you as many memories as it has me.

- Storag Honorbourne, the last of the Glorious."

Notable NPCs and Other Stat Blocks

Name: Storage Honorbourne
Race: Dwarf (He/Him)
Alignment: Chaotic good
Occupation: Tavern owner and retired hero
Stat Block: Storag has the statistics of a **Gladiator** with the additional features:

Reckless: At the start of his turn, Storag can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Rage: As a bonus action, Storag can enter a berserk rage, which lasts for 1 minute. For the duration, Storag has resistance to bludgeoning, piercing and slashing damage, and he gains a +3 bonus to damage rolls when making a melee weapon attack using Strength. In addition, he has advantage on Strength checks and Strength saving throws.

Personality Trait: Fearless in battle, knowledgeable, old and nostalgic. Longs for the glory days of old, and enjoys a stiff drink.

Other Plot Hooks

Here are a few examples of other plot hooks you can use to introduce Ophelia and her undead crew to your Dungeons & Dragons campaign:

The sailors of Gemini Harbor have become afflicted with a terrible, shattering fear of the open sea. I don't know what's gotten into them, but each new man I send on board the ships to question them returns with the same boot-shaking fear, their eyes filled with dread.

Anyone willing to look into this matter without breaking down into a gibbering mess shall be justly rewarded.

Those that are interested should head to the Gemini Docks Head Office. Ask for Bertini.

"I hear there's a group of devilish bounty hunters around these parts that call themselves the Hateful Six. Rumor has it they're on the hunt for something monstrous, but it's proving more than they can handle.

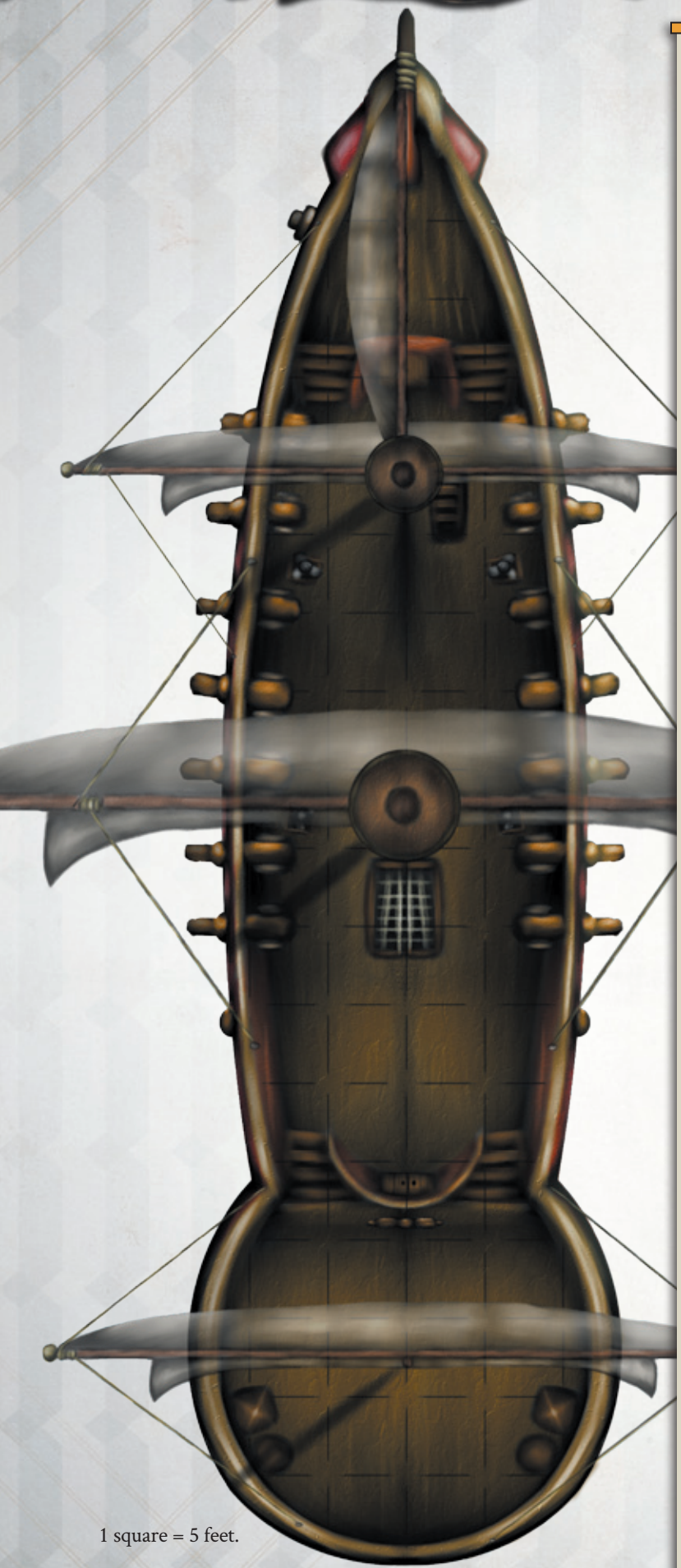
Maybe they'll take kindly to a little bit of help? I know they've got plenty of coin to spare..."

The vampire queen has risen from her grave once more to retake her throne! She was recently seen marching west, and witnesses have reported her head to be that of a bare skull, inhabited by a snapping crab!

Whatever foul magic she has decided to bring upon the land, King Reation has issued a 4,000gp bounty to the first man who puts her back in her grave for good. For more information, head to the Mountain Pass Barracks as soon as possible.

Devouring Gyre Battle Map

1 square = 10 feet.



1 square = 5 feet.

Hunter's Hope

Gargantuan vehicle (100 ft. by 20 ft), unaligned

Creature Capacity 30 crew, 10 passengers
Cargo Capacity 100 tons
Travel Pace 4 miles per hour (96 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	20 (+5)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Dwarven Construction. The ship reloads its broadsides using a complex system of loading cogs and magical runestones. It doesn't require crew to do so unless the Ready Broadside! action is taken. The ship has fourteen cannons: seven per side.

Damage Threshold. If the ship would take damage equal to or less than its damage threshold value (noted in brackets), it takes no damage instead.

Actions

On its turn, the ship can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than twenty crew and only 1 action if it has fewer than ten. It can't take these actions if it has fewer than three crew.

Broadside (Port or Starboard, Recharge 5-6 each). The ship unleashes a volley of cannonballs in a 35-foot wide, 300 foot line. Creatures or objects in the area must succeed on a DC 16 Dexterity saving throw or take 77 (14d10) bludgeoning damage. This damage is reduced by 11 (2d10) for each destroyed cannon on the side of the ship the broadside is fired from. The port and starboard broadsides reload separately.

Cannon. The ship fires one of its port or starboard cannons.

Move. The ship uses its helm to move with its sails.

Ready Broadside! (Costs 3 Actions). The ship recharges either its port or starboard broadside.

Hull

Armor Class 19
Hit Points 240 (damage threshold 20)

Control: Helm

Armor Class 16
Hit Points 50

Move up to the speed of one of the ship's sails, with one 45-degree turn. If the helm is destroyed, the ship can't turn.

Movement: Sails

Armor Class 13
Hit Points 125; -5 ft. speed per 25 damage taken
Speed (water) 40ft.; 15 ft. while sailing into the wind; 60 ft. while sailing with the wind.

Weapon: Dwarven Cannons (14)

Armor Class 12
Hit Points 30

Dwarven Cannon. *Ranged weapon attack:* +6 to hit, range 200/600 ft., one target. *Hit:* 11 (2d10) bludgeoning damage.

Narfell's Legacy

Gargantuan vehicle (80 ft. by 40 ft), unaligned

Creature Capacity 40 crew, 20 passengers
Cargo Capacity 150 tons
Travel Pace 6 miles per hour (144 miles per day)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	3 (-4)	22 (+6)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities necrotic, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Crewed by the Damned. When a creature that isn't part of Ophelia's crew climbs aboard the ship or starts its turn on the ship, it must make a DC 14 Wisdom saving throw. On a failed save, the creature takes 10 (3d6) necrotic damage from spirits that exist within the ship's hull. If Ophelia is killed, the spirits are freed and the ship is destroyed.

Damage Threshold. If the ship would take damage equal to or less than its damage threshold value (noted in brackets), it takes no damage instead.

Lair of the Death Crab. If Ophelia is on board the ship it has resistance to bludgeoning, piercing and slashing damage from nonmagical attacks and can use the Blessings of Ophelia action.

Actions

On its turn, the ship can take 2 actions, choosing from the options below.

Blessings of Ophelia (Only if Present). The ship regains 17 (5d6) hit points, or repairs a destroyed mast or helm.
Dread Howl (Recharge 5-6). The ship magically emits a mournful wail, audible out to 500 feet. Any hostile creature that can hear the wail and must succeed on a DC 14 Wisdom saving throw or be incapacitated until the end of the ship's following turn.
Soul Volley. The ship fires its burning soulfire.
Move. The ship uses its helm to move with its sails.

Hull

Armor Class 13
Hit Points 375 (damage threshold 10)

Control: Helm

Armor Class 17
Hit Points 50

Move up to the speed of one of the ship's sails, with up to two 45-degree turns. If the helm is destroyed, the ship can't turn.

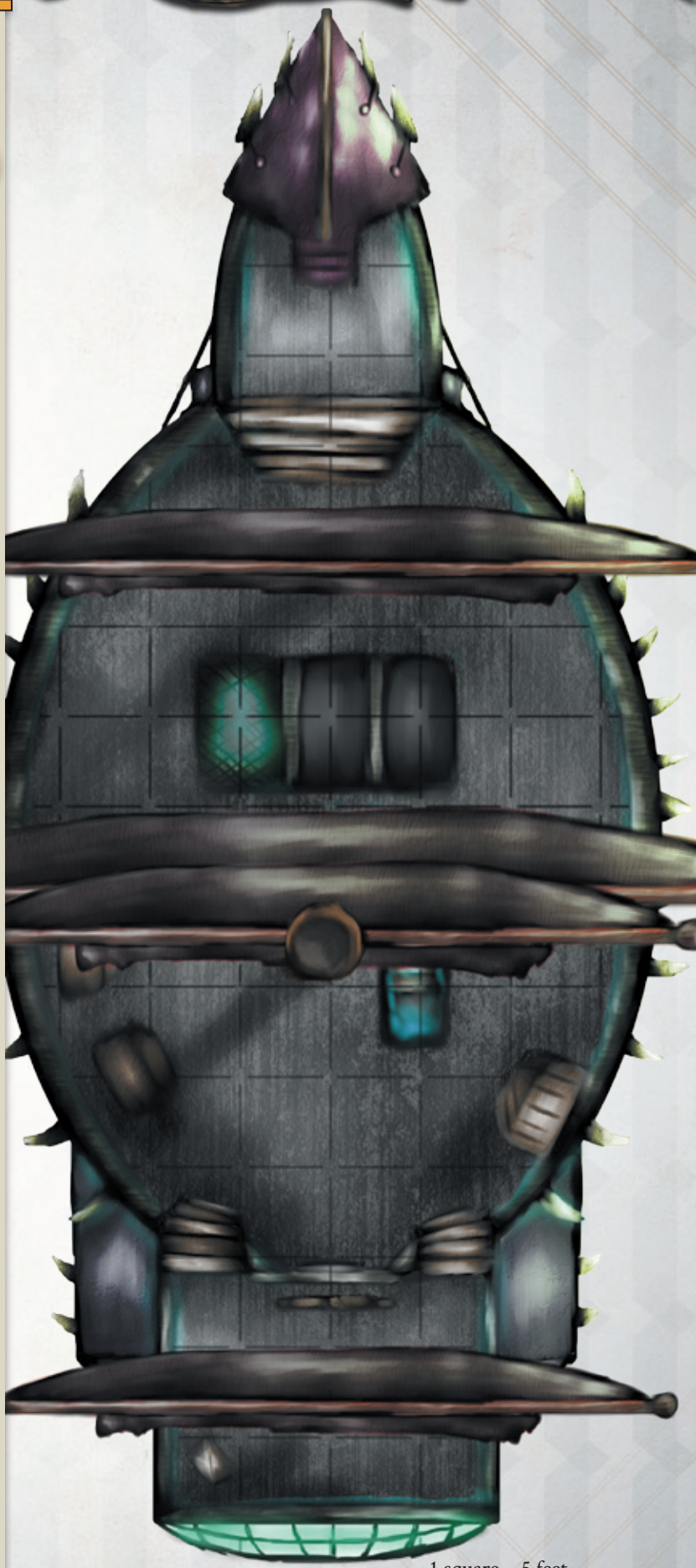
Movement: Sails

Armor Class 14
Hit Points 100; -5 ft. speed per 25 damage taken
Speed (water) 60ft.; 40 ft. while sailing into the wind; 80 ft. while sailing with the wind.

Weapon: Burning Soulfire

The Soulfire cannot be targeted directly, and doesn't require crew to operate it. If the ship is destroyed, the burning soulfire is destroyed as well.

Ranged weapon attack +7 to hit, range 120/350 ft., one target.
Hit: 16 (3d10) necrotic damage.



1 square = 5 feet.

Chapter 6: The Sea Flayer

The sea flayer is a monstrous experiment created by scattered remnants of the illithid empire. Before recorded history, the empire spanned hundreds of worlds. When the illithid's slave race, the noble gith, rose up in rebellion, the empire was left shattered. The surviving mind flayers fled across the numerous Planes of Existence.

While traveling the planes in their nautiloid vessel, one colony found themselves in the Elemental Plane of Water. For a time they lurked there on the Isle of Dread, making camp within its jungles. It is here their experiments gave rise to the sea flayer.

An Experimental Beast

In the vast expanse of the Elemental Plane of Water, the illithid genetic scientists created a leviathan like no other. A horrific aberration of such colossal proportions that it could only be known as the sea flayer.

As the experiment grew, its increasingly imposing size kept most creatures away, but a few confident predators tried their luck against the beast. Those that did quickly found themselves entangled and bludgeoned by thrashing tentacles, before sharp teeth tore open their heads and devoured their brains.

A Living Shelter For Alien Hosts

The sea flayer was designed to be a guardian for the illithids in their temporary aquatic home, but it also serves as a living mobile fortress. The creature possesses a pair of stomachs; one for more traditional digestion, while the other houses an illithid colony. An organically grown armored control center rests inside the heart of the sea flayer. From inside, the illithids issue psionic commands to their creation while remaining safe and secure.

Once the illithid remnants were confident of the sea flayers ability to survive and flourish in various conditions, they traveled from the Elemental Plane of Water to the Material Plane, where they'd begin the next phase of their nefarious plan.

Motivations

The sea flayer serves at the whim of the illithids that dwell within it, and has no intelligent motives of its own. The illithids within, however, pursue a multitiered agenda.

The illithids first priority is the survival of the sea flayer itself. To this end, they order the creature to seek out and find food as often as possible. The sea flayer most often hunts sperm whales, their massive brains one of the only substances large enough to sustain it. Smaller sea life is sent down an organic feeding tube for the illithid to feast on, with dolphins being the most commonplace. If a manned vessel is spotted in seclusion, the illithid give the order to conduct a swift ambush. The sea flayer rises up from the depths to destroy the ship and swallow the crew whole, sending them down to the waiting illithid.

The second agenda of the illithid is to protect their monstrous creation through the use of thralls. Sharks, whales, and various forgotten creatures of the deep serve the sea flayer, swimming in formation around it to keep any would-be hunters at bay.

The third and final agenda of the illithid is to construct an undersea kingdom from which to rekindle their dwindling empire.

A Sea Flayer's Lair

The sea flayers lair is typically located deep underwater amidst a mass of crumbling ruins. Upon closer inspection, such ruins are actually the foundations of a vast undersea illithid kingdom.

The sea flayer uses its tentacles to erect basic structures and simple defences.

Lair Actions

When fighting inside its lair, a sea flayer can invoke the psionic powers of the illithid housed within it to take lair actions. On initiative count 20 (losing initiative ties), the sea flayer can take a lair action to cause one of the following effects:

- The sea flayer emits a sonic pulse to call undersea thralls to its aid. Roll or choose what thralls are summoned using the following table. The thralls are immune to the frightened and charmed conditions, and can be directed by the sea flayer as a bonus action on its turn.

  This lair action can't be used if the sea flayer has any thralls summoned.

D4	Result
1	1d8 **reef sharks**
2	2 (or 1d3) **swarm of quippers**
3	2 (or 1d3) **giant octopus**
4	1 **hunter shark**

- The sea flayer emits a shock wave in a 100-foot radius sphere centered on it. All hostile creatures in the area that are underwater must succeed on a DC 15 Strength (Athletics) check or have disadvantage on attack rolls and ability checks until initiative count 20 on the following round.
- The sea flayer emits a psychic shriek, causing all hostile creatures with an Intelligence of 6 or higher in its lair to make a DC 15 Intelligence saving throw. On a failed save, the creature takes 9 (2d8) psychic damage, and has disadvantage on all Intelligence checks until initiative count 20 on the following round.

The sea flayer can't repeat an effect until all three have been used, and it can't use the same effect on consecutive rounds.

Regional Effects

A region containing a sea flayer lair is protected by psionic defenses, which creates one or more of the following effects:

- Native sea life within a 5-mile radius of the lair becomes hostile to any creatures without a swim speed. Small shoals of fish slam aggressively into the hulls of larger ships, while whales and other large marine life become extremely territorial.
- Any creature without a swim speed within a 5-mile radius of the sea flayers lair feels an unexplainable sense of anxiety and dread when looking out over large bodies of water.
- Small black tadpoles wash ashore, or are caught in fishing nets across the region. These tadpoles die immediately when removed from water. When large groups of the tadpoles are found together, any creature with an Intelligence of 6 or higher hears whispers and muttering in the back of their mind, spoken in Deep Speech.

If the sea flayer dies, these effects fade over the course of 1d4 days.

Sea Flayer Types

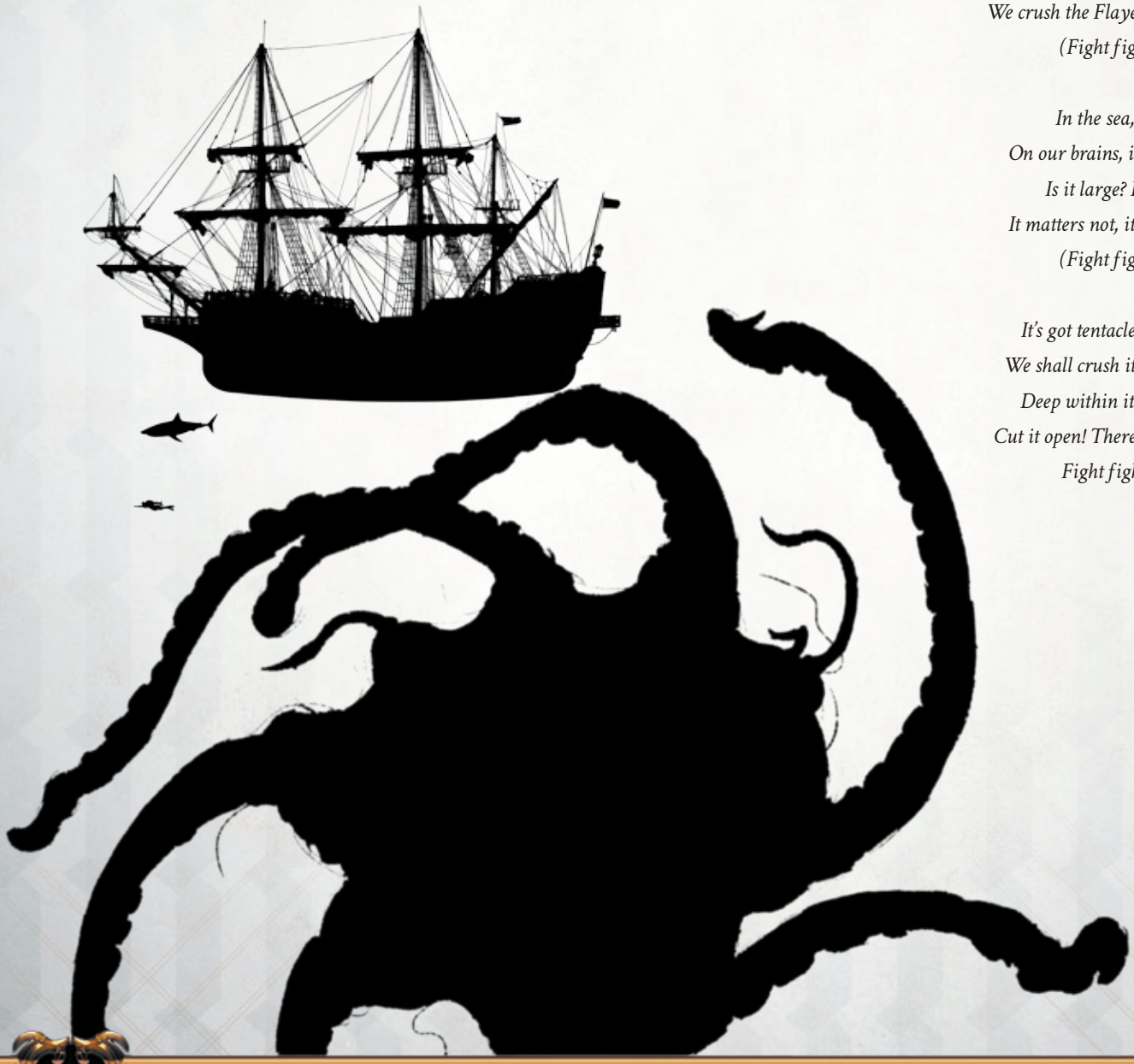
The sea flayer has two versions: a lesser variant and a greater variant. This is to allow the sea flayer to be introduced in two different tiers of adventure.

If your adventuring party are all around level 6, the lesser variant would be a perfect and deadly legendary creature to hunt. If your party are level 14 or higher, use the greater variant instead.

The items a character can craft from a defeated sea flayer depends on the variant the character faced.

Size Comparison Chart

Below is a visual guide to give the Dungeon Master or players an idea of the size of a sea flayer in comparison to a traditional sailing ship (30 crew), shark, and human of average height.



A War Song of the Githyanki

The githyanki are frequently heard singing shanties atop their fearsome warships, but none is more known than this one. A sea song about a mysterious beast the githyanki relentlessly hunt.

Often called "The Dread" or "The Living Host", the legend of the sea flayer has circulated within githyanki culture and their soldiers for many years, eventually working its way down to sailors who encounter the githyanki on the Material Plane.

The Sea Flayer Sea Shanty

This shanty is most commonly sung on githyanki vessels. It is said to strike fear into the hearts of illithid when sung in anger, though these claims are unsubstantiated.

The shanty is usually sang with a humming chorus of beating drums behind it to keep beat. The shanty is as follows:

"We were enslaved, now we're free
Glory to the Githyanki
Blades of Silver, hearts of Steel
We crush the Flayer beneath our heel
(Fight fight fight!)

In the sea, is a beast
On our brains, it shall not feast!
Is it large? Is it strong?
It matters not, it won't last long!
(Fight fight fight!)

It's got tentacles, it's got teeth
We shall crush it against the reef
Deep within its masters hide
Cut it open! There's cowards inside!
Fight fight fight!!"

Sea Flayer (Greater)

Gargantuan aberration (titan), lawful evil

Armor Class 19 (natural armor)
Hit Points 389 (19d20 + 190)
Speed 20 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	30 (+10)	18 (+4)	3 (-4)	12 (+1)

Saving Throws Str +13, Int +11, Wis +9, Cha +8
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses blindsense 120 ft., passive Perception 6
Languages Deep Speech, telepathy (mind flayers only) 120 ft.
Challenge 23 (50,000 XP)

Amphibious. The sea flayer can breathe air and water.

Creature of Legend. The sea flayer is a unique creature of legend. Its attacks are magical and it is immune to any spell or effect that would alter its form. In addition, the sea flayer can't be killed unless it is in the Elemental Plane of Water. If the sea flayer is reduced to 0 hit points when in any other Plane of Existence, it is instead banished to the Elemental Plane of Water, where it remains for the next 100 years.

Destructive Titan. The sea flayer ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled, and its attacks deal double damage to structures and Gargantuan vehicles.

Legendary Resistance (3/day). When the sea flayer fails a saving throw, it can choose to succeed instead.

Protective Swarm. The sea flayer is protected by a colossal swarm of tiny mind flayer tadpoles, which assail any creatures that venture too close to it. At the start of each of the sea flayer's turns, each creature or vehicle within 20 feet of it takes 10 (3d6) nonmagical piercing damage from the swarm's bites.

If the sea flayer takes fire damage, the swarm disperses and this trait ceases to function until the start of the sea flayer's following turn.

Crushing Tentacles. The sea flayer has six Gargantuan tentacles it uses to crush its foes. These tentacles can be attacked and damaged individually, and are treated as separate allied creatures by area effects. A tentacle automatically fails any saving throw such an effect subjects it to. Each tentacle has AC 20 and 50 hit points. When a tentacle is reduced to 0 hit points, it falls away from the main body of the sea flayer. Any creatures adjacent to a tentacle when this happens must succeed on a DC 20 Dexterity saving throw or take 39 (6d12) bludgeoning damage. Creatures who fail this saving throw while standing on a solid surface are also restrained by the severed tentacle until they use an action to free themselves.

When a tentacle is reduced to 0 hit points, the sea flayer can't use that tentacle again until it has been regenerated.

Actions

Multiattack. The sea flayer can use its Frightful Presence. It then makes one attack with each of its tentacles. It can replace one tentacle attack with a Colossal Bite.

Tentacles. *Melee weapon attack:* +13 to hit, reach 50 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.

Colossal Bite. *Melee weapon attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Frightful Presence. Each creature of the sea flayers choice within 120 feet of it and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the sea flayer is within line of sight, 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 sea flayers Frightful Presence for the next 24 hours.

Conjure Mind Flayer Guardians (Recharge 6). The sea flayer summons 1d3 **mind flayer** allies from within its secondary stomach, which appear within 10 feet of it. The mind flayers can breathe air and water, have a swimming speed of 40 feet, and 30 hit points. The sea flayer can't have more than 3 mind flayer allies summoned in this way at any one time.

Mind Blast (Recharge 5 - 6). The sea flayer magically emits a burst of psychic energy out from it in a 20-foot radius sphere. Each creature in that area must succeed on a DC 19 Intelligence saving throw or take 36 (8d8) psychic damage and 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.

Legendary Actions

The sea flayer 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 sea flayer regains spent legendary actions at the start of its turn.

Tentacle Attack. The sea flayer makes a tentacle attack.
Call for Aid (Costs 2 Actions). The sea flayer recharges its Conjure Mind Flayer Guardians action.
Regenerate (Costs 3 Actions). The sea flayer regenerates one tentacle, or regains 10 hit points.

Sea Flayer (Lesser)

Gargantuan aberration (titan), lawful evil

Armor Class 14 (natural armor)
Hit Points 181 (11d20 + 66)
Speed 20 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	18 (+4)	3 (-4)	12 (+1)

Saving Throws Str +11, Int +8, Wis +6, Cha +5
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses blindsense 120 ft., passive Perception 6
Languages Deep Speech, telepathy (mind flayers only) 120 ft.
Challenge 13 (10,000 XP)

Amphibious. The sea flayer can breathe air and water.

Creature of Legend. The sea flayer is a unique creature of legend. Its attacks are magical and it is immune to any spell or effect that would alter its form. In addition, the sea flayer can't be killed unless it is in the Elemental Plane of Water. If the sea flayer is reduced to 0 hit points when in any other Plane of Existence, it is instead banished to the Elemental Plane of Water, where it remains for the next 100 years.

Destructive Titan. The sea flayer ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled, and its attacks deal double damage to structures and Gargantuan vehicles.

Legendary Resistance (1/day). When the sea flayer fails a saving throw, it can choose to succeed instead.

Protective Swarm. The sea flayer is protected by a colossal swarm of tiny mind flayer tadpoles, which assail any creatures that venture too close to it. At the start of each of the sea flayers turns, each creature or vehicle within 20 feet of it takes 5 (1d8) nonmagical piercing damage from the swarm's bites.

If the sea flayer takes fire damage, the swarm disperses and this trait ceases to function until the start of the sea flayers following turn.

Crushing Tentacles. The sea flayer has six Gargantuan tentacles it uses to crush its foes. These tentacles can be attacked and damaged individually, and are treated as separate allied creatures by area effects. A tentacle automatically fails any saving throw such an effect subjects it to. Each tentacle has AC 20 and 50 hit points. When a tentacle is reduced to 0 hit points, it falls away from the main body of the sea flayer. Any creatures adjacent to a tentacle when this happens must succeed on a DC 16 Dexterity saving throw or take 10 (3d6) bludgeoning damage. Creatures who fail this saving throw while standing on a solid surface are also restrained by the severed tentacle until they use an action to free themselves.

When a tentacle is reduced to 0 hit points, the sea flayer can't use that tentacle again until it has been regenerated.

Actions

Multiattack. The sea flayer can use its Frightful Presence. It then makes one attack with each of its tentacles. It can replace one tentacle attack with a Colossal Bite.

Tentacles. *Melee weapon attack:* +13 to hit, reach 50 ft., one target. *Hit:* 14 (3d6 + 7) bludgeoning damage.

Colossal Bite. *Melee weapon attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage.

Frightful Presence. Each creature of the sea flayers choice within 120 feet of it and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the sea flayer is within line of sight, 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 sea flayers Frightful Presence for the next 24 hours.

Mind Blast (Recharge 5 - 6). The sea flayer magically emits a burst of psychic energy out from it in a 20-foot radius sphere. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 21 (6d6) psychic damage and 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.

Legendary Actions

The sea flayer can take 2 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 sea flayer regains spent legendary actions at the start of its turn.

Tentacle Attack. The sea flayer makes a tentacle attack.
Regenerate (Costs 3 Actions). The sea flayer regenerates one tentacle, or regains 10 hit points.

Harvesting Sea Flayer Parts

The sea flayer has six gargantuan tentacles it uses to crush stone and drag warships into the deep of the sea. When taking damage, there is a chance for sections of these tentacles to be blown off. Unlike other creatures in this supplement, only the torn off flesh from the tentacles yields any harvesting potential.

The Harvest Table details the requirements for harvesting each body part, including the harvest DC, crafting DC, and resulting weapon or item the body part can be turned into.

Sea Flayer Flesh

The sea flayers flesh is littered with various valuable materials and minerals, which move around its tentacles like a second skin.

When harvesting the sea flayers flesh, roll a d6, and consult the appropriate row on the harvesting table to determine what special characteristics a particular piece of flesh contains.

Table Guide:

- **Body Part:** The part of the body that is being harvested, and how many pieces may be obtained from a successful harvest attempt.
- **Harvest DC:** This details the ability check and DC required to successfully harvest the chosen part and any storage requirements the part has. Each body part may only be successfully harvested once, unless specified otherwise, after which the body part is destroyed. If a creature fails the harvesting check by 5 or more, the body part is also destroyed, and can't be harvested again.

  If harvesting a body part requires two or more checks, the checks can be performed by any creatures involved in the harvesting. A ranger, for example, might decide to join in on the harvesting by making the required Wisdom (Survival) check, leaving the Dexterity (Sleight of Hand) check to the rogue. Other characters can take the Help action to grant the harvesting characters advantage on the aforementioned checks.
- **Items Available to Craft:** This column lists the item or items that may be crafted from harvested creature parts. You can only produce one of the listed items with each crafting attempt. The crafted item's properties are detailed at the end of the chapter.
- **Item Crafting Requirements:** This section details any requirements that must be met to turn the harvested body part into an item. Harvested pieces that note a storage requirement (such as a vial or barrel of salt) must be placed in their respective containers immediately after being harvested, and should remain in the container until used in crafting. A harvested piece degrades over time when not placed in its particular container or being used for crafting. Each piece can remain outside of a container for a maximum of 1d4 hours (ignoring crafting times) before succumbing to rot. A rotten piece can't be crafted. If an item is listed under two or more tools, proficiency in and access to both sets of tools are required, though these proficiencies can be shared over multiple characters. For example, one character could take part in the crafting and have proficiency in one set of tools, and another character could also take part in the crafting and provide the proficiency needed for the other set of tools.
- **Crafting DC:** The ability check and DC that must be met to successfully craft an item, and the time required to do so. If this check is failed by 5 or more, the harvested pieces used are destroyed in the crafting process.

  If crafting an item requires two or more checks, the checks can be performed by any creatures taking part in the crafting of the item. A barbarian, for example, might decide to make the required Strength (Athletics) check, leaving the Intelligence (Arcana) check to the wizard. Other characters can take the Help action to grant the crafting characters advantage on the aforementioned checks.

Harvesting Table

D6	Body Part	Harvest DC	Items Available to Craft	Item Crafting Requirements	Crafting DC and Time Taken
1	Sea Flayer Flesh (Hardened Skin) (3d6 pieces)	DC 16 Wisdom (Survival) Salted storage barrel (*Max of 8 pieces per barrel*)	Flayer Leather (*4 pieces required*) Seafarer's Splint (*6 pieces required*) Sea Flayer Shield (*3 pieces required*)	***Leatherworker's Tools:*** Flayer Leather ***Smith's Tools:*** Seafarer's Splint, Sea Flayer Shield	***Flayer Leather:*** DC 14 Strength (Athletics), 6 Hours ***Seafarer's Splint:*** DC 15 Strength (Athletics), 6 Hours ***Sea Flayer Shield:*** DC 15 Strength (Athletics), 4 Hours
2	Sea Flayer Flesh (Muscular) (2d6 pieces)	DC 15 Wisdom (Survival) Salted storage barrel (*Max of 8 pieces per barrel*)	Flayer's Bowstring (*3 pieces required*) Flayer's Crossbow (*3 pieces required*) Seafarer's Compass (*2 pieces required*)	***Smith's Tools:*** Flayer's Bowstring, Flayer's Crossbow ***Tinker's Tools:*** Seafarer's Compass	***Flayer's Bowstring:*** DC 15 Dexterity (Sleight of Hand), 3 Hours ***Flayer's Crossbow:*** DC 15 Dexterity (Sleight of Hand), 3 Hours ***Seafarer's Compass:*** DC 16 Intelligence (Arcana), 6 Hours

D6	Body Part	Harvest DC	Items Available to Craft	Item Crafting Requirements	Crafting DC and Time Taken
3	Sea Flayer Flesh (Bloodied) (2d8 pieces)	DC 16 Wisdom (Survival) A small vial with a brass or cork stopper (*Max of 2 pieces per vial*)	Potion of Regrowth (*3 pieces required*) Vial of Regeneration (*3 pieces required*) Sea Flayer's Breath (*3 pieces required*)	***Alchemist's Supplies:*** All items	***Potion of Regrowth:*** DC 16 Intelligence (Arcana) 6 Hours ***Vial of Regeneration:*** DC 16 Intelligence (Arcana) 6 Hours ***Sea Flayer's Breath:*** DC 16 Intelligence (Arcana) 6 Hours
4	Sea Flayer Flesh (Scaled Hide) (2d10 pieces)	DC 16 Wisdom (Survival)	Sea Flayer Arm Guards (*2 pieces required*) Flayer Bolts (set of 10) (*5 pieces required*) Flayer Arrows (set of 10) (*5 pieces required*) Sea Blade (*3 pieces required*)	***Tinker's Tools:*** Sea Flayer Arm Guards Flayer Bolts Flayer Arrows Sea Blade ***Smith's Tools:*** Flayer Bolts Flayer Arrows	***Sea Flayer Arm Guards:*** DC 15 Strength (Athletics) 4 Hours ***Flayer Bolts:*** DC 15 Strength (Athletics) 4 Hours ***Flayer Arrows:*** DC 15 Strength (Athletics) 4 Hours ***Sea Blade:*** DC 16 Strength (Athletics) 5 Hours
5	Sea Flayer Flesh (Suckers) (2d8 pieces)	DC 16 Intelligence (Arcana), and DC 15 Wisdom (Survival) Salted storage barrel (*Max of 8 pieces per barrel*)	Sea Flayer Wand (*3 pieces required*) Grasping Gloves (*2 pieces required*) Cloak of the Flayer (*8 pieces required*)	***Tinker's Tools:*** All items **Leatherworker's Tools:** Grasping Gloves Cloak of the Flayer	***Sea Flayer Wand*** DC 17 Intelligence (Arcana) 12 Hours, over 2 days ***Grasping Gloves:*** DC 16 Dexterity (Sleight of Hand) 4 Hours ***Cloak of the Flayer:*** DC 17 Intelligence (Arcana) 8 Hours
6	Sea Flayer Flesh (Egg Sacs) (2d8 sacs)	DC 17 Intelligence (Nature) and DC 16 Wisdom (Survival)	Charm of the Flayer (*2 sacs required*) Sea Shard of Seeing (*3 sacs required*) Figurine of Wondrous Power (Flayer-Kin) (*3 sacs required*)	***Glassblower's Tools:*** All items	***Charm of the Flayer*** DC 16 Intelligence (Arcana) 7 Hours ***Sea Shard of Seeing:*** DC 16 Intelligence (Arcana) 4 Hours ***Figurine of Wondrous Power:*** DC 17 Intelligence (Arcana) 8 Hours

Crafted Items

The crafted items listed below are in alphabetical order.

Some items on this list can only be crafted using materials harvested from either the sea flayer's greater or lesser variant respectively. If the item can be crafted from either version, the properties change depending on which one it is crafted from, with the lesser properties displayed by default and the upgraded greater properties shown atop the description. Each item also lists its school of magic, should it be the target of *detect magic* or similar spells.

Charm of the Flayer

Wondrous item, rare

Greater Properties: —
School of Magic: Enchantment

While you wear this small charm around your neck, you have advantage on saving throws to avoid being charmed, frightened, paralyzed, or poisoned. The charm contains a small shrunken piece of sea flayer flesh, which glistens with magical power.

Cloak of the Flayer

Wondrous item, rare (requires attunement)

Greater Properties: The pressure you can withstand increases to a depth of 10,000 feet.
School of Magic: Enchantment

This dark green cloak is crafted from the hide of a sea flayer. The hide continually shifts and writhes around the cloak like a second skin. While you wear this cloak, you have advantage on Dexterity (Stealth) checks.

In addition, you can raise the cloak's hood above your head as an action on your turn. While the cloak's hood is raised, you can breathe normally underwater, and can withstand underwater pressures down to a depth of 3,000 feet.

Figurine of Wondrous Power (Flayer-Kin)

Wondrous item, very rare

Greater Properties: Figurine's save DC increases to 16
School of Magic: Transmutation

A figurine of wondrous power is a statuette of a creature small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature. The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Flayer-Kin (very rare). This is a small glass figurine of a mind flayer head. When thrown, it transforms into a floating **mind flayer head** (see stat block below) for up to 5 hours. Once it has been used, it can't be used again until 7 days have passed.

Mind Flayer Head

Tiny aberration, unaligned

Armor Class 11
Hit Points 32 (13d4)
Speed 5 ft., fly 25 ft (hover).

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	13 (+1)

Skills Arcana +4, Deception +3, Insight +4, Perception +4, Persuasion +3, Stealth +3
Senses darkvision 120 ft., passive Perception 14
Languages Deep Speech, Undercommon, telepathy 60 ft.
Challenge 1 (200 XP)

Actions

Tentacles. *Melee weapon attack:* +3 to hit, reach 5ft., one target. *Hit:* 4 (1d6 + 1) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 12) and must succeed on a DC 12 Intelligence saving throw or be stunned until the end of the mind flayer head's next turn.

Brain Bite. *Melee weapon attack:* +3 to hit, reach 5ft., one incapacitated creature grappled by the mind flayer head. *Hit:* 9 (2d8) psychic damage.

Mind Blast (1/Short Rest). The mind flayer head magically emits psychic energy in a 15-foot cone. Each creature in that area must succeed on a DC 12 Intelligence saving throw or take 14 (4d6) psychic damage and 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.

Flayer Arrow
Weapon (arrow), rare

Greater Properties: Grants +2 bonus to attack roll.
School of Magic: Abjuration

A set of 10 arrows carved from the scaled hide of the sea flayer. The arrows have a streamlined shape similar to a spear, making them perfect for underwater use. When you make a ranged weapon attack using one of these arrows, you gain a +1 bonus to the attack roll. In addition, the arrows range or properties are unaffected by elemental effects (magical or otherwise) that would slow its movement or reduce its range, such as the *wind wall* spell, or being loosed while underwater.

Flayer Bolt
Weapon (arrow), rare

Greater Properties: Grants +2 bonus to attack roll.
School of Magic: Abjuration

A set of 10 bolts carved from the scaled hide of the sea flayer. The bolts are carved to appear like small hunting spears, making them perfect for underwater use. When you make a ranged weapon attack using one of these bolts, you gain a +1 bonus to the attack roll. In addition, the bolts range or properties are unaffected by elemental effects (magical or otherwise) that would slow its movement or reduce its range, such as the *wind wall* spell, or being fired from a crossbow while underwater.

Flayer Leather
Armor (studded leather), rare (requires attunement)

Greater Properties: Grants +1 bonus to AC (max 16).
School of Magic: Enchantment

This thickened leather armor is crafted from the hardened skin of a sea flayer, and provides its wearer with a magical resilience to sickness and disease. While you wear this armor, your Constitution score increases by 1, to a maximum of 20. In addition, you have advantage on saving throws against disease and the poisoned condition.

Flayer's Bowstring
Weapon (any bow), rare (requires attunement)

Greater Properties: The arrows damage increases to 1d6.
School of Magic: Evocation, Illusion

This sinewy bowstring is crafted from the flesh of a sea flayer. When attached to a bow and drawn, it releases a telepathic crowd of whispers out towards all creatures within 60 feet of it, granting you a +1 bonus to Charisma (Intimidation) checks for 1 minute. In addition, the bowstring infuses the nocked arrow with psionic energy. When loosed, the arrow emits an eerie shriek as it whistles through the air and deals an additional 1d4 psychic damage on a hit.

Flayer's Crossbow
Weapon (light or heavy crossbow), rare (requires attunement)

Greater Properties: Grants a +2 bonus to damage rolls.
School of Magic: Enchantment

This crossbow's string and handle are crafted from the muscle strands of a sea flayer. When held, you can use a bonus action to cause the muscle strands attached to the handle to wrap tightly around your arm, granting you a +2 bonus to attack rolls made with the weapon, and preventing you from being disarmed. In addition, each end of the bow is carved into a sharpened point, allowing the crossbow to be wielded as a shortsword, which you are considered proficient with while you remain attuned to this item.

Grasping Gloves
Wondrous item (hands), rare (requires attunement)

Greater Properties: —
School of Magic: Enchantment

These leather gloves have small suckers woven into the fingertips, taken from the suction cups of a sea flayer. While you wear these gloves, you have a climbing speed equal to half your walking speed (rounded down). You can move up, down and across vertical surfaces and hang from ceilings while leaving your feet free. The gloves grip onto any surface, including ones covered by ice or oil, and grant you advantage on Strength checks made to maintain a grapple.

Potion of Regrowth
Potion, very rare

Greater Properties: —
School of Magic: Enchantment

A small vial of concentrated sea flayer blood, treated with various alchemical ingredients to magically repair the hulls of nautical vessels and constructs. When poured, the vial has enough in its contents to cover a 30-foot-long, 2-inch-wide line. The ends of the line must connect together, forming a circle, for the potion to take effect. When applied to an object or structure, the potion magically repairs any damage to it contained within the circle.

Once the potion takes effect, its line lasts only for a brief second before flashing out brightly in a burst of green light, leaving the repaired section untouched.

Sea Blade
Weapon (any sword or axe), rare (requires attunement)

Greater Properties: +2 bonus to attack and damage rolls.
School of Magic: Enchantment

This weapon is made from the scales of a sea flayer. The blade has a dark blue, reflective surface, and always feels cold to the touch. When you look at your reflection within the blade, your eyes appear yellow and otherworldly.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you wield it, you have advantage on saving throws against being intimidated or frightened.

Sea Flayer Arm Guards
Wondrous item, uncommon

Greater Properties: —
School of Magic: Abjuration

These specialized arm guards are crafted using the scaled hide of a sea flayer, and are equipped on both forearms. While you wear these armored arm guards, you have a +1 bonus to AC.

Sea Flayer Shield
Armor (shield), rare (Greater variant only)

School of Magic: Abjuration

This extremely heavy tower shield is crafted from the hardened skin of a sea flayer. This shield has the heavy property. While holding it, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

As a bonus action, you can slam the shield downward to doff it and merge it to the ground. When merged with the ground in this way, it can provide a single Medium or smaller creature with three-quarters cover. The shield may be removed from the ground and donned again as an action.

Sea Flayer Wand

Wand, very rare (requires attunement by a spellcaster)

Great Properties: The grell's armor class increases to 15, and it gets a +1 bonus to its attack and damage rolls.
School of Magic: Conjuration

This wand is created from the muscle mass of a sea flayer, which twists and writhes of its own volition. Its handle wraps around your arm and pulses like a leech. The wand has 3 charges. As an action, you can expend one of these charges to conjure a **grell**. The grell appears in an unoccupied space you can see within 30 feet of you. It remains for 1 hour, or until it drops to 0 hit points.

The grell acts on its own initiative and is friendly to you and your companions. It understands common and obeys any verbal commands you give it. If you don't issue any commands to it, the grell defends itself from hostile creatures, but otherwise take no actions.

If you expend the wand's last charge, roll a d20. On a 1, the wand withers into dust and is destroyed.

Sea Flayer's Breath

Potion, uncommon

Greater Properties: Spell save DC increases to 16.
School of Magic: Transmutation

After drinking this potion, you can use a bonus action to vomit sickly seawater at a target within 15 feet of you. The target must make a DC 14 Dexterity saving throw, taking 6d6 acid damage on a failed save, or half as much damage on a successful one. The effect ends after you vomit three times or when 1 hour has passed.

This potion's dull liquid is brewed from the bloody flesh of a sea flayer, and it emits a foul smell of decaying fish whenever it is opened.

Sea Shard of Seeing

Wondrous item, rare (requires attunement)

Greater Properties: —
School of Magic: Enchantment

This shard has a polished, reflective surface, and is crafted from a leathery egg sac taken from the tentacle of a sea flayer. Invisible creatures, or those on the Ethereal Plane, cast a reflection in this shard. You can angle the shard like a mirror using a free hand to detect the presence of such creatures, who also have disadvantage on Dexterity (Stealth) checks made to hide from you while you use it.

Seafarer's Compass

Wondrous item, rare

Greater Properties: —
School of Magic: Enchantment

This copper compass is crafted using solidified muscle strands of a sea flayer as the navigation needle. When held above water, the needle points in the direction of the largest creature within 1 mile of it. If such a creature is not native to the current plane of existence, the needle swells up and changes color to purple.

Seafarer's Splint

Armor (splint), rare

Greater Properties: You have a +2 bonus to AC.
School of Magic: Abjuration

This armor is made of narrow vertical strips of hardened sea flayer flesh riveted to stained leather. Flexible strands of cross hatched sinew protects the joints. The armor is exceptionally buoyant, weighing a little over 20lbs and is unable to sink more than 20 feet underwater.

You have a +1 bonus to AC while wearing this armor.

Vial of Regeneration

Potion, very rare

Greater Properties: You regain 1d6 hit points every 10 minutes.
School of Magic: Necromancy

Drinking this thick, sickly green potion causes you to regain 1d4 hit points every 10 minutes for 1d4 +1 hours, provided that you have at least 1 hit point.

If you lose a body part while the potion is in effect, you can spend 10 minutes in concentration (as if on a spell) to cause the missing part to regrow and return to full functionality. Once a body part has been regrown in this way, the potion's effects end, regardless of the remaining duration.

Sea Flayer's Breath

Selling Harvested Materials

Materials harvested from a sea flayer can be sold to various interested third parties, mostly collectors of Planar entities or curators of curious items.

Harvested pieces can also be sold to criminal black-market dealers at an increased price, though the associated risks of doing so will vary from one location to the next.

The Harvest Value table details average sale guidelines for a piece of each material type.

Costs may fluctuate based on your campaign's economy, sale location, or per trader, at the discretion of the Dungeon Master.

Harvest Value Table

Material Name	Sale Price	Black Market Price
Sea Flayer Flesh (Hardened Skin)	75 gp (Greater) 35 gp (Lesser)	125 gp (Greater) 80 gp (Lesser)
Sea Flayer Flesh (Bloody)	100 gp (Greater) 75 gp (Lesser)	175 gp (Greater) 120 gp (Lesser)
Sea Flayer Flesh (Muscular)	120 gp (Greater) 75 gp (Lesser)	185 gp (Greater) 125 gp (Lesser)
Sea Flayer Flesh (Scaled Hide)	45 gp (Greater) 15 gp (Lesser)	50 gp (Greater) 25 gp (Lesser)
Sea Flayer Flesh (Suckers)	200 gp (Greater) 150 gp (Lesser)	350 gp (Greater) 200 gp (Lesser)
Sea Flayer Flesh (Egg Sacs)	350 gp (Greater) 235 gp (Lesser)	500 gp (Greater) 250 gp (Lesser)

Hunter - Killers

Recommended Character Level: 5 - 8 (Lesser) 10 - 12 (Greater)
Minimum Equipment Required: At least one magical weapon, and access to at least two submersible constructs (included in the quest). Quest begins at sea, so seafaring ability is essential.
Recommended Equipment Required: At least two magical weapons, access to healing magic, and access to at least three submersible constructs (included in the quest).
Party Size: 4 - 6
Difficulty: Deadly + (4), Hard/Deadly (6)
Quest Creature: Sea Flayer

Quest overview

The characters receive a strange message during their dreams, which says the following:

"We're looking for the best of the best. Terrible creatures lurk beneath the ocean, creatures that threaten both our lives, and our very way of life. If you're ready to be the tip of the spear, sail east from the docks at first dawn. We will find you."

Should the characters accept, they are recruited by a crew of githyanki to hunt down and defeat a colossal sea flayer, which is being used by an illithid splinter group to establish a base on the Material Plane.

Important Quest Notes

This quest provides a basic battle map for the sea flayers lair, and provides a stat block for the magical constructs used in the hunt. If you wish to decrease the difficulty for your players, consider reducing the number of thralls the hunt presents, or allowing for a long rest between stages 2 and 3. The quest also assumes characters have access to a ship, or other means of being out at sea.

Stage 1: Meeting the NPCs

After waking from a shared dream, the characters find themselves drawn to sailing east. After sailing for several hours, they are intercepted by a githyanki vessel, waving a flag of peace. An invitation is set forward for the "Monster Hunters" to board, but only the monster hunters - any additional crew must remain behind. A DC 10 Wisdom (Insight) check reveals the githyanki mean no harm.

The ship is lead by a githyanki called Commander Talrus. Commander Talrus explains that, while they are hesitant to recruit help from outside their clan, a recent raid from mind flayers have left them their numbers depleted. Wanting to keep githyanki technology secret, he withholds information until they agree to help him.

Payment is offered in the form of treasures plundered from recent pirate raids. Talrus shows no shame in admitting they have treasure due to raiding, treating it as an ordinary, every day event. If characters disapprove of his raids, he gives a half hearted apology for the sake of moving on from this bizarre (to his eyes) debate of morality.

Once characters have agreed to help Talrus hunt down and defeat the mind flayer threat, they are briefly drafted into the Githyanki Navy.

Talrus then provides the following information:

- The Githyanki Navy was originally formed to hunt and kill illithid splinter groups hiding in the Elemental Plane of Water.

- While taking refuge in the Elemental Plane of Water, groups of illithid used genetic engineering to create monsters suited to underwater life. One such group has brought one of these creatures into the Material Plane, and are using it to create an undersea kingdom from which to raid and plunder the surface world for resources, thralls, and food. Commander Talrus only cares about quelling an illithid invasion, but has no problem leveraging the threat against surface dwellers of the Material Plane to motivate the characters.
- To combat these creatures, the githyanki have built walking submersible constructs; a single occupant amphibious vehicle powered by magic. Each submersible is well armed, easy to control, and their small size makes them well suited for manoeuvring in underwater caves.
- A recent illithid raid has left the crew short on pilots, and Talrus would like the characters to serve as replacements. He believes they would be excellently suited for the job, because adventures from the Material Plane are reckless and have no regard for their own safety.

The stat block for the githyanki submersibles are detailed at the end of this chapter.

Stage 2: Exploration

Before being sent on their first mission, the characters are given basic training by the githyanki via an efficient training montage, granting them proficiency with vehicles (githyanki submersibles). For ease of communication during missions, Talrus encourages the characters to come up with call signs.

Talrus explains that illithid forces have been attacking cargo ships and stealing supplies, presumably for use as construction materials. The characters must protect as many cargo ships as possible from marine life thralls.

Talrus believes the thralls are receiving orders telepathically from somewhere nearby. He and his crew can locate the source with a tracking ritual if the characters can keep the marine life busy while they perform it. Should the cargo ships be destroyed, the marine life flee, and the quest fails.

Protecting the Convoy

The ship convoy is composed of three undefended **keelboats** (**GoS**, Appendix A: Of Ships and the Sea), except they do not have a ballista or damage threshold. As an action, each keelboat can have its crew make spear attacks into the water, dealing (7) 2d6 automatic piercing damage to one hostile creature within 60 feet of it.

While on patrol near the convoy, illithid forces attack. The illithid forces contain 9 (2d6 +2) **giant octopus** thralls, 15 **reef sharks**, 7 (2d6) **hunter sharks**, and 2 (1d3) **plesiosaurs**.

During the battle, the giant octopus and plesiosaurs focus their attacks on the three cargo ships, while the sharks attack the submersibles and characters. Each round, on initiative count 20, githyanki psionics attempt to trace the signal. On the first round, there is a 10 percent chance of success. The odds of the githyanki successfully locating the mind flayer lair increase by 20 percent each round, succeeding automatically on the sixth round of combat. Upon discovering the lair. the githyanki signal the characters to kill the remaining thralls. Once finished, the characters can return to the githyanki warship for the next stage in the quest.

DMs Note: This section of the quest doesn't use a map. However, a basic blank sea map should suffice, should you require one.

Stage 3: The Hunt

The githyanki warship *Resolution's Storm* sails towards the location of the mind flayer lair. Talrus informs the characters that the psionic signals seem to be coming from a series of interconnected underwater caves, located deep within an ocean trench.

The hunt is broken into three sections:

- In the first section of the hunt, characters must pilot their submersibles through a narrow trench into an underwater cave system. While manoeuvring through the tunnels, they are attacked by 5 (1d6 + 2) **giant octopus**, which grab at the submersibles in an attempt to crush them against the cavern walls.
- In the second section of the hunt they arrive in a gigantic underground lake. The lake surrounds a section of collapsed stone, which is flanked on all sides by sunken ruins. A DC 15 Wisdom (Perception) check reveals a cluster of eggs floating in small tide pools atop the stone, which can only be reached on foot.

  The eggs are guarded by two **mind flayers** and can be destroyed by being set on fire or crushed with a magical bludgeoning weapon. The two mind flayers defend the eggs, remaining within 10 feet of them as often as possible.

  When the last mind flayer dies, it releases a psionic death shriek, which summons the lair's sea flayer.
- In the third and final section of the hunt, the characters must defeat the sea flayer, forcing it to flee back to the Elemental Plane of Water.

Sea Flayer Tactics

The sea flayer attacks the characters relentlessly, with little fear of defeat. "Due to its massive size, it is difficult for the sea flayer to manoeuvre even within its lair. Fortunately, the reach of its tentacles more than make up for its lack of mobility. When battling characters intelligent enough to stay out of its reach, it relies on its thralls to chase them down.

The sea flayer divides its attack as equally as possible between targets all available targets, preferring to spread its damage thin than focus fire. In a weird way, because the mindless beast doesn't have the insight to identify the optimal target, attacking everyone at once is the only way to ensure it always does. The sea flayer keeps attacking a creature until it is dead, whether they are conscious or not.

A character can use their action to observe the state of the sea flayer by making a DC 15 Wisdom (Insight) or Intelligence (Arcana) check. On a success, the character discovers the sea flayer's current physical state, dictated by the State Table, and can communicate this to their fellow party members as a free action.

State Table

Hit Points	Sea Flayer Condition
389 - 200 (greater) 181 - 120 (lesser)	Unaffected
199 - 100 (greater) 119 - 60 (lesser)	Slightly wounded
99 or less (greater) 59 or less (lesser)	Severely wounded

The sea flayer can't be killed. Instead, once it is reduced to 0 hit points, it flees back into the Elemental Plane of Water and doesn't return.

Stage 4: Completion

Once the sea flayer is defeated, the characters can harvest flesh from any remaining severed tentacles or eggs within the sea flayers lair before returning to the *Resolution's Storm.*

Upon news of the sea flayer's defeat, the navy sends out a psionic transmission requesting extraction from the Material Plane. Astral Sea capable vessels arrive 1d4 days after the message is sent, extracting the warship to continue the githyanki war effort against the illithid.

The characters are awarded the following items for their contribution to the illithid war effort, in addition to a Githyanki Medal of Valor.

Greater Sea Flayer

- 2,000 gp and 100 pp.
- A set of white bone dice of unknown origin. When rolled, they always land on the number the bearer is thinking of. A DC 16 Intelligence (Arcana) check reveals this magical trait.
- A piece of scrawled parchment, containing reports of merchant ships going missing in and around Saltmarsh, which the characters can investigate further if they wish.
- A small bag of spices (25 gp), 1d4 + 1 silver cloth ribbons (25 gp), one leather belt with a copper buckle (25 gp), 2d6 pieces of fine art (50 gp each), and a trunk of fine clothes and jewellery, worth 1,800 gp in total.
- 2 *potions of greater healing* (**DMG**, Chapter 7: Treasure)

Lesser Sea Flayer

- 1,000 gp and 30 pp.
- A copper and gold talisman, which bears the image of an ancient pirate clan (worth 200 gp).
- A piece of scrawled parchment, containing reports of merchant ships going missing in and around Saltmarsh, which the characters can investigate further if they wish.
- Three large bags of grain (10 gp each), a cloth choker (25 gp), a small trunk of fine clothes (100 gp), a marble vase engraved with the image of an ancient white dragon (50 gp), and 2 small tapestries, woven from golden silk threads (100 gp each).

Notable NPCs and Other Stat Blocks

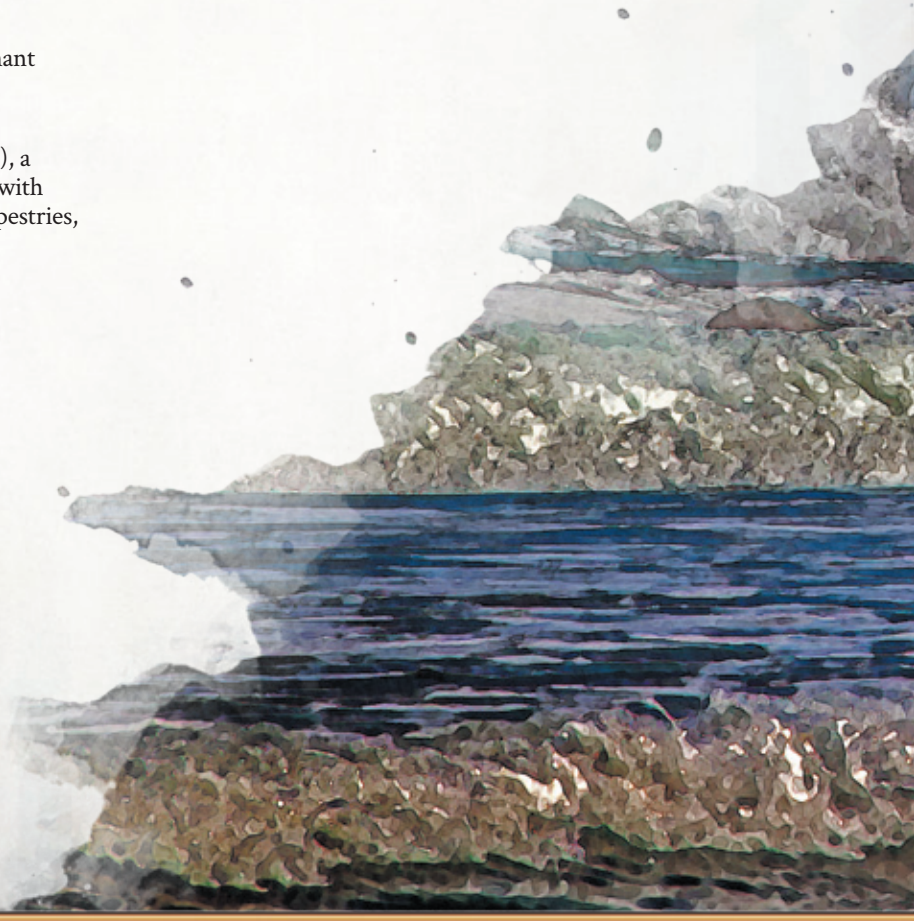
Name: Commander Talrus
Race: Githyanki (He/Him)
Alignment: Lawful Good
Occupation: Navy Commander
Stat Block: Talrus has the statistics of a **githyanki knight**.
Personality Trait: Many find Talrus's grim sense of humor off-putting. Talrus aims to do all he can to rid the multiverse of the illithid threat. He has a love for githyanki culture, and believes it should be allowed to grow and flourish, but has a difficult time forging close friendships due to losses he has suffered in the past at the hands of the illithid menace.

Submersible Stat block

DM's Note: *The githyanki submersible shown on page 97 was created using optional rules from* The Greasemonkey's Handbook, *a guide to creating magical constructs available on the Dungeon Master's Guild (www.dmsguild.com).*

If you are using the Greasemonkey's Handbook in conjunction with this supplement, the submersible is a light, quadrupedal, military class ATUM, equipped with the following:

- ***1x Lodestone Crystal Engine (Water)***
- ***Armour Plating 30 (10)***
- ***Aquatic Mobility Systems***
- ***Pressurized Cockpit***
- ***Module Splitter***
- ***Laser Gun (Deals Force Damage)***
- ***MT-01 Hornet Battery (Githyanki design, 3 uses only)***



Githyanki Submersible

Large vehicle (construct), unaligned

Armor Class 16 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 35 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	— (—)	18 (+4)	— (—)	— (—)	— (—)

Damage Resistances piercing damage from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhausted, frightened, poisoned
Senses special
Languages —
Challenge 10 (5,900 XP)

Amphibious. The submersible can traverse and function on both land and water, and has a pressurized cockpit, which supplies oxygen to its pilot while underwater.

Chassis Resistance. When the submersible takes damage from any source, it can use its reaction to reduce that incoming damage by 3 (1d6).

Lodestone Powered. The submersible is powered by a magical crystal, infused with magic from the Elemental Plane of Water. The submersible can operate indefinitely as long as the crystal remains undamaged and the submersible isn't reduced to 0 hit points.

Piloted Vehicle. The submersible is a magically powered, vehicular construct and requires a humanoid of size Medium or smaller to operate it. If no creature is operating the submersible, it remains inert, incapacitated, and ceases to function. The piloting creature is considered to be in total cover when inside the submersible. The submersible uses the pilot's **Dexterity, Intelligence, Wisdom and Charisma** ability **scores and proficiency bonus** (not included in this stat block) when making ranged attack rolls, ability checks, or saving throws, and when determining any special senses it might have, such as darkvision.

In addition, if the submersible is subject to, or targeted by an effect or spell that requires an Intelligence, Wisdom or Charisma saving throw, the pilot becomes the affected target instead.

Quadrupedal Movement. The submersible ignores difficult terrain when moving on land.

Actions

Multiattack. The submersible makes two ranged weapon attacks with its Arcane Blaster.

Arcane Blaster. *Ranged weapon attack:* +X to hit (see ***Piloted Vehicle***), range 300 ft., one target. *Hit:* 5 (2d4) force damage. If this attack successfully hits its target, the next ranged weapon attack made with this weapon against it has advantage, and the attack's damage increases by one step as noted below. The weapon's effect can stack up to 6 times. The effect resets if the weapon misses or is used to attack a different target.

Damage die steps:
2d4 -> 2d6 -> 2d8 -> 2d10 -> 2d12 -> 4d6 -> 4d8

Githyanki Missile Swarm (3 Uses Only). The submersible fires a volley of 4 arcane missiles towards a target it can see within 120 feet of it. An arcane missile deals 2d6 fire damage to its target. The missiles all fire simultaneously, and the submersible can direct them to hit one creature or several, making a single attack and damage roll for all fired missiles (see ***Piloted Vehicle***).

The submersible carries 12 missiles.

Bonus Actions

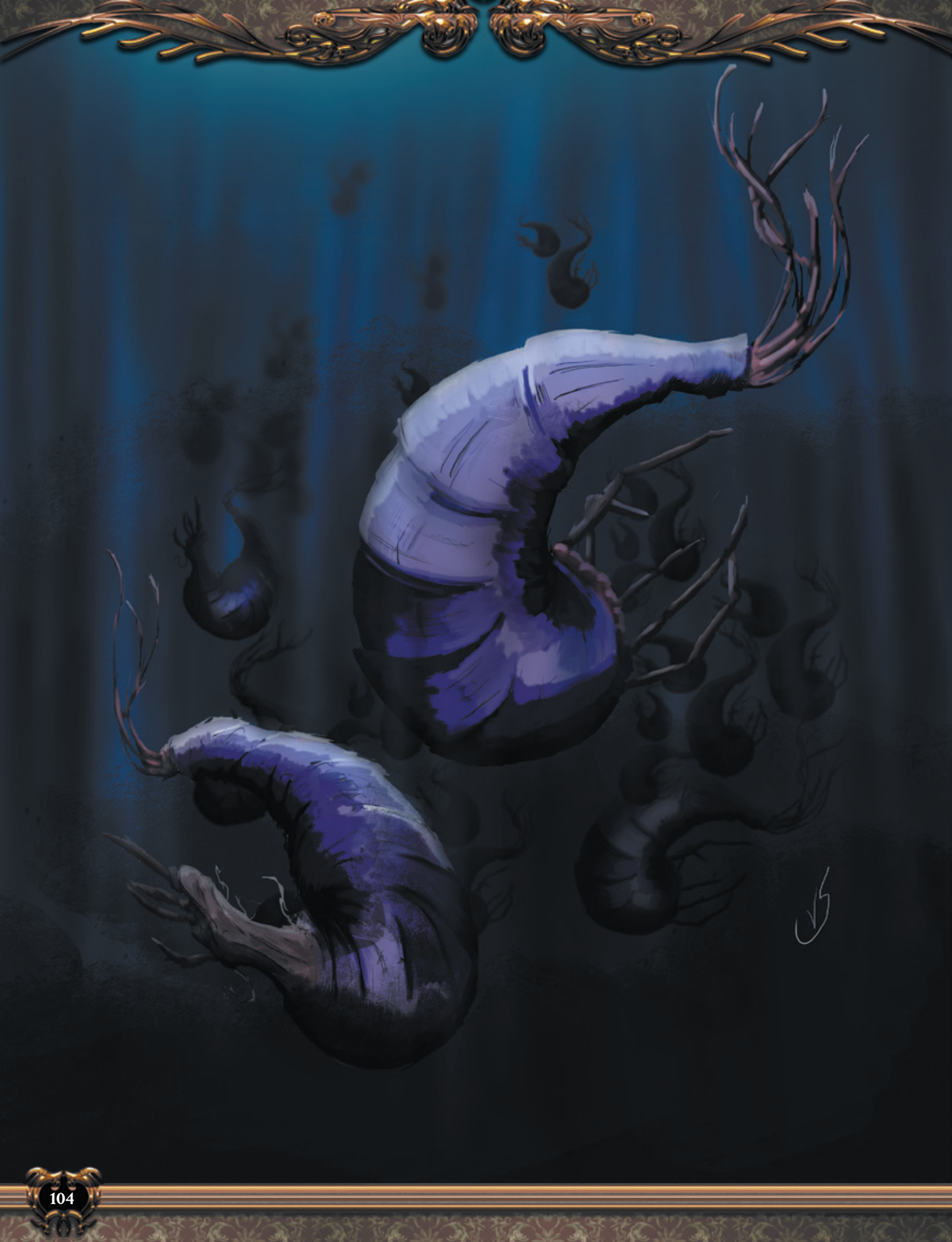
Crushing Stomp. *Melee weapon attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage. If the target is prone, this attack deals an additional 11 (2d10) bludgeoning damage.

Other Plot Hooks

Here are a few examples of other plot hooks you can use to introduce the tales of the sea flayer to your Dungeons & Dragons campaigns:

Sea Flayer Battle Map

1 square = 20 feet.



Chapter 7: The Reef Swarm

The reef swarm is a vast group of undersea creatures, known as swarmlings. First created as a means to eat the build up of algae and debris found on seafaring ships, they've since evolved into something far more dangerous. Now the monstrosities wander the open sea, gorging themselves on anything they can get their grubby mandibles on.

A Wizard's Lament

Zakaras Dalamar had always had an eye for cleanliness and order. However, the years spent adventuring in dingy dungeons, old caves, and dusty ruins pushed the wizard's desire for neatness into an obsession. Zakaras used his considerable magical abilities to cultivate a variety of creatures which existed solely for the purpose of cleaning. Some of the more successful creations included sentient brooms to deal with dust, and enslaved water weirds to assist with mopping.

After a decade of adventuring, Zakaras took his vast fortune and retired. He laid claim to an ocean side resort and a luxury yacht, where intended to spend the rest of his days. As the boat lay adrift in his personal harbor, Zakaras noticed slime and seaweed gathering on the craft's hull. His compulsion taking hold, he set to work creating a living mobile reef of magical creatures that would eat away any build up clinging to his ship. At first he was pleased with himself, but soon his patience ran out. Zakaras tiny creatures worked too slowly, and he was eager to take a lengthy cruise, so the obsessive wizard used magic to enlarge them. By the time Zakaras had realized his mistake, it was too late. He watched in horror as the swarm swelled to gargantuan proportions, before tearing into his glistening yacht. After devouring it piece by piece, the swarm moved out of the harbor towards a passing cargo ship, never to be seen again.

Motivations

The Reef Swarm was born from Zakara's compulsion to clean, and it is a compulsion the swarm shares to the extreme. The swarm patrols the oceans and seas destroying ships, structures, or anything else the creatures consider unclean. It eats away at a thing until not a shred of it remains, leaving the waters pristine in its wake.

The swarm is drawn to large concentrations of ships, and is most notably seen intervening in naval skirmishes or warfare, concentrating on cleaning up the drifting debris and sinking ships such conflict inflicts.

The Reef Swarm's Lair

The reef swarm is so massive in size that it doesn't have a conventional lair - it is the lair! Each cluster of swarmlings acts as a comfortable lair for the individual swarmlings within it. As long as there is a large enough concentration of swarmlings in a given area, the reef swarm is always considered to be in its lair.

Lair Actions

The reef swarm can take lair actions as long as the swarm has 100 hit points or greater. On initiative count 20 (losing initiative ties), the reef swarm can take one lair action to cause one of the following effects:

- The reef swarm creates a large whirlpool which it uses to drag anything polluting the water towards it for consumption. Each creature or object within a 50-foot radius of the reef swarm must succeed on a DC 15 Strength saving throw or be pulled 25 feet towards the centre of the reef swarm.
- The reef swarm emits a burst of corrosive mucus which sticks to objects and creatures, slowing their movement and making them easier to consume. Any creature or object that begins its turn in the reef swarm's space or enters its space for the first time on its turn has its speed reduced by half until Initiative count 20 on the following round.
- The reef swarm emits a pulse of corrosive energy beneath the water in a 60 - foot cone. Flying creatures are unaffected. Each creature or object caught in the area must succeed on a DC 15 Constitution saving throw or take 14 (4d6) acid damage. An object or vehicle that fails this saving throw by 5 or more has its AC reduced by 1 (to a minimum of 10). This AC reduction lasts until the target receives repairs at a port, or by magical means, such as the *mending* cantrip.

The reef swarm can't use the same effect on consecutive rounds.

Regional Effects

A region containing the reef swarm warps the surrounding seascape with its magical presence, which creates one or more of the following effects:

- Magical items within a 5-mile radius of the reef swarm become susceptible to corrosion, exhibiting wear, tear and rust as if nonmagical. The effect ends if the item is taken out of the affected area.
- Ship hulls within a 5-mile radius of the reef swarm no longer have a damage threshold, causing any amount of damage inflicted to reduce a ship's hit points.
- Aquatic creatures within a 5-mile radius are charmed by the Reef Swarm, working to clean and gather small debris from the nearby coastline to prepare it for the swarm's arrival. Knowledgeable sailors might know this to be a sign of the approaching reef swarm.

If the reef swarm dies, these effects end immediately.

Reef Swarm Types

The reef swarm has two versions: a lesser variant and a greater variant. This is to allow the reef swarm to be introduced in two different tiers of adventure, or be fought against in an ongoing campaign, with the lesser variant slowly transforming into its more dangerous counterpart.

The items a character can craft from the reef swarm depends on the variant of the creature the character faced.

Size Comparison Chart

Below is a visual guide to give the Dungeon Master or players an idea of the size creatures within the reef swarm can reach in comparison to a traditional sailing ship (30 crew), shark, and human of average height.

A Druidic Warning

Word of the reef swarm and it's clean-up attitude towards the oceans has drawn many coastal druids to support the creature's plight. These druids praise the swarm, singing shanties as they sail along the coast to herald its arrival to cities responsible for polluting their rivers and oceans.

The Reef Swarm Sea Shanty

This shanty can be spoken or sung, and is usually sang alongside a flute or other musical wind instrument. While not as popular or well known, its words carry great weight with those who have witnessed the swarm's destruction first hand.

The shanty is as follows:

"Messages in bottles, discarded nets
Small things eaten by the wizard's pets

These monstrous creatures are rarely seen
But do their part to keep the ocean clean

Rowboat oars, debris that floats
Next thing you know, they'll eat your boats

Keelboats, Galleys, Longships too
Be wary, be ready or they'll eat your crew

They'll eat from the hold onto the decks
Cross they're path and they'll eat YOU next!"

Reef Swarm (Greater)

Gargantuan swarm of large monstrosities, unaligned

Armor Class 18 (natural armor)
Hit Points 350 (20d20 + 140)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	25 (+7)	8 (-1)	22 (+6)	7 (-2)

Saving Throws Str +11, Con +13
Damage Immunities acid
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsense 60 ft., passive Perception 16
Languages —
Challenge 20 (25,000 XP)

Creature of Legend. The reef swarm is a unique creature of legend. Its attacks are magical and it is immune to any spell or effect that would alter its form, or banish it to another Plane of Existence.

Corrode Metal. Any nonmagical weapon that hits the reef swarm corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the reef swarm is destroyed after dealing damage.

Crushing Bodies. The reef swarm is made up of thousands of large underwater creatures which constantly thrash about, their armored bodies crashing against each other in a cacophonous pandemonium. A creature or object that begins its turn in the reef swarm's space or enters there for the first time on it's turn suffers 7 (2d6) bludgeoning damage from the swarm's flailing mass.

Dissolving Bites. If the reef swarm hits a creature wearing armor made of metal or a vehicle with a melee weapon attack, after resolving damage, the target must make a DC 18 Constitution saving throw.

On a failed save, if the creature is wearing nonmagical armor, that armor takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

If the target is a vehicle, it's AC is reduced by 1 (minimum 10). If the vehicle is a ship and this attack would reduce it's AC to 10 or below, the ship springs 2d4 leaks in its hull and begins to sink.

Legendary Resistance (3/day). When the reef swarm fails a saving throw, it can choose to succeed instead.

Sea Scent. The reef swarm can magically pinpoint the location of any metal within 5 miles of it, be it metal supports, objects, nails, weapons, or anything else.

Swarm. The reef swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Large creature.

Actions

Dissolving Tendrils. *Melee weapon attack:* +10 to hit, reach 0 ft., up to three separate targets in the swarm's space. *Hit:* 16 (2d10 + 5) bludgeoning damage and 14 (4d6) acid damage, or 10 (1d10 + 5) bludgeoning damage, and 7 (2d6) acid damage if the swarm has half of its hit points or fewer.

Binding Spittle (Recharge 5 - 6). The reef swarm exhales globules of sticky mucus in a 120-foot line that is 10 feet wide. Each target in that line must make a DC 18 Dexterity saving throw. A target takes 35 (10d6) acid damage and is restrained for 1 minute on a failed save, or takes half as much damage and isn't restrained on a successful one. A restrained target can use its action to make a DC 18 Strength (Athletics) check on its subsequent turns, freeing itself on a success.

Legendary Actions

The reef swarm 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 reef swarm regains spent legendary actions at the start of its turn.

Tendril Attack. The reef swarm makes one melee weapon attack against a single target using its Dissolving Tendrils.
Sudden Surge (Costs 2 Actions). The reef swarm moves up to its speed in a direction of its choice.
Thrash and Flail (Costs 2 Actions). The reef swarm thrashes and flails around violently. Each creature within the swarm's space must succeed on a DC 18 Strength saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much on a successful one.

In addition, any Huge or smaller vehicles caught in the area have a 20 percent chance of capsizing.

Reef Swarm (Lesser)

Gargantuan swarm of large monstrosities, unaligned

Armor Class 16 (natural armor)
Hit Points 201 (13d20 + 65)
Speed Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	20 (+5)	8 (-1)	18 (+4)	7 (-2)

Saving Throws Str +9, Con +9
Damage Immunities acid
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsense 60 ft., passive Perception 14
Languages —
Challenge 10 (5,900 XP)

Creature of Legend. The reef swarm is a unique creature of legend. Its attacks are magical and it is immune to any spell or effect that would alter its form, or banish it to another Plane of Existence.

Corrode Metal. Any nonmagical weapon that hits the reef swarm corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the reef swarm is destroyed after dealing damage.

Crushing Bodies. The reef swarm is made up of thousands of large underwater creatures which constantly thrash about, their armored bodies crashing against each other in a cacophonous pandemonium. A creature or object that begins its turn in the reef swarm's space or enters there for the first time on it's turn suffers 3 (1d6) bludgeoning damage from the swarm's flailing mass.

Dissolving Bites. If the reef swarm hits a creature wearing armor made of metal or a vehicle with a melee weapon attack, after resolving damage, the target must make a DC 17 Constitution saving throw.

On a failed save, if the creature is wearing nonmagical armor, that armor takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

If the target is a vehicle, it's AC is reduced by 1 (minimum 10). If the vehicle is a ship and this attack would reduce it's AC to 10 or below, the ship springs 2d4 leaks in its hull and begins to sink.

Legendary Resistance (1/day). When the reef swarm fails a saving throw, it can choose to succeed instead.

Sea Scent. The reef swarm can magically pinpoint the location of any metal within 5 miles of it, be it metal supports, objects, nails, weapons, or anything else.

Swarm. The reef swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Large creature.

Actions

Dissolving Tendrils. *Melee weapon attack:* +9 to hit, reach 0 ft., up to two separate targets in the swarm's space. *Hit:* 14 (2d8 + 5) bludgeoning damage, and 7 (2d6) acid damage, or 9 (1d8 + 5) bludgeoning damage, and 3 (1d6) acid damage if the swarm has half of its hit points or fewer.

Binding Spittle (Recharge 5 - 6). The reef swarm exhales globules of sticky mucus in a 120-foot line that is 10 feet wide. Each target in that line must make a DC 17 Dexterity saving throw. A target takes 21 (6d6) acid damage and is restrained for 1 minute on a failed save, or takes half as much damage and isn't restrained on a successful one. A restrained target can use its action to make a DC 16 Strength (Athletics) check on its subsequent turns, freeing itself on a success.

Legendary Actions

The reef swarm can take 2 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 reef swarm regains spent legendary actions at the start of its turn.

Tendril Attack. The reef swarm makes one melee weapon attack against a single target using its Dissolving Tendrils.
Sudden Surge (Costs 2 Actions). The reef swarm moves up to its speed in a direction of its choice.
Thrash and Flail (Costs 2 Actions). The reef swarm thrashes and flails around violently. Each creature within the swarm's space must succeed on a DC 17 Strength saving throw, taking 3 (1d6) bludgeoning damage on a failed save, or half as much on a successful one.

In addition, any Huge or smaller vehicles caught in the area have a 20 percent chance of capsizing.

Harvesting Reef Swarm Parts

The swarmlings are covered in a thick outer shell with darting, spined tendrils. Once defeated, individual swarmlings can be harvested for their respective parts. Should characters amass enough parts they can combine them to craft magical items.

The Harvest Table details the requirements for harvesting each body part, including the harvest DC, crafting DC, how many of each part an item needs to craft, and the resulting weapon or item the body parts can be turned into.

Gathering Swarmling Parts

Unlike other Legendary Hunts in this supplement, the reef swarm can be harvested multiple times. For each body part entry, a separate harvest check can be made once by each character in the party assisting in the harvest.

Table Guide:

- **Body Part:** The part of the body that is being harvested, and how many pieces may be obtained from a successful harvest attempt.
- **Harvest DC:** This details the ability check and DC required to successfully harvest the chosen part and any storage requirements the part has. Each body part may only be successfully harvested once, unless specified otherwise, after which the body part is destroyed. If a creature fails the harvesting check by 5 or more, the body part is also destroyed, and can't be harvested again.

  If harvesting a body part requires two or more checks, the checks can be performed by any creatures involved in the harvesting. A ranger, for example, might decide to join in on the harvesting by making the required Wisdom (Survival) check, leaving the Dexterity (Sleight of Hand) check to the rogue. Other characters can take the Help action to grant the harvesting characters advantage on the aforementioned checks.
- **Items Available to Craft:** This column lists the item or items that may be crafted from harvested creature parts. You can only produce one of the listed items with each crafting attempt. The crafted item's properties are detailed at the end of the chapter.
- **Item Crafting Requirements:** This section details any requirements that must be met to turn the harvested body part into an item. Harvested pieces that note a storage requirement (such as a vial or barrel of salt) must be placed in their respective containers immediately after being harvested, and should remain in the container until used in crafting. A harvested piece degrades over time when not placed in its particular container or being used for crafting. Each piece can remain outside of a container for a maximum of 1d4 hours (ignoring crafting times) before succumbing to rot. A rotten piece can't be crafted. If an item is listed under two or more tools, proficiency in and access to both sets of tools are required, though these proficiencies can be shared over multiple characters. For example, one character could take part in the crafting and have proficiency in one set of tools, and another character could also take part in the crafting and provide the proficiency needed for the other set of tools.
- **Crafting DC:** The ability check and DC that must be met to successfully craft an item, and the time required to do so. If this check is failed by 5 or more, the harvested pieces used are destroyed in the crafting process.

  If crafting an item requires two or more checks, the checks can be performed by any creatures taking part in the crafting of the item. A barbarian, for example, might decide to make the required Strength (Athletics) check, leaving the Intelligence (Arcana) check to the wizard. Other characters can take the Help action to grant the crafting characters advantage on the aforementioned checks.

Harvesting Table

Body Part	Harvest DC	Items Available to Craft	Item Crafting Requirements	Crafting DC and Time Taken
Swarmling Flesh (1d10 pieces)	DC 16 Wisdom (Survival) Salted storage barrel (*Max of 8 pieces per barrel*)	Notched Leather (*4 pieces required*) Swarming Sails (*8 pieces required*) Mask of the Reef (*2 pieces required*) Ocean Strider's Cloak (*6 pieces required*)	***Leatherworker's tools:*** All items	***Notched Leather:*** DC 15 Strength (Athletics) 4 Hours ***Swarming Sails:*** DC 16 Strength (Athletics) 12 Hours ***Mask of the Reef:*** DC 14 Strength (Athletics) 2 Hours ***Ocean Strider's Cloak:*** DC 16 Dexterity (Sleight of Hand) 6 Hours
Swarmling Pincers (1d6 pieces)	DC 14 Wisdom (Survival)	Reef Dagger (*2 pieces required*) Singeing Scimitar (*3 pieces required*) Swarmling Figurehead (*5 pieces required*) Seaborne Bagh Nakh (*4 pieces required*)	***Smith's tools:*** Reef Dagger, Singeing Scimitar, Swarmling Figurehead. ***Tinker's Tools:*** Seaborne Bagh Nakh	***Reef Dagger:*** DC 15 Dexterity (Sleight of Hand) 3 Hours ***Singeing Scimitar:*** DC 15 Strength (Athletics) 5 Hours ***Swarmling Figurehead:*** DC 16 Strength (Athletics) 12 Hours ***Seaborne Bagh Nakh:*** DC 15 Intelligence (Tinker) 5 Hours

Body Part	Harvest DC	Items Available to Craft	Item Crafting Requirements	Crafting DC and Time Taken
Swarmling Sinew (1d4 pieces)	DC 16 Wisdom (Survival) Watertight barrel, filled with seawater (*Max of 16 pieces per barrel*)	Reef Cutter Rope (*3 pieces required*) Bow of the Deep Reef (*2 pieces required*) Reef-Touched Thread (*2 pieces required*)	***Tinker's tools:*** Bow of the Deep Reef Reef-Touched Thread	***Reef Cutter Rope:*** DC 15 Wisdom (Survival) 6 Hours ***Bow of the Deep Reef:*** DC 16 Intelligence (Tinker) 6 Hours ***Reef-Touched Thread:*** DC 15 Intelligence (Tinker) 4 Hours
Swarmling Tendrils (1d12 pieces)	DC 16 Wisdom (Survival) Salted storage barrel (*Max of 12 pieces per barrel*)	Spined Reef Flail (*7 pieces required*) Digestive Whip (*5 pieces required*) Tendril Jerky (*10 pieces required*)	***Smith's tools:*** Spined Reef Flail Digestive Whip ***Cook's Utensils:*** Tendril Jerky	***Spined Reef Flail:*** DC 16 Strength (Athletics) 5 Hours ***Digestive Whip:*** DC 15 Dexterity (Sleight of Hand) 4 Hours ***Tendril Jerky:*** DC 15 Wisdom (Survival) 14 Hours
Swarmling Chitin (1d8 pieces)	DC 13 Strength (Athletics), and DC 15 Wisdom (Survival)	Juggernaut Plate (*5 pieces required*) Swarmling Tower Shield (*3 pieces required*) Swarmling Buckler (*2 pieces required*) Hardened Hull (*8 pieces required*)	***Smith's tools:*** All items	***Juggernaut Plate:*** DC 16 Strength (Athletics) 5 Hours ***Swarmling Tower Shield:*** DC 15 Strength (Athletics) 4 Hours ***Swarmling Buckler:*** DC 15 Strength (Athletics) 4 Hours ***Hardened Hull:*** DC 16 Strength (Athletics) 16 Hours, over 3 days.
Swarmling Decay Sac (1 sac)	DC 17 Intelligence (Nature) and Wisdom (Survival)	Potion of Corrosion (*2 sacs required*) Vial of Disintegration (*3 sacs required*)	***Glassblower's tools:*** Vial of Disintegration ***Alchemist's Supplies:*** Potion of Corrosion Vial of Disintegration	***Potion of Corrosion:*** DC 16 Intelligence (Arcana) 12 Hours, over 2 days ***Vial of Disintegration:*** DC 17 Intelligence (Arcana) 8 Hours

Crafted Items

The crafted items listed below are in alphabetical order.

Some items on this list can only be crafted using materials harvested from either the reef swarm's greater or lesser variant respectively. If the item can be crafted from either version, the properties change depending on which one it is crafted from, with the lesser properties displayed by default and the upgraded greater properties shown atop the description. Each item also lists its school of magic, should it be the target of *detect magic* or similar spells

Bow of the Deep Reef

Weapon (any bow), very rare (requires attunement)

Greater Properties: Dexterity saving throw increases to DC 18
School of Magic: Transmutation

This bow has an emerald sheen to it, and is strung with a blood red sinew. If you touch this bowstring without gloves or some form of protection you immediately take 1 acid damage. The weapon has 12 charges and regains 3d4 expended charges daily at dawn.

When you make an attack with this bow you can expend a number of charges to cause the arrow to dissolve mid-flight, transforming into a bolt of acid. On a hit the target takes 2d10 acid damage. Hit or miss, the bolt then explodes in a shower of bile. The target and each creature within 5 feet of it must succeed on a DC 16 Dexterity saving throw or take 1d6 acid damage per charge expended. Attacks made in this way are not affected by being underwater.

Digestive Whip

Weapon (whip), rare (requires attunement)

Greater Properties: Acid damage increases to 2d8
School of Magic: Evocation

This whip is crafted from the tendrils of a swarmling. The whip gently writhes and twists when exposed to extreme heat or cold.

You gain a +2 bonus to attack and damage rolls made with this magical weapon. The whip has 7 charges. It regains 1d6+1 expended charges daily at dawn. When you hit a creature using this weapon, you can expend a number of charges to have one of the following effects:

(1 charge) Deal an additional 2d6 acid damage to the target.
(2 charges) Reduce the target's AC by 1 for 1 minute if the target is wearing armor made of metal.

Hardened Hull

Ship Upgrade (hull), rare

Greater Properties: —
School of Magic: Abjuration

This upgrade layers a ship's hull with ridged chitin, harvested from the legendary reef swarm. The hull has immunity to acid damage, and emanates a magical aura which protects components and objects on board from rust or corrosion.

Juggernaut Plate

Armor (plate or half plate), very rare

Greater Properties: Any bludgeoning damage you take is instead reduced by 15 and you are immune to acid damage.
School of Magic: Abjuration

This massive set of plate armor is made from the chitinous exterior of several swarmlings welded together rather than metal. It is a mottled brown, covered in protruding spines, and is nigh unbreakable. When you put it on, you feel like you could run through a wall and not even feel it.

While wearing this plate armor, any bludgeoning damage you take is reduced by 10, you are resistant to acid damage, and have advantage on saving throws against being knocked prone or restrained.

Mask of the Reef

Wondrous item, rare (requires attunement)

Greater Properties: Grants an additional +2 bonus to Charisma (Intimidation) checks.
School of Magic: Enchantment

This magical mask is created from the leathery flesh of a swarmling and has a number of writhing tendrils below the nose, hiding your lower face and neck. While wearing this mask, you have advantage on Charisma (Intimidation) checks.

Additionally, while onboard a ship, you can use your action to cause the ship to magically perform an action that could be completed by a single crew member. This can be any action that would require use of the helm, oars, sails, or a single weapon the ship has mounted.

Notched Leather

Armor (leather), uncommon

Greater Properties: Grants additional +1 bonus to AC
School of Magic: Abjuration

While you wear this thick leather armor, you have a +1 bonus to AC. Additionally, the armor is coated in a thin film of mucus, granting you advantage on saving throws or ability checks made to avoid or escape being grappled.

Ocean Strider's Cloak

Wondrous item, very rare (requires attunement)

Greater Properties: While wearing this cloak you have a +1 bonus to AC
School of Magic: Enchantment

This cloak is crafted from the flesh of a swarmling. When it sits on your shoulders, it writhes of its own volition as if it is constantly floating underwater.

While wearing this cloak you can choose to walk on water as if it were solid ground. Additionally, as an action you can pull the hood up or down. While the cloak's hood is up you can breathe normally in both air and water.

Potion of Corrosion

Potion, very rare

Greater Properties: The Dexterity throw increases to DC 18
School of Magic: Evocation

This cloudy, pale liquid smells strongly of burnt wood, and flakes of rusted metal can be seen floating within its bottle. When you pour this potion on a piece of metal or wood, the potion corrodes and disintegrates a 2-foot radius portion of it in 1d4 minutes. If you pour the liquid onto a creature that is wearing nonmagical armor made of metal or wood, the target must make a DC 16 Dexterity saving throw. On a failed save, that armor takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Reef Cutter Rope (100 ft)
Wondrous item, uncommon

Greater Properties: Rope can hold up to 5,000lbs
School of Magic: Enchantment

This dark, spongy rope is braided from the flesh of the reef swarm. It is incredibly resilient, yet so lightweight it floats on water.

The rope can hold up to 3,000lbs before snapping, and weighs a total of 5lbs. Cutting the rope takes 2d10 minutes. If two severed ends of the rope are left within two feet of each other, they magically join together after 1d4 minutes.

Reef Dagger
Weapon (dagger), uncommon

Greater Properties: Acid damage increases to 2d4
School of Magic: Evocation

This curved dagger has a handle made of hardened bone and a fearsome blade carved from the pincer of a swarmling.

This magical weapon deals an additional 1d4 acid damage on a successful hit.

Reef-touched Thread
Wondrous item, uncommon

Greater Properties: Fishing line chance increases to 75 percent.
School of Magic: Enchantment

This fine thread is created from the sinew of a swarmling, and is as strong as steel. The thread can be used to sew items together, or as fishing line.

If used as fishing line, there is a 50 percent chance for the fishing line to attract and catch a Medium or smaller fish when cast in open water where fish are present, regardless of what type of bait is used.

If used to make clothing, the clothing created can never become wet, and will not tear under normal use.

Seaborne Bagh Nakh
Weapon (daggers), rare (requires attunement)

Greater Properties: You instead have a +2 bonus to attack and damage rolls.
School of Magic: Enchantment

These specialized twin daggers are crafted from the large front pincers of a swarmling. The weapons are crafted as a pair, and designed to fit over the knuckles and forearms to create a protective set of arm guards extending into short claws.

Each Bagh Nakh deals an additional 1d4 piercing damage on a hit. While you are wearing both, you gain a +1 bonus to AC.

Additionally, while attuned to the pair, you gain a +1 bonus to attack and damage rolls made with these magical weapons, and a swimming speed equal to your walking speed.

Singeing Scimitar
Weapon (scimitar), very rare

Greater Properties: Acid damage increases to 2d8
School of Magic: Necromancy

This scimitar is made from a single massive pincer. This weapon deals an additional 1d8 acid damage on a hit. Additionally, any creature that is not immune to acid damage must make a DC 11 Constitution saving throw the first time each turn they are hit with this weapon. Spellcasters that are concentrating on a spell make this saving throw with disadvantage. On a failure the creature has disadvantage on attack rolls and ability checks until the end of its next turn.

Spined Reef Flail
Weapon (flail), rare (requires attunement)

Greater Properties: Acid damage increases to 2d8
School of Magic: Enchantment, Evocation

This flail is created from the tendrils and spines of a deadly swarmling. At times it wriggles slightly on its own. It has 8 charges and regains 1d6+2 expended charges each day at dawn.

When you make a melee weapon attack with this magical weapon, as a reaction, you can expend a charge to reroll the die and take the second result.

Additionally, any time you hit with this flail you can choose to expend one charge to deal an additional 2d6 acid damage.

Swarming Sails
Ship Upgrade (sails), very rare

Greater Properties: Save increases to DC 18
School of Magic: Abjuration

These tight, flesh coloured sails stretch across supporting struts of bone, created from the creatures residing within the legendary reef swarm. While the sails are unfurled, the waters around the ship teem with swarms of aquatic sea creatures, which gnaw and tear at enemies within 60 feet of it. Friendly underwater creature within this area are lightly obscured.

When a hostile ship or creature in the water begins its turn in this area, or enters the area for the first time on a turn, it must make a DC 16 Strength saving throw. The target takes 4d6 piercing damage on a failed save, or half as much on a successful one.

Swarmling Buckler
Armor (shield), rare

Greater Properties: You instead have a +5 bonus to AC against the triggering attack.
School of Magic: Abjuration

This light buckler is crafted from the hardened chitin of a swarmling. While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus.

Additionally, when you are hit by a melee attack you can use your reaction to attempt to parry the blow, granting you a +3 bonus to AC against the triggering attack.

Swarmling Figurehead
Ship Upgrade (figurehead), very rare

Greater Properties: Save and ability check DC increases to 18
School of Magic: Evocation

This figurehead depicts a carving of a large swarmling, tendrils and pincers extended and ready to strike. As an action, the ship can activate this item to emit a 120-foot long, 10-foot wide line of dark, sticky mucus from the figurehead. Each creature and object in the line must make a DC 16 Dexterity saving throw.

A target takes 35 (10d6) acid damage and is restrained for 1 minute on a failed save, or takes half as much damage and isn't restrained on a successful one. A restrained target can use its action to make a DC 16 Strength (Athletics) check on its subsequent turns, freeing itself on a success.

Once a ship uses this action, it can't use it again until the next dawn.

Swarmling Tower Shield
Armor (shield), rare

Greater Properties: AC bonus increases to +2
School of Magic: Abjuration

This heavy tower shield is crafted from the segmented ridges of a swarmling. Because of the shield's weight you must have a Strength score of 16 or above to wield it.

While holding this shield you have a +1 bonus to AC in addition to the shield's normal bonus. Additionally, you can make a melee weapon attack with this shield, with proficiency if you are proficient with shields. The shield has the *heavy* property, and deals 2d6 magical bludgeoning damage on a hit.

Tendril Jerky
Wondrous item, uncommon

Greater Properties: Temporary hit points increase to 4d6
School of Magic: Enchantment

This bag of tough, tasteless jerky is created from the diced tendrils of one or more swarmlings. The bag contains 2d4 + 2 pieces. As an action, you can pull a piece of jerky from the pouch and consume it to gain 2d6 temporary hit points, which last for 1 hour.

Reef Dagger

Vial of Disintegration
Potion, very rare

Greater Properties: The Dexterity save DC increases to 18
School of Magic: Necromancy

This dark, blood red liquid bubbles and hisses from within a sealed glass sphere. As an action, you can throw the sphere at a point you can see within 30 feet of you, or within 90 feet while using a sling. The sphere shatters on contact, and the contents within explode out in a 5-foot radius sphere. Creatures caught in the area must make a DC 16 Dexterity saving throw.

On a failed save, the target suffers 6d6 + 20 acid damage. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magical items, are reduced to a bubbling, hissing green puddle. A creature killed in this way can only be resurrected by a true resurrection or wish spell.

Selling Harvested Materials

Materials harvested from the reef swarm can be sold to various interested third parties, mostly collectors of unique magical entities or wizards wishing to investigate the creature in greater depth and detail.

Harvested pieces can also be sold to criminal black-market dealers at an increased price, though the associated risks of doing so will vary depending on the location.

The Harvest Value table details average sale guidelines for a piece of each material type.

Costs may fluctuate based on your campaign's economy, sale location, or per trader, at the discretion of the Dungeon Master.

Harvest Value Table

Material Name	Sale Price	Black Market Price
Swarmling Flesh	50 gp (Greater) 25 gp (Lesser)	75 gp (Greater) 45 gp (Lesser)
Swarmling Pincers	50 gp (Greater) 30 gp (Lesser)	80 gp (Greater) 50 gp (Lesser)
Swarmling Sinew	75 gp (Greater) 50 gp (Lesser)	100 gp (Greater) 70 gp (Lesser)
Swarmling Tendrils	20 gp (Greater) 10 gp (Lesser)	40 gp (Greater) 25 gp (Lesser)
Swarmling Chitin	100 gp (Greater) 50 gp (Lesser)	150 gp (Greater) 100 gp (Lesser)
Swarmling Decay Sac	400 gp (Greater) 200 gp (Lesser)	600 gp (Greater) 350 gp (Lesser)

Singeing Scimitar

Problem Players

Recommended Character Level: 5 - 6 (Lesser) 12 - 14 (Greater)
Minimum Equipment Required: At least one magical weapon, and access to at least one seaworthy ship (included in the quest).
Recommended Equipment Required: At least two magical weapons, characters or spells with water breathing, flight or swimming capabilities.
Party Size: 4 - 6
Difficulty: Deadly + (4), Medium/Hard (6)
Quest Creature: Reef Swarm

Quest overview

The characters are tasked with assisting Zakaras Dalamar as he gathers the old members of his dysfunctional adventuring party so they can track down the legendary reef swarm.

Important Quest Notes

This quest provides a basic battle map for the reef swarm. The quest also presents characters with access to a ship, should they not have one themselves.

Stage 1: Meeting the NPCs

Characters notice a handwritten advertisement, either printed in local papers, or posted up around settlements nearby, which reads:

"A bit of magical experimentation has gotten out of hand, and I'm afraid I may be causing a spot of bother. I may be able to resolve things, but with a bit of help. There's a reward in it, of course! You are cordially invited to my beachside lodge to discuss thing further. It's Private Property, but you may ignore the "No Trespassing" signs for now, I'll likely remember to give my defenses the night off.
Is that it? Fantastic, stop dictating."

Should characters ask around they learn it belongs to an eccentric wizard by the name of Zakaras Dalamar, and are given the general direction to his beachside lodge.

Traveling by foot to Zakaras' lodge takes roughly a day of hiking through dense, uncharted wilderness. A DC 12 Wisdom (Insight) check reveals this to be a clear indication that Zakaras enjoys his seclusion, to an absurd degree.

Within five miles of his lodge, characters see a comically large amount of "No Trespassing!" signs scattered across the landscape. Zakaras has, of course, forgotten to tell his guards to expect company. As the characters near the lodge, they are attacked by 3 **water weirds**, which are bound to a large moat that surrounds the perimeter. If you're using the greater variant of the reef swarm, increase this number to 1d6 + 3.

When the characters arrive at Zakaras' lodge, he demands they remove their boots and wash their feet before entering. Once inside, he informs the characters of the reef swarm and requests they assist him in a ritual to reduce its size. Due to the swarm's current size, Zakaras believes his ship, *The Mage's Hand*, would be destroyed on its own. He suggests that if the characters were to reunite his old party, their combined fleet could be enough to combat the creatures.

Zakaras says he would assemble the party himself, but, regrettably, he is too busy preparing the ritual. A successful DC 13 Wisdom (Insight) check reveals there is more to this story, and if pressed further, Zakaras eventually admits his party had a falling out. He claims it was "nothing too serious", but if the characters continue to pry, he reveals the party self-destructed due to a string of arguments and inner party conflict.

Stage 2: Exploration

Zakaras' former party have all gone their separate ways. Characters can recruit his former party members in any order, or even not at all if they so choose. If the characters return to Zakaras without any of his former allies, they can convince him that they don't need help with a successful DC 16 Charisma (Persuasion) check. Failing this check, Zakaras insists they try to convince at least one of his former allies to come out of retirement. It is important to note not every character has to be found, and the party can choose to simply proceed alone to the hunt if they wish.

The Rogue. Jayora Brejen is a halfling rogue who had a falling out with the party due to her unfortunate habit of stealing from them. Whenever a monster was killed or a treasure was discovered, Jayora would always race to be the first to get there. She also made multiple attempts to pickpocket fellow party members, or rob them outright as they slept.

Zakaras heard rumors of Jayora joining up with a pirate crew after the party disbanded. Shortly thereafter, her ship, *The Plucky Picker*, was run aground on a desert island following a mutiny. Clearly, her thieving ways proved too much for even the pirate life to handle. Zakaras points the characters in the direction of the nest of islands where he believes Jayora was last seen, and offers them use of his ship should they require it.

The journey to the islands takes approximately 2 days. Upon arriving in the region, characters can locate Jayora's beached ship with a DC 15 Wisdom (Perception or Survival) check. On a success, Jayora is discovered tied to a post and surrounded by 4d4 **bullywugs**. Upon being freed, Jayora thanks the characters and agrees to rejoin Zakaras, despite their history, one last time.

DM's Note: *Jayora's sticky fingers haven't left her since becoming marooned. Throughout the rest of the Exploration Stage, Jayora attempts to steal one item from a random party member each time another NPC joins the group.*

The Barbarian. Glothgall Snond is a dwarf barbarian, with a short fuse and a shorter attention span. When asked about him, Zakaras explains that his Glothgall's combat prowess made him a useful ally in dungeon delves, but his complete lack of self-control made him intolerable any time they'd stop into a town to rest. Zakaras says he heard Glothgall was last seen wandering around local fishing villages, but knows nothing more of use.

Characters can gather information on Glothgall's whereabouts by questioning the locals in the surrounding villages. Eventually, a trail of cautionary tales surrounding the dwarf leads the characters to his partially sunken ship, *The Angree Fiste*. Locked inside is Glothgall, in the middle of a week-long sulk because he attacked a merchant for being unwilling to haggle. At first, Glothgall won't even let the characters in to hear them out. However, if anyone says anything that might be considered even the slightest bit insulting, Glothgall flies into a rage and punches the door clean off its hinges to attack them. It seems a "short fuse" was putting the dwarf's temperament mildly!

If Glothgall is subdued, out of respect for the strength of those who bested him, he agrees to join the party.

Dm's Note: *Should the characters recruit Glothgall, throughout the rest of the Exploration Stage he randomly attacks a new useful, exposition giving NPC at intermittent intervals unless distracted.*

The Cleric. Arianna the Unbreakable is a half-elf cleric who served with Zakaras' for a number of years. Zakaras says she was too self righteous to deal with for any amount of time. A cleric of the Light domain, she went to serve the local temple upon disbanding, located around a mile outside of the nearest town.

Characters arriving at the temple find Arianna on the front steps on day two of a twenty day fast. Arianna says she is fasting to prepare herself physically and spiritually for her next battle, but a DC 15 Wisdom (Insight) check reveals the fasting to be a primarily performative gesture.

Arianna is willing to accompany the characters on Zakaras' mission, but only once her fasting and prayers are complete, which takes 18 days. Characters can persuade Arianna to leave her preparations early by making a DC 15 Charisma (Persuasion or Performance) or Intelligence (Religion), which they have disadvantage on if Jayora is in the party. If they succeed on the check, Arianna joins the characters, and brings along her own ship, the *Heaven's Cry*, crewed by a lithe band of devout and malnourished flagellants. If the characters fail the check, Arianna will join anyway provided they wait the 18/30 days for her. Of course, by that time, the reef swarm may have gotten bigger...

DM's Note: *Should Arianna join the characters, she loudly protests against any action she deems immoral during the course of the Exploration Stage. If she is recruited before Jayora, she attempts to convince the characters she should be left marooned on the island as penance for her actions.*

Stage 3: The Hunt

With some or all of the former party recruited, it's time to set sail towards the reef swarm's last known location. Roughly an hour into the "journey, the thin veneer of pleasant reprisal devolves into bickering about slights from previous adventures. The party continues to argue indefinitely unless the characters somehow break up the argument.

Once the characters have managed to placate the dysfunctional group, they spot the reef swarm drifting across the ruins of a partially sunken ship. The ships slowly surround the swarm as Zakaras begins the shrinking ritual, but as soon as the boats are in place the reef swarm turns its attention to them. On initiative 20 on the second round, the ritual flares into life, and attempts to contain the swarm. The ritual has a 25 percent chance of immediately shrinking the swarm down and directing it into a large warded barrel attached to Zakaras' ship. If the swarm isn't contained on the second round, Zakaras' tries again on initiative count 20 of each round thereafter until he succeeds or the ritual fails. The percentage increases by 10 percent each round. If Zakaras' ship is destroyed or the swarm is defeated before then, the ritual fails.

Reef Swarm Tactics

The Reef Swarm begins combat by focusing on their task of cleaning. As the ships surround the swarm, it moves towards one at random and begins attacking it. The swarm uses its Binding Spittle to knock ranged characters into the water, where they can be attacked with its Dissolving Tendrils.

As the swarm loses hit points, bloody and deceased swarmlings float to the surface of the water at the start of each round, attracting 1d4 **reef sharks**, which attack any characters trapped in the water with the reef swarm.

The deceased swarmlings aren't shrunk by the completed ritual, and can be harvested as normal.

Stage 4: Completion

At the end of combat, if the reef swarm is captured, Zakaras' adventuring party argues about the ethics of keeping such a dangerous creation alive. Zakaras and Jayora both believe they should be kept alive, while Arianna and Glothgall insist the barrel be destroyed, along with the remaining swarm. The group continues to argue until the characters intervene. If the characters refuse to make a decision, after ten minutes of arguing, Glothgall decides to smash the barrel on the deck of the ship, releasing the creatures who promptly eat through the hull and vanish back into the sea.

Regardless of the outcome, Zakaras awards the characters 300 gp each for their assistance, and an additional 50 gp for each adventurer they managed to recruit. He offers each of them a room in his beachside lodge to recover and stay for a month, though whether the characters can tolerate him for that long is down to the players, of course!

While staying in the beachside lodge, characters have access to a forge, alchemist's station, and any ingredients or items they might require for spellcasting or potion-making that are below 350 gp in value.

Characters crafting new items while in the beachside lodge also gain a +2 bonus to any ability checks they make to complete the aforementioned tasks.

Notable NPCs and Other Stat Blocks

Name: Zakaras Dalamar
Race: Human (He/Him)
Alignment: Chaotic neutral
Occupation: Retired adventurer and noble
Stat Block: Zakaras has the statistics of a **mage**, but with additional magic items as detailed below.
Personality Traits: Prone to mistakes, clumsy and opinionated. Eccentric, loves to tinker, experiment with magical ingredients. Plays the flute terribly, and during early hours of the morning.
Notable Inventory: *Wand of magic missiles* (**DMG**, Chapter 7: Treasure) a *potion of healing* (**DMG**, Chapter 7: Treasure), and a small coin engraved with the symbol of a red dragon.

Name: Jayora Brejen
Race: Halfling (She/Her)
Alignment: Chaotic neutral
Occupation: Retired adventurer and professional thief
Stat Block: Jayora has the statistics of a **spy**, with the following modifications:

- **AC:** 14 (Studded Leather Armor)
- **Hit points:** 45 (10d8)
- **Proficiencies:** Sleight of Hand +6

Personality Traits: Self diagnosed kleptomaniac. Has an abrasive and self-important attitude, and constantly reminds everyone she doesn't play well with others. Frequently broods dramatically in dark corners while carving apples with a dagger.
Notable Inventory: *Ring of swimming* (**DMG**, Chapter 7: Treasure), and a small ivory dagger with the name 'Captain Mellar' scratched into the blade.

Name: Glothgall Snond
Race: Dwarf (He/Him)
Alignment: Chaotic neutral
Occupation: Retired adventurer
Stat Block: Glothgall has the statistics of a **gladiator,** with the following additional features:

Reckless: At the start of his turn, Glothgall can gain advantage

on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Rage (2/Day): As a bonus action, Glothgall can enter a berserk rage, which lasts for 1 minute. For the duration, Glothgall has resistance to bludgeoning, piercing and slashing damage, and he gains a +2 bonus to damage rolls when making a melee weapon attack using Strength. In addition, he has advantage on Strength checks and Strength saving throws.

Personality Traits: A complete and utter idiot with an unhealthy obsession with conflict. Easy to distract and anger, but has the attention span of a goldfish.
Notable Inventory: Axe of Smashing (It's a regular wood-cutter's axe, but Glothgall insists its magical, so it is).

Name: Arianna the Unbreakable
Race: Half Elf (She/Her)
Alignment: Lawful Good
Occupation: Retired adventurer and priest
Stat Block: Arianna has the statistics of a priest, with the following modifications:

- **AC:** 18 (Full Plate Armor)
- **Hit points:** 45 (10d8)
- **Charisma:** 16 (+3)
- **Proficiencies:** Performance +5
- **Traits:** Immune to the frightened condition

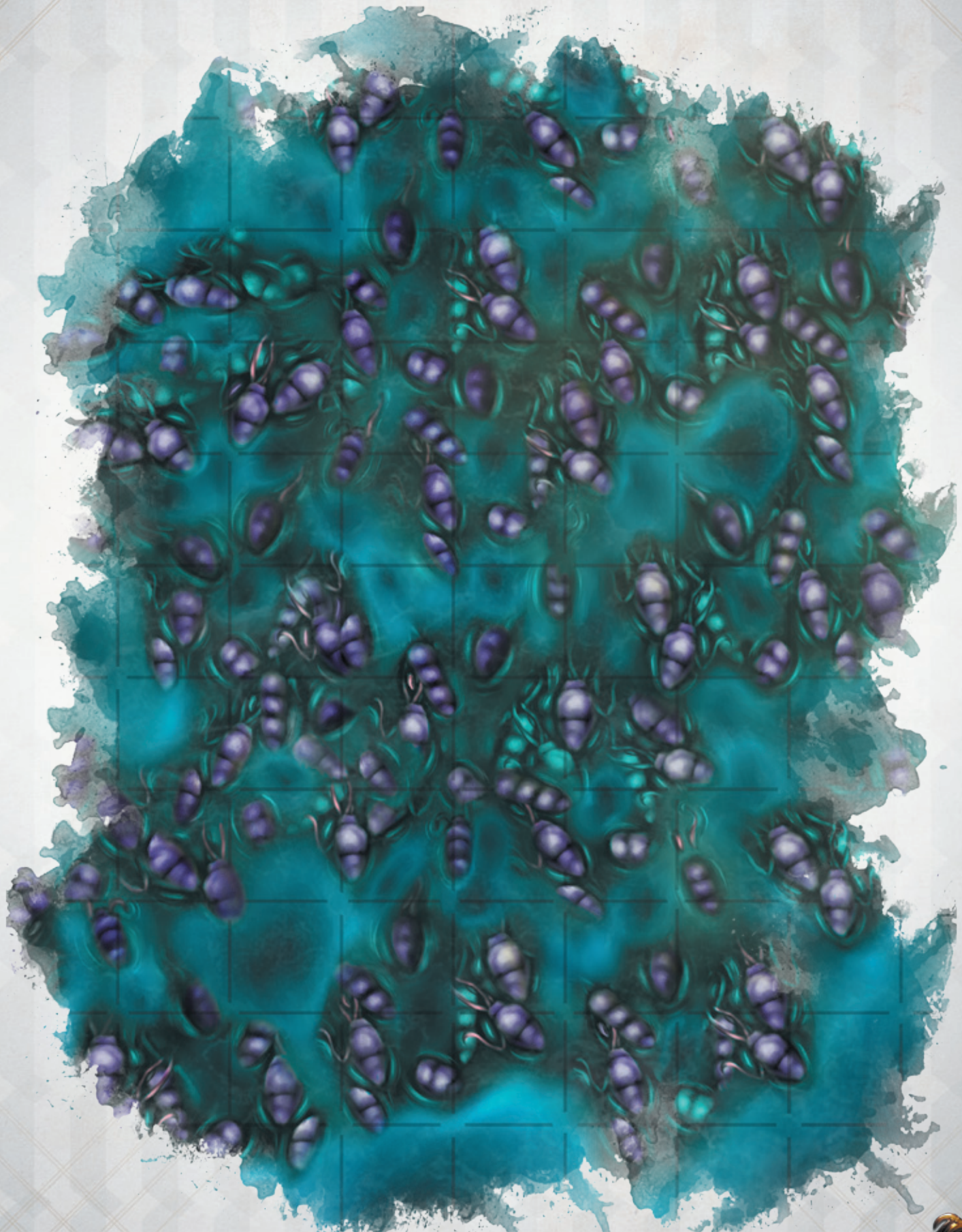
Personality Traits: Arrogant, over-dramatic and comes with a holier-than-thou attitude. Arianna judges everyone on their worshipping habits and is quick to preach the Temple of Light's prayers wherever possible. In battle, she fights fearlessly and ferociously. Many have questioned how she's managed to stay alive as long as she has, and the answer still remains a mystery.

Other Plot Hooks

Here are a few examples of other plot hooks you can use to introduce the reef swarm to your Dungeons & Dragons campaign:

Reef Swarm Battle Map

1 square = 20 feet.



1 square = 5 feet.

The Mage's Hand

Gargantuan vehicle (100 ft. by 30 ft), unaligned

Creature Capacity 20 crew, 10 passengers
Cargo Capacity 60 tons
Travel Pace 5 miles per hour (120 miles per day)

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

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Arcane Heart. The ship is powered by magical arcane energy. It has a magical node on the port and starboard sides for defense, and a forward-facing node for offensive attacks. The helm can only be controlled by a creature with the spellcasting or pact magic features, or proficiency in the Arcana skill, and the defensive nodes require operation by two or more crew to in order to be fired.

Damage Threshold. If the ship would take damage equal to or less than its damage threshold value (noted in brackets), it takes no damage instead.

Actions

On its turn, the ship can use its arcane helm to move with its sails. It can also either fire its offensive node or perform its Arcane Protection. If it has half its hull hit points or fewer, it can fire only one of the defensive nodes.

Arcane Protection. The ship surrounds itself in a bubble of arcane force, which lasts until the start of its following turn. For the duration, the ship and crew have advantage on saving throws against spells and other magical effects.

Offensive Node. *Ranged weapon attack:* +8 to hit, range 120/200 ft., one target. *Hit:* 28 (8d6) force damage.

Hull

Armor Class 15
Hit Points 300 (damage threshold 15)

Control: Arcane Helm

Armor Class 18
Hit Points 75

Move up to the speed of one of the ship's sails, with one 90-degree turn. If the helm is destroyed, the ship can't turn or use its offensive node.

Movement: Sails

Armor Class 14
Hit Points 100; -5 ft. speed per 25 damage taken
Speed (water) 50 ft.; 30 ft. while sailing into the wind or using arcane protection; 80 ft. while sailing with the wind

Weapon: Defensive Nodes (2)

Armor Class 14
Hit Points 30

Ranged weapon attack: +6 to hit, range 120/480 ft., one target. *Hit:* 14 (4d6) force damage. This weapon has a +1 bonus to hit for each additional crew that helps fire it, to a maximum of +4.

Heaven's Cry

Gargantuan vehicle (85 ft. by 20 ft), unaligned

Creature Capacity 15 crew, 5 passengers
Cargo Capacity 200 tons
Travel Pace 8 miles per hour (120 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	16 (+3)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Holy Might. The ship is immune to radiant and necrotic damage. Additionally, any creature of good alignment on board the ship has advantage on saving throws against being charmed, is immune to disease, and can't be frightened.

Damage Threshold. If the ship would take damage equal to or less than its damage threshold value (noted in brackets), it takes no damage instead.

Actions

On its turn, the ship can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than ten crew and only 1 action if it has fewer than five. It can't take these actions if it has fewer than three crew.

Fire Ballista. The ship fires one of its purified ballista.
Move. The ship uses its helm to move with its oars or sails.

Hull

Armor Class 13
Hit Points 350 (damage threshold 15)

Control: Helm

Armor Class 17
Hit Points 50

Move up to the speed of one of the ship's sails, with two 45-degree turns. If the helm is destroyed, the ship can't turn.

Movement: Sails

Armor Class 13
Hit Points 100; -5 ft. speed per 25 damage taken
Speed (water) 50 ft.; 15 ft. while sailing into the wind; 80 ft. while sailing with the wind

Movement: Oars

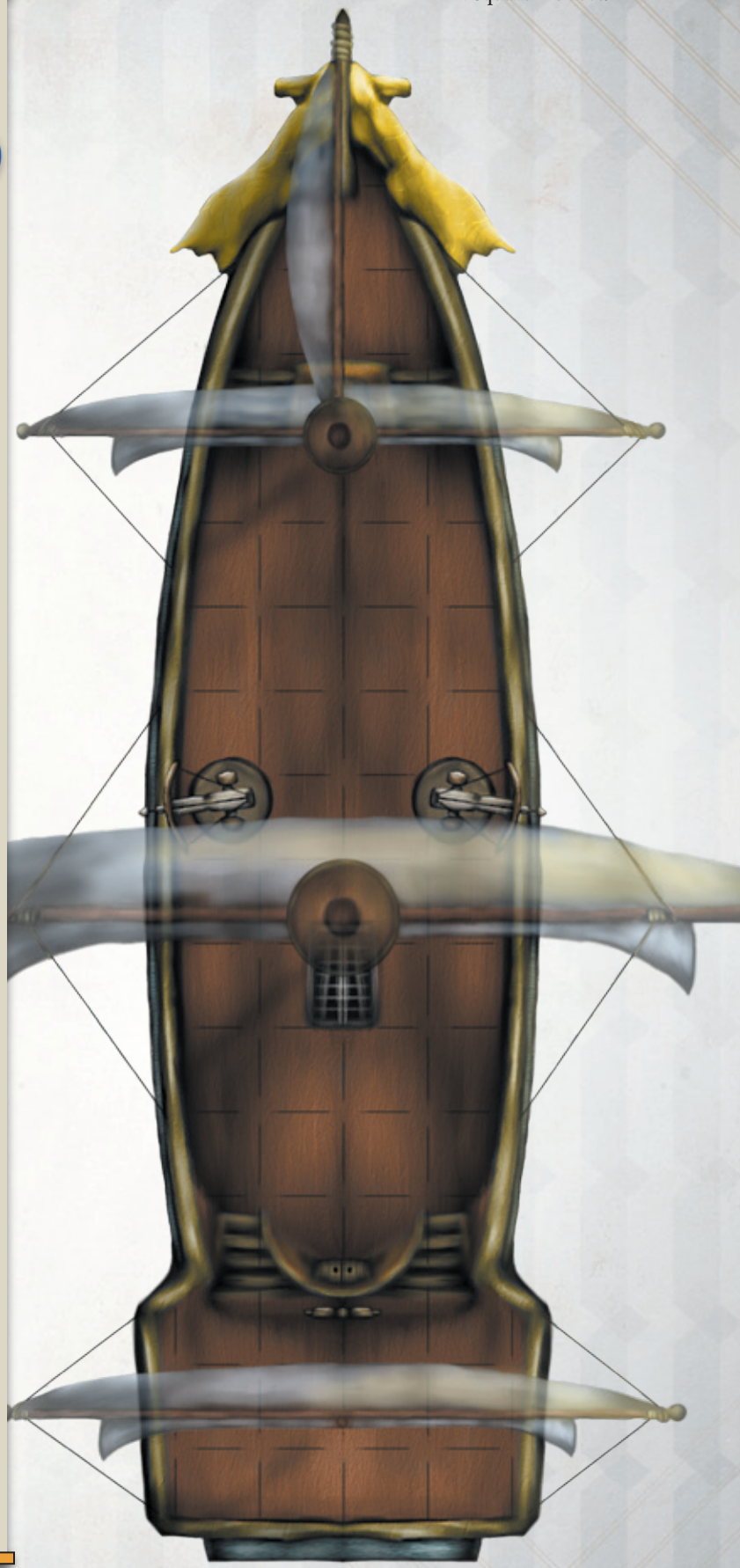
Armor Class 12
Hit Points 100; -5 ft. speed per 25 damage taken
Speed (water) 20 ft. (requires at least ten crew)

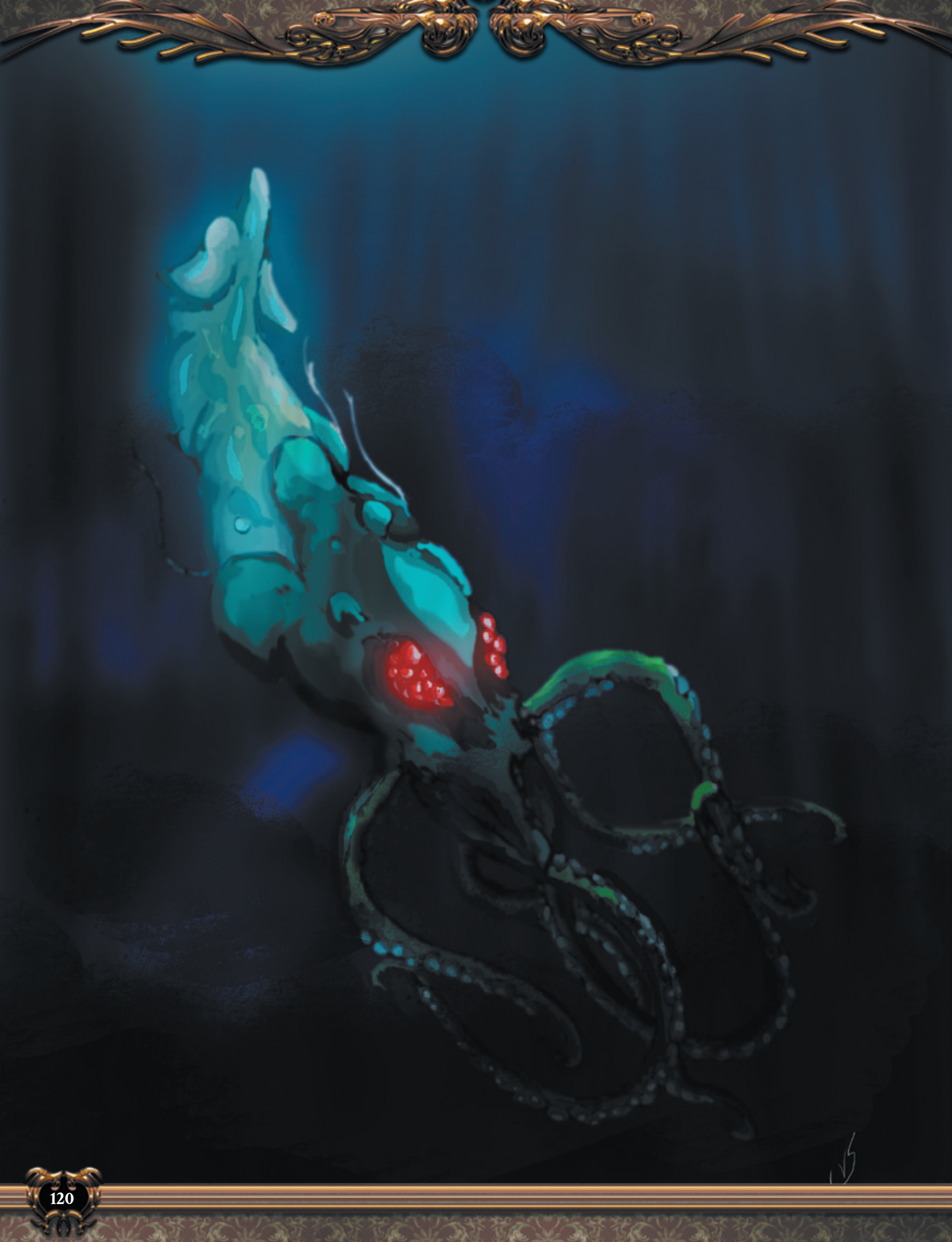
Weapon: Purifying Ballistas (2)

Armor Class 15
Hit Points 50

Ranged weapon attack: +7 to hit, range 200/480 ft., one target.
Hit: 16 (3d10) piercing damage and 10 (3d6) radiant damage.

1 square = 5 feet.





Chapter 8: The Endraleth

Even the most terrifying creatures in the world have fears. No matter how powerful or how monstrous they may be, some part of them still knows terror when confronted with something they can't fight, something that can destroy them. For the aberrations that rule the dark depths of the world's oceans, the endraleth is that fear given shape. Often called The Stalker of the Depths or The Psychic Terror, the endraleth is an ancient psionic horror that travels the oceans of the world, wreaking havoc wherever it goes. A threat to sailors and a nightmare to aboleths as the deep dweller is to krakens, the endraleth is a horrific monstrosity, a vessel for the rage and sorrow of a nation long forgotten.

Born At The End

Cyclopes were not always isolated tribespeople, living in small camps on the outskirts of the kingdoms of the world. Far in the past, cyclops city-states were at the forefront of technological advancement. In their towering spires, great cyclops wizards bent the magics of the world to their will and brilliant philosophers debated the issues of the day.

At the tail end of this era, the island city-state of Terous came under attack from a sinister and ancient threat: the aboleths. As the cyclopean city buckled and began to crumble against the assault, radical wizard Tedar Razi worked tirelessly to prevent its doom. Experimenting in a hidden laboratory to create a weapon resistant to the aboleths' psionic powers, Razi secretly developed hybrid creatures, combining aboleth organs with cyclopean volunteers through complex rituals that blurred the lines between wizardry and science. They hoped that their creations could be controlled and turned against the aboleths, but their efforts met with failure. Each test subject either died or fell under the control of the aboleth mind within them. As the war with the aberrations drew on, the city's leaders heard rumors of Razi's experiments and discovered the laboratory. Horrified by the creatures they saw and fearing for the city's safety, the leaders banished Razi and razed their laboratory to the ground.

Determined to prove the city government wrong and save their people, Razi relocated their laboratory to a neighboring island with several dozen loyal where they could continue their work. From there, Razi watched as the city slowly began to collapse from within, until one night they awoke to see the city's gleaming towers wreathed in flames. Convinced that there was only one way to save their city, Razi quickly assembled their followers. Using all their knowledge, they constructed an intricate ritual circle and placed all their remaining specimens within it. Positioning themselves and their followers along the edge of the circle, Razi spoke words from before the time of gods and unleashed untamed ancient magic into the laboratory. In a flash of light, Razi, their followers, and the aboleths disappeared. In their place was a new being, neither cyclops nor aboleth.

The Fall of Terous

The newly birthed creature let out a psychic wail, a terrifying shriek that struck primal fear into every telepath in miles. The victorious aboleths who were parading through the canals of Terous stopped and collectively shuddered. Minutes later their a cephalopod behemoth barrelled into the bay of Terous, smashing the docks to splinters with its massive tentacles and drilling its agonizing screams into the minds of every aboleth present. The details of what happened next are known only to the few aboleths that survived the battle, the events burned permanently into their perfect memories.

The aboleths are loathe to speak of these events, but a group of adventurers who next visited the city found charred and smashed ruins, littered with the corpses of cyclopes and aboleths alike. A single surviving cyclops told the explorers what little she could remember before succumbing to her wounds, describing a glowing giant squid who slaughtered all in its way.

An Apex Aberration

The endraleth resembles a massive squid the size of a sailing ship, but is easily distinguished from other giant cephalopods by its heavily misshapen body, lightly glowing thorax, and terrifying set of 12 piercing red eyes. Driven by the combined wills of Tedar Razi and their followers, it possesses cunning and psionic power far beyond that of a single aboleth. Its telepathic speech is a cacophony of cyclopean minds that constantly yell over each other; an anarchic hive-mind that directs the creature's body.

To the aboleths of the world, the endraleth is like the boogeyman. When a brood suddenly disappears, the endraleth is often blamed. When an aboleth hears mysterious whispering in the edges of its mind, it might flee the region entirely rather than become a victim of the endraleth's wrath.

Aboleths are not the only victims of the endraleth, however. The creature has attacked sea elf villages, sailing ships, and other large sea creatures. Those suspicious of such enslavement often throw oddly behaving sailors overboard, fearful of what their actions might bring to the crew.

Motivations

The endraleth's motives are erratic and inscrutable. The trauma of its birth and the constant clash between the cyclops and aboleth minds within have only been exacerbated by thousands of years of solitary travel. The endraleth attacks nearby ships and settlements seemingly at random, driven by blind rage and a deep hunger.

Despite its chaotic behavior, the endraleth is lucid and clever enough to manipulate other creatures to its advantage. It is cunning in combat, using its psionic abilities to sabotage ships or lure prey into traps. If severely injured, the endraleth retreats or, if fighting an intelligent creature, attempt to negotiate.

One constant in its behavior is a deep animosity towards aberrations, especially aboleths. The endraleth viciously hunts down any aberration it detects, attacking without chance of retreat.

The Endraleth's Lair

The endraleth travels through the dark depths of the ocean, usually only coming to a rest after a hard-fought battle or large meal. When it finally does rest, it prefers a spot near ancient city ruins, as aboleths do. Once it has established its lair, the endraleth's mind subconsciously taps into the magical energies of the area, increasing the potency of its abilities. The endraleth surfaces to investigate or attack anything it deems a threat.

Lair Actions

When fighting inside its lair, the endraleth can invoke its ambient magic to use lair actions. On initiative count 20 (losing initiative ties), the endraleth can take one lair action to cause one of the following effects:

- The endraleth directs its mental cacophony outwards, eroding the psyche of nearby creatures. All creatures within 120 feet of the endraleth must make a DC 17 Wisdom saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one.
- The psychic gestalt of the endraleth permeates its lair, probing at the minds of those nearby. Creatures within 60 feet of the endraleth have vulnerability to psychic damage until initiative count 20 on the next round.
- The endraleth casts *hallucinatory terrain* (no components required).

The endraleth can't use the same effect on consecutive rounds.

Regional Effects

A region containing the endraleth's lair is saturated with psionic energy, causing the following effects:

- Creatures within 5 miles of the lair that have an Intelligence score of 2 or lower are disturbed by the mental presence of the endraleth and behave erratically, as if under the effects of the *confusion* spell.
- The endraleth can eavesdrop on any telepathic conversation within 5 miles of it. The creature that initiated the telepathic conversation hears faint, incomprehensible whispers, indicating the endraleth's presence.
  The endraleth can't participate in the telepathic conversation, merely observe it.
- As an action, the endraleth can create an illusory image of itself within 5 miles of the lair. The copy can appear at any location the endraleth has previously seen, or within 60 feet of a creature charmed by it who isn't blinded. Once created, the image lasts for as long as the endraleth maintains concentration, as if concentrating on a spell.
  Although the image is intangible, it looks, sounds, and can move like the endraleth. The endraleth can sense, speak, use its telepathy, or use the Enslave action all from the image's position as if present at that position.
  If the image takes any damage, it disappears.

Finding the Endraleth

The endraleth can be tracked by searching for indicators of its psychic presence. Creatures grasping or lunging at thin air and walking backwards in circles, or mysterious whispers cutting through telepathic communications are all signs the Endraleth is nearby.

Once near the endraleth's lair, one must either dive deep to seek it out, or draw it to the surface, possibly by presenting it with a tempting target.

Endraleth Variants

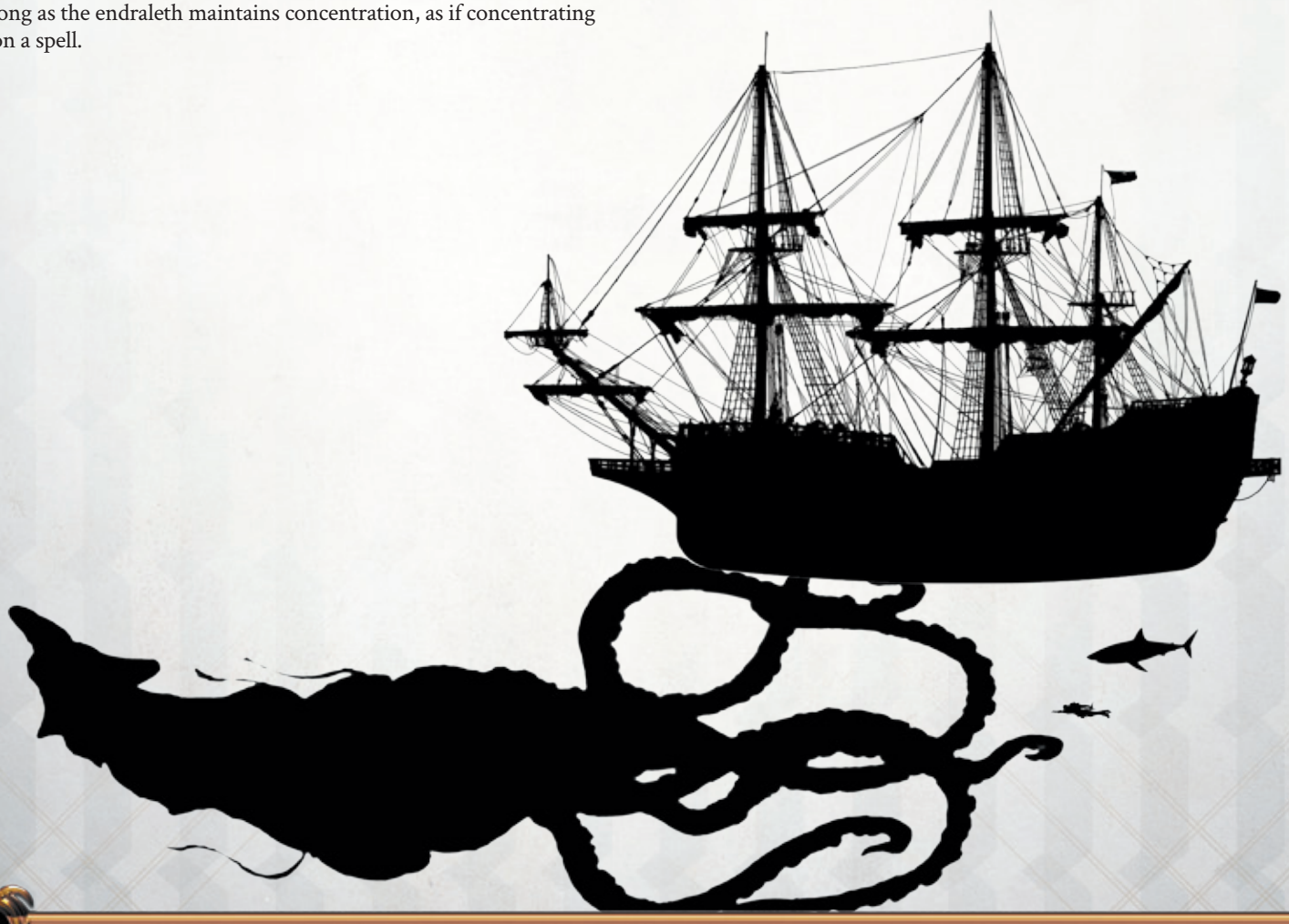
The endraleth has two variant stat blocks: a lesser variant and a greater variant. This is to allow the endraleth to be introduced at different tiers of adventure.

If your adventuring party are all level 6 - 8, for example, the lesser variant would be a great legendary foe to encounter. If your party are level 14 or higher, then the greater variant would be a more appropriate challenge.

The items a character can craft from the endraleth depends on the variant used in the adventure.

Size Comparison Chart

Below is a visual guide to give the Dungeon Master or players an idea of the average size of the endraleth, in comparison to a traditional sailing ship (30 crew), shark, and human of average height.



A Tale Born of Blood

The tale of the endraleth is spoken in hushed voices by giants, hidden in their mountain encampments and winter strongholds. It is said that speaking or humming the shanty when in a giant's presence can spread fear and discord amongst their ranks.
Others claim simply overhearing mention of the shanty is enough to drive a cyclops to panic, often resulting in a grim and quick death for the creature foolish enough to utter it in the monster's presence.

The Endraleth Sea Shanty

The shanty can be sung or spoken. The shanty is common knowledge among those aware of the endraleth's existence, and sailors enslaved by the endraleth sometimes mumble the lyrics under their breath. Sea captains view the shanty with superstition, believing that speaking it attracts the attention of the creature.
The shanty is as follows:

"When the city's spires were agleam
The horrors beneath remaining unseen

The eels in slime raise their heads

And bring the grudge eternal

The spires alight, the people in chains
Suddenly the eels cry out in pain

They look out to sea, see a horror ev'n greater

Here now is the grudge eternal

Now the grudge travels the waves
The blood of the eel all that it craves

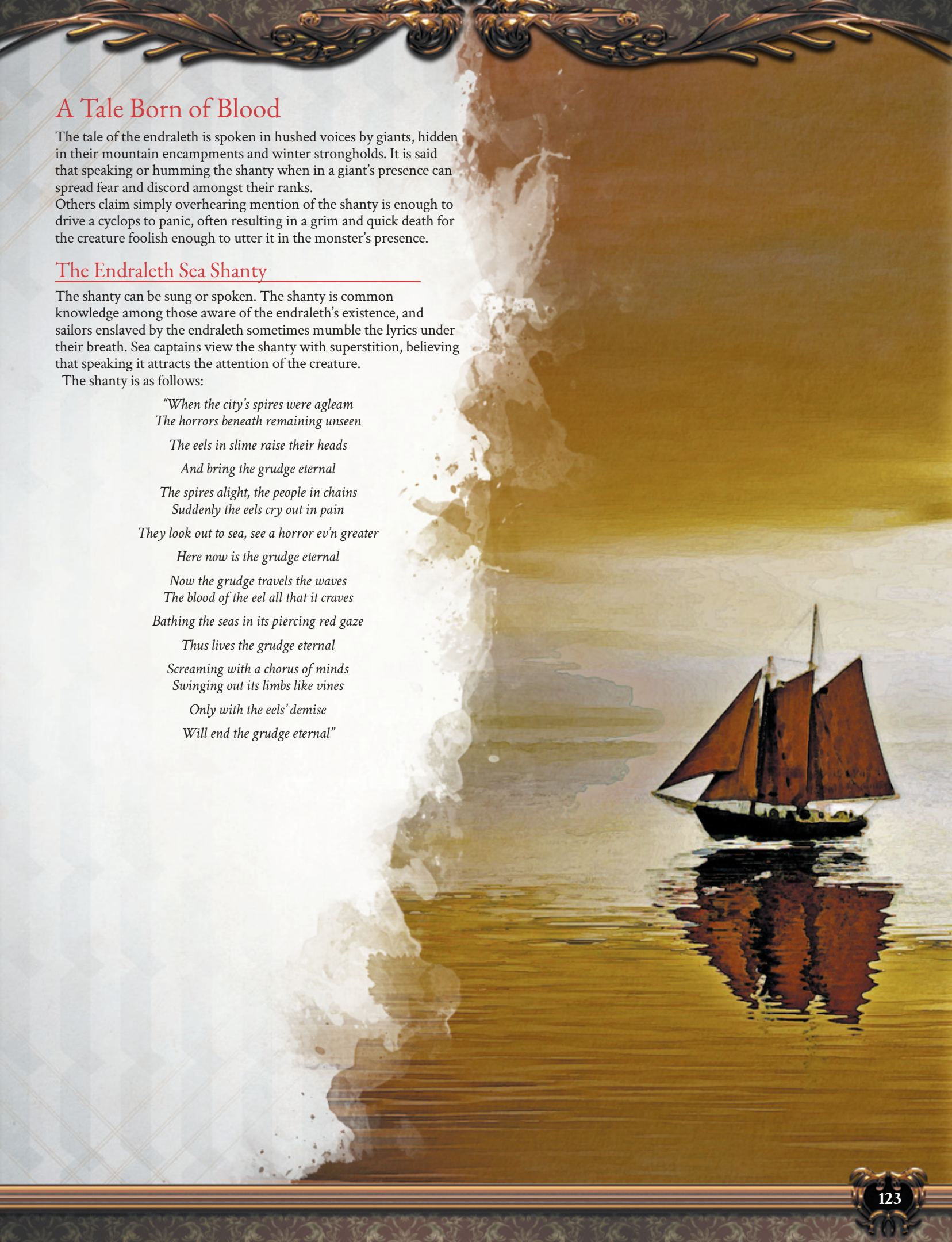
Bathing the seas in its piercing red gaze

Thus lives the grudge eternal

Screaming with a chorus of minds
Swinging out its limbs like vines

Only with the eels' demise

Will end the grudge eternal"



Endraleth (Greater)

Gargantuan aberration, chaotic evil

Armor Class 18 (natural armor)
Hit Points 310 (20d20 + 100)
Speed 10 ft., swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	20 (+5)	18 (+4)	19 (+4)	16 (+3)

Saving Throws Int +10, Wis +10
Skills History +10, Perception +10
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 20
Languages Giant, Deep Speech, telepathy 120 ft.
Challenge 20 (25,000 XP)

Amphibious. The endraleth can breathe both air and water.

Creature of Legend. The endraleth is a unique creature of legend. Its attacks are magical and it has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/day). When the endraleth fails a saving throw, it can choose to succeed instead.

Mucous Cloud. While underwater, the endraleth is surrounded by transformative mucus. A creature that touches the endraleth or that hits it with a melee attack while within 5 feet of it must make a DC 19 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can only breathe underwater.

Probing Telepathy. If a creature communicates telepathically with the endraleth, the endraleth learns the creature's greatest desires and fears if the endraleth can see the creature.

Psionic Death Throes. When the endraleth dies, it emits a psychic shriek, and each creature within 60 feet of it must make a DC 19 Intelligence saving throw, taking 56 (16d6) psychic damage and is stunned until the end of their next turn, or half as much damage and not stunned on a successful one.

Actions

Multiattack. The endraleth makes three tentacle attacks. It can replace one tentacle attack with a single use of Devour.

Tentacle. *Melee weapon attack:* +13 to hit, reach 40 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 19), and the endraleth can't use that tentacle to attack another target.

The endraleth has six tentacles.

Devour. *Melee weapon attack:* +13 to hit, reach 5 ft., one target grappled by the endraleth. *Hit:* 26 (3d12 + 7) bludgeoning damage. If this damage would reduce a creature to 0 hit points, the endraleth kills it by devouring the creature whole.

Aberrant Gaze (Recharge 5 - 6). The endraleth's eyes emit a magical, prismatic light in a 150-foot cone. Creatures who can see the light and start their turn in the area or move into the area for the first time on their turn must succeed on a DC 19 Wisdom saving throw or become charmed by the endraleth for as long as they remain in the cone's area of effect. A creature charmed in this way is stunned and can attempt this saving throw again at the start of each of its turns, ending the effect on itself on a success.

The endraleth can maintain its Aberrant Gaze for up to 1 minute. While maintained in this way, the endraleth must concentrate on the gaze as if concentrating on a spell.

At the start of its subsequent turns, the endraleth decides which direction the cone faces by moving its body to match the new direction.

Enslave (3/day) The endraleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 19 Wisdom saving throw or be magically charmed by the endraleth until the endraleth dies or until it is on a different plane of existence from the target. The charmed target is under the endraleth's control and can't take reactions, and the endraleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the endraleth.

Psychic Drain. One creature the endraleth can see or a creature charmed by it takes 21 (6d6) psychic damage, and, if the target is charmed by it, the endraleth regains hit points equal to the damage the charmed creature takes.

Legendary Actions

The endraleth 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 endraleth regains spent legendary actions at the start of its turn.

Tentacle Attack. The endraleth makes a tentacle attack.
Psychic Drain (Costs 2 Actions). The endraleth uses its psychic drain.
Shatter Psyche (Costs 3 Actions). The endraleth targets one creature incapacitated by its Aberrant Gaze and forces it to make a DC 19 Intelligence saving throw. On a failed save, the target takes 56 (16d6) psychic damage and becomes afflicted with short term madness (**DMG**, Chapter 8: Running the Game), which lasts for 1 minute.

Endraleth (Lesser)

Gargantuan aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 217 (14d20 + 70)
Speed 10 ft., swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	18 (+4)	19 (+4)	16 (+3)

Saving Throws Int +8, Wis +8
Skills History +8, Perception +8
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 18
Languages Giant, Deep Speech, telepathy 120 ft.
Challenge 14 (11,500 XP)

Amphibious. The endraleth can breathe both air and water.

Creature of Legend. The endraleth is a unique creature of legend. Its attacks are magical and it has advantage on saving throws against spells and other magical effects.

Legendary Resistance (1/day). When the endraleth fails a saving throw, it can choose to succeed instead.

Mucous Cloud. While underwater, the endraleth is surrounded by transformative mucus. A creature that touches the endraleth or that hits it with a melee attack while within 5 feet of it must make a DC 17 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can only breathe underwater.

Probing Telepathy. If a creature communicates telepathically with the endraleth, the endraleth learns the creature's greatest desires and fears if the endraleth can see the creature.

Psionic Death Throes. When the endraleth dies, it emits a psychic shriek, and each creature within 60 feet of it must make a DC 17 Intelligence saving throw, taking 35 (10d6) psychic damage and is stunned until the end of their next turn, or half as much damage and not stunned on a successful one.

Actions

Multiattack. The endraleth makes three tentacle attacks. It can replace one tentacle attack with a single use of Devour.

Tentacle. *Melee weapon attack:* +11 to hit, reach 40 ft., one target. *Hit:* 15 (2d8 + 7) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 17), and the endraleth can't use that tentacle to attack another target.

The endraleth has six tentacles.

Devour. *Melee weapon attack:* +11 to hit, reach 5 ft., one target grappled by the endraleth. *Hit:* 25 (3d12 + 6) bludgeoning damage. If this damage would reduce a creature to 0 hit points, the endraleth kills it by devouring the creature whole.

Aberrant Gaze (Recharge 5 - 6). The endraleth's eyes emit a magical, prismatic light in a 150-foot cone. Creatures who can see the light and start their turn in the area or move into the area for the first time on their turn must succeed on a DC 17 Wisdom saving throw or become charmed by the endraleth for as long as they remain in the cone's area of effect. A creature charmed in this way is stunned and can attempt this saving throw again at the start of each of its turns, ending the effect on itself on a success.

The endraleth can maintain its Aberrant Gaze for up to 1 minute. While maintained in this way, the endraleth must concentrate on the gaze as if concentrating on a spell.

At the start of its subsequent turns, the endraleth decides which direction the cone faces by moving its body to match the new direction.

Enslave (1/day) The endraleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 17 Wisdom saving throw or be magically charmed by the endraleth until the endraleth dies or until it is on a different plane of existence from the target. The charmed target is under the endraleth's control and can't take reactions, and the endraleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the endraleth.

Psychic Drain. One creature the endraleth can see or a creature charmed by it takes 14 (4d6) psychic damage, and, if the target is charmed by it, the endraleth regains hit points equal to the damage the charmed creature takes.

Legendary Actions

The endraleth 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 endraleth regains spent legendary actions at the start of its turn.

Tentacle Attack. The endraleth makes a tentacle attack.
Psychic Drain (Costs 2 Actions). The endraleth uses its psychic drain.
Shatter Psyche (Costs 3 Actions). The endraleth targets one creature incapacitated by its Aberrant Gaze and forces it to make a DC 17 Intelligence saving throw. On a failed save, the target takes 42 (12d6) psychic damage. If the target fails this saving throw by 5 or more, it also becomes afflicted with a short term madness (**DMG**, Chapter 8: Running the Game), which lasts for 1 minute.

Harvesting Table

Body Part	Harvest DC	Items Available to Craft	Item Crafting Requirements	Crafting DC and Time Taken
Endraleth Flesh (3d10 pieces)	DC 16 Wisdom (Survival) Salted barrel or container (*Max of 12 pieces per barrel*)	Reflective Mantle (*5 pieces required*) Armor of Cyclopean Strength (*4 pieces required*) Helmet of Sanity (*3 pieces required*) Endraleth's Hide of Resistance (*4 pieces required*)	***Leatherworker's Tools:*** Reflective Mantle Armor of Cyclopean Strength Endraleth's Hide of Resistance ***Smith's Tools:*** Armor of Cyclopean Strength Helmet of Sanity	***Reflective Mantle*** DC 16 Strength (Athletics) 6 Hours ***Armor of Cyclopean Strength:*** DC 16 Strength (Athletics) 6 Hours ***Helmet of Sanity:*** DC 16 Strength (Athletics) 4 Hours ***Endraleth's Hide of Resistance:*** DC 16 Strength (Athletics) 6 Hours
Endraleth Fangs (4d12 fangs)	DC 16 Wisdom (Survival)	Endraleth Blade (*4 fangs required*) Sanity's Hunger (*4 fangs required*) Stone Piercer (*1 fang required*)	***Smith's Tools:*** All items ***Alchemist's Supplies:*** Stone Piercer	***Endraleth Blade:*** DC 16 Strength (Athletics) 5 Hours ***Sanity's Hunger:*** DC 16 Strength (Athletics) 4 Hours ***Stone Piercer:*** DC 16 Intelligence (Arcana) 8 Hours
Endraleth Brain Matter (1d6 + 3 samples)	DC 17 Wisdom (Survival) Watertight iron container filled with seawater, and sealed with warding sigils (*A spellcaster can inscribe these sigils with a successful DC 16 Intelligence (Arcana) check.*)	Elixir of Knowledge (*3 samples required*) Elixir of Otherworldly Thought (*3 samples required*) Endraleth's Mind Shard (*3 pieces required*)	***Alchemist's Supplies:*** All items	***Potion of Knowledge:*** DC 17 Intelligence (Arcana) 6 Hours ***Potion of Otherwordly Thought:*** DC 16 Intelligence (Arcana) 8 Hours, over 2 days ***Endraleth's Mind Shard:*** DC 16 Intelligence (Arcana) 6 Hours
Endraleth Eye (2d6 + 4 eyes)	DC 17 Intelligence (Arcana) and DC 16 Wisdom (Survival) Storage barrel filled with seawater (Max of 3 eyes per barrel)	Orb of Incapacitation (*6 eyes required*) Tome of Deepsight (*5 eyes required*) Endraleth's Forge Dust (*5 eyes required*)	***Glassblower's Tools:*** Orb of Incapacitation ***Alchemist's Supplies:*** Endraleth's Forge Dust ***Leatherworker's Tools:*** Tome of Deepsight	***Orb of Incapacitation*** DC 17 Intelligence (Arcana) 12 Hours, over 2 days ***Tome of Deepsight:*** DC 17 Intelligence (Arcana) 8 Hours ***Endraleth's Forge Dust:*** DC 16 Wisdom (Survival) 3 Hours

Body Part	Harvest DC	Items Available to Craft	Item Crafting Requirements	Crafting DC and Time Taken
Endraleth Gills (3d6 pieces)	DC 16 Wisdom (Survival)	Amulet of the Deep (*1 piece required*) Breathless Bowstring (*3 pieces required*) Weeping Wand (*2 pieces required*) Gillotine (*3 pieces required*)	***Tinker's Tools:*** Amulet of the Deep Weeping Wand ***Smith's Tools:*** Breathless Bowstring Gillotine	***Amulet of the Deep:*** DC 16 Intelligence (Arcana) 4 Hours ***Breathless Bowstring:*** DC 16 Strength (Athletics) 4 Hours ***Weeping Wand:*** DC 17 Intelligence (Arcana) 6 Hours ***Gillotine:*** DC 16 Strength (Athletics) 4 Hours
Endraleth Heart (1 heart)	DC 17 Wisdom (Survival)	Charmless Heart (*1 heart required*) Endraleth Heartstone (*1 heart required*) Pulsing Charm (*1 heart required*)	***Tinker's Tools:*** Charmless Heart Pulsing Charm ***Mason's Tools:*** Endraleth Heartstone	***Charmless Heart:*** DC 17 Intelligence (Arcana) 6 Hours ***Endraleth Heartstone:*** DC 17 Dexterity (Sleight of Hand) ***Pulsing Charm:*** DC 16 Intelligence (Arcana) 6 Hours

Harvesting Endraleth Parts

The endraleth is a gargantuan creature which uses its various grasping tentacles and fearsome mind control abilities to captivate its prey, shattering their minds before dragging their incapacitated forms towards its waiting jaws. Many of the endraleth's internal organs can be harvested to craft powerful mind-altering items.

The Harvest Table details the requirements for harvesting each body part, including the harvest DC, crafting DC, how many of each part an item needs to craft, and the resulting weapon or item the body parts can be turned into.

Table Guide:

- **Body Part:** The part of the body that is being harvested, and how many pieces may be obtained from a successful harvest attempt.
- **Harvest DC:** This details the ability check and DC required to successfully harvest the chosen part and any storage requirements the part has. Each body part may only be successfully harvested once, unless specified otherwise, after which the body part is destroyed. If a creature fails the harvesting check by 5 or more, the body part is also destroyed, and can't be harvested again.

  If harvesting a body part requires two or more checks, the checks can be performed by any creatures involved in the harvesting. A ranger, for example, might decide to join in on the harvesting by making the required Wisdom (Survival) check, leaving the Dexterity (Sleight of Hand) check to the rogue. Other characters can take the Help action to grant the harvesting characters advantage on the aforementioned checks.
- **Items Available to Craft:** This column lists the item or items that may be crafted from harvested creature parts. You can only produce one of the listed items with each crafting attempt. The crafted item's properties are detailed at the end of the chapter.
- **Item Crafting Requirements:** This section details any requirements that must be met to turn the harvested body part into an item. Harvested pieces that note a storage requirement (such as a vial or barrel of salt) must be placed in their respective containers immediately after being harvested, and should remain in the container until used in crafting. A harvested piece degrades over time when not placed in its particular container or being used for crafting. Each piece can remain outside of a container for a maximum of 1d4 hours (ignoring crafting times) before succumbing to rot. A rotten piece can't be crafted. If an item is listed under two or more tools, proficiency in and access to both sets of tools are required, though these proficiencies can be shared over multiple characters. For example, one character could take part in the crafting and have proficiency in one set of tools, and another character could also take part in the crafting and provide the proficiency needed for the other set of tools.
- **Crafting DC:** The ability check and DC that must be met to successfully craft an item, and the time required to do so. If this check is failed by 5 or more, the harvested pieces used are destroyed in the crafting process.

  If crafting an item requires two or more checks, the checks can be performed by any creatures taking part in the crafting of the item. A barbarian, for example, might decide to make the required Strength (Athletics) check, leaving the Intelligence (Arcana) check to the wizard. Other characters can take the Help action to grant the crafting characters advantage on the aforementioned checks.

Crafted Items

The crafted items listed below are in alphabetical order.

Some items on this list can only be crafted using materials harvested from either the endraleth's greater or lesser variant respectively. If the item can be crafted from either version, the properties change depending on which one it is crafted from, with the lesser properties displayed by default and the upgraded greater properties shown atop the description. Each item also lists its school of magic, should it be the target of *detect magic* or similar spells.

Amulet of the Deep

Wondrous item, uncommon (requires attunement)

Greater Properties: —
School of Magic: Transmutation

While you wear this amulet, you can use a bonus action to grant yourself a set of gills, which allow you to breathe underwater.

In addition, the endraleth's magic flows through you while you have these gills, allowing you to read and speak Deep Speech and Giant.

The gills last until you dismiss them as a bonus action.

Armor of Cyclopean Strength

Armor (splint), very rare (requires attunement)

Greater Properties: Grants additional +1 bonus to AC.
School of Magic: Enchantment

While wearing this special armor, your Strength becomes 22, unless it is already 22 or higher.

In addition, you have advantage on saving throws against magical effects that would result in you being charmed or stunned.

Amulet of the Deep

Breathless Bowstring

Weapon (any bow), very rare (requires attunement)

Greater Properties: Save DC increases to 17.
School of Magic: Illusion

When you hit a creature with an arrow fired from this magical bow, the target takes an additional 2d6 psychic damage, and must make a DC 15 Wisdom saving throw. On a failure, the target creature loses the ability to breathe and begins to suffocate for 1 minute. On a successful save, the target is unaffected, and is immune to this effect for the next hour. An affected creature can attempt the saving throw on its subsequent turns, ending the effect on itself on a success.

This feature has no effect on undead, constructs, or creatures immune to being charmed.

Charmless Heart

Wondrous item, very rare (requires attunement)

Greater Properties: —
School of Magic: Enchantment, Illusion

This lantern contains the glowing remains of the endraleth's heart, crushed down into a concentrated powder. While you have this small, pocket-sized lantern on your person, you can't be charmed or stunned.

In addition, while you remain attuned to it, the lantern emits a bright light which only you can see out to a range of 10 feet and dim light for an additional 20 feet. This light illuminates the area to you as a normal lantern would, but affects no other creature.

Elixir of Deep Knowledge

Potion, very rare

Greater Properties: Intelligence cap increases to 22.
School of Magic: Enchantment

When you drink this potion, your Intelligence score permanently increases by 2, to a maximum of 20, and your reading and learning speed doubles.

This bloody, clotted liquid is brewed from the brain matter of the endraleth. When drunk, small tentacles emerge from the liquid and writhe around the mouth and throat, as if attempting to climb out before being swallowed.

Breathless Bowstring

Elixir of Otherworldly Thought
Potion, very rare

Greater Properties: Intelligence cap increases to 22.
School of Magic: Divination, Enchantment

This deep green potion has small flecks of brain matter adrift within its liquid, and bubbles unpleasantly when consumed.

When you drink this potion, your Wisdom score permanently increases by 2, to a maximum of 20, and you gain the ability to communicate with creatures telepathically out to a range of 10 feet.

Endraleth Blade
Weapon (any blade), very rare (requires attunement)

Greater Properties: Grants a +3 bonus to attack and damage rolls.
School of Magic: Enchantment

This gleaming white blade is forged from the fangs of the endraleth, and the handle is wrought iron and wrapped in a rugged leather. You have a +2 bonus to attack and damage rolls made with this magical weapon.

The weapon has 7 charges. It regains 1d6 + 1 charges daily at dawn. When you hit a creature with this weapon, you can expend 1 charge to force that creature to make a DC 16 Wisdom saving throw. On a failed save, the target is stunned until the end of its next turn.

This has no effect on creatures immune to being charmed.

Endraleth Heartstone
Ship upgrade (hull, internal), very rare (greater variant only)

School of Magic: Abjuration, Enchantment

This stone carving depicts the bound heart of the endraleth, held aloft by a pair of bloody hands. When placed in the center of a ship, the heart emits a calming pulse which can be felt by all creatures on board, granting advantage on Wisdom saving throws to avoid being frightened.

In addition, as an action, the ship can activate this item to emit a shockwave throughout it, causing all friendly creatures on board to automatically succeed on the next saving throw made to end or resist one effect causing them to become charmed or stunned. If a creature benefiting from this effect doesn't make a saving throw within 1 hour, the benefit is lost.

Once a ship uses this action, it can't use it again until the next dawn.

Endraleth's Forge Dust
Wondrous item, rare

Greater Properties: —
School of Magic: Enchantment

This dust is made from the powdered remains of endraleth eyeballs mixed with the ground bones of another creature. Up to three weapons can be coated in this dust as they are forged. Weapons coated in this way faintly glow when within 100 feet of any creature that is the same kind and the one who's bones were used. The closer the creature is, the brighter it glows.

Endraleth's Hide of Resistance
Armor (hide), rare (requires attunement)

Greater Properties: Grants a +1 bonus to AC.
School of Magic: Abjuration

This blue hide armor is so intensely stiff you wonder if you could even move in it, yet when attuned it bends as smooth as silk.

While wearing this armor, any magical effect which would cause your speed to become 0 causes it to become 5 instead. In addition, whenever you are subject to an effect which prevents you from moving, you gain 1d12 temporary hit points that last for 1 hour. As long as you have at least one of these temporary hit points remaining, you have advantage on saving throws against any effect which would cause you to become grappled, paralyzed, petrified, restrained, or stunned.

Endraleth's Mind Shard
Potion, very rare (greater endraleth only)

School of Magic: Enchantment

This vial contains a single large fragment of endraleth brain tissue, carefully preserved. When consumed, you feel a rush of power coupled with a sense of helplessness your mind is overwhelmed with visions and knowledge spanning across the entire cosmos. You become unconscious for 1 minute, during which time no magic short of a wish spell can wake you. When you do awaken, you gain proficiency in any combination of up to 6 skills, tools, or languages of your choice. If you have the spellcasting feature you can choose to replace any number of these proficiencies with spells from your class spell list instead.

Cursed. For each new proficiency you've gained or spell you've learned, you lose a valuable memory or proficiency of the DM's choice. This loss of memory can't be reversed by anything other than a *wish* spell or the intervention of a deity. Additionally, the shadow of the endraleth lurks in your dreams until the curse is lifted.

Gillotine
Weapon (scimitar), rare (requires attunement)

Greater Properties: —
School of Magic: Enchantment

This curved blade is made from an endraleth gill carefully stretched straight and dehydrated until it is rock hard.

This magical weapon has 3 charges and regains 1d3 expended charges daily at dawn. When you hit a creature with a melee attack using it you can expend a charge to force the target creature to make a DC 16 Constitution saving throw. On a failed save, the creature becomes frightened of water, and for as long as it remains frightened, it is convinced it can't breathe, even if it normally doesn't need to breathe.

A creature frightened by this effect must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this effect three times, the effect ends. If it fails its saves three times, it falls unconscious for 1 minute, or until it takes damage. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

Helmet of Sanity
Wondrous item, very rare (requires attunement)

Greater Properties: You automatically succeed on saving throws to avoid being afflicted with madness and can't be charmed.
School of Magic: Enchantment

This leather helmet is crafted from the harvested flesh of the endraleth, and retains some of the creature's magical potency. While you wear this helmet, you have advantage on saving throws to avoid being afflicted with madness or charmed. If you already

suffer from a type of madness or are charmed before attuning to the helmet, such effects are suppressed while you wear it.

In addition, the helmet has 3 charges. It regains 1d3 charges daily at dawn. As an action, you can speak the helmet's command word and expend a number of charges to cast one of the following spells (spell save DC 16):

Heroism (1 charge) or *calm emotions* (2 charges)

If you expend the helmet's last charge, roll a d20. On the roll of a 1, the helmet disintegrates, and is destroyed.

Orb of Incapacitation

Wondrous item, very rare (requires attunement)

Greater Properties: Saving throw DC increases to 18.
School of Magic: Enchantment

This glistening ruby red glass sphere contains the extracted essence from the eyes of the endraleth. It shimmers a blood red when a creature looks at it.

As an action, you can activate the orb by speaking the command word, causing it to emit a bright, dazzling light in a 30-foot radius sphere for 1 minute. Creatures that can see the light and start their turn in the area or move into the area for the first time on their turn must succeed on a Wisdom saving throw or be charmed by the orb for as long as they remain within its area of effect. A creature charmed in this way is stunned, but can attempt the saving throw again at the start of each of its subsequent turns, ending the effect on itself on a success.

When you activate this item, you can avert your eyes from the light to automatically pass the saving throw. Though you must immediately make the saving throw should you see the light at any point during the item's activation.

The orb can be activated once per day.

Pulsing Charm

Wondrous item, rare

Greater Properties: —
School of Magic: Abjuration

This small anatomically correct heart carved from ruby holds a piece of still-beating endraleth heart at its core. When you or any other humanoid creature within 10 feet of this charm would become paralyzed or petrified, the charm activates and negates the effect. When the charm is activated it glows a deep red and a pulse resonates through the air. The charm activates "no more than once each round, and after activating a total of 3 times it goes dormant for 1 year.

Reflective Mantle

Wondrous item, very rare (requires attunement)

Greater Properties: The item's total charges increase to 3. It regains 1d3 expended charges daily at midnight.
School of Magic: Abjuration

While you wear this dark, reflective leather cloak, you have advantage on Dexterity (Stealth) checks, and when standing in dim light or darkness, can turn invisible as a bonus action. The invisibility remains until you take an action, enter a lit area, or are revealed by an effect such as the *faerie fire* spell.

In addition, the mantle has 1 charge. It regains the expended charge daily at midnight. When you would be hit by a spell or other ranged magical effect that targets only you, you can use your reaction and expend 1 charge to reflect the attack towards a creature you can see within 60 feet of you. Make a ranged spell attack, using your Intelligence modifier plus proficiency if you are a spellcaster. On a hit, the spell or effect is resolved as if your target was the original target of the attack.

Sanity's Hunger

Weapon (dagger), very rare (requires attunement)

Greater Properties: Grants a +3 bonus to attack and damage rolls.
School of Magic: Divination

This silver blade is forged using the crushed fangs of the endraleth, and shudders with the creature's psychic hunger.

You have a +2 bonus to attack and damage rolls with this magical dagger. The dagger has 7 charges. It regains 1d6 + 1 charges daily at dawn. As an action, you can expend one of the dagger's charges to cast *detect thoughts* (spell save DC 16), requiring no components to do so. Alternatively, when you hit a creature with this weapon, you can expend 1 or more charges to inflict an additional 1d6 psychic damage per charge expended. If you expend all 7 charges at once, the target must succeed on a DC 16 Wisdom saving throw or suffer a short-term madness (**DMG**, Chapter 8: Running the Game).

If you expend the dagger's last charge, roll a d20. On a roll of 1 your sanity briefly shatters, and you become afflicted with a long-term madness. The dagger then disintegrates into dust and is destroyed.

Stone Piercer

Weapon (dagger), uncommon

Greater Properties: Grants a +1 bonus to attack and damage rolls.
School of Magic: Transmutation

This dagger is crafted from an endraleth fang, petrified many times over. The first time each day that it hits a nonmagical object made from stone it disintegrates that object, or a 10-foot cube of that object, whichever is smaller. If this object is a creature that has been petrified, they appear to shed a thin coating of stone and are no longer petrified.

If the dagger frees a petrified creature in this way, the dagger immediately disintegrates, and is destroyed.

Tome of Deepsight

Wondrous item, rare (requires attunement)

Greater Properties: The range increases to 1,000 feet.
School of Magic: Divination

This tome is bound in red leather and it has segments of the endraleth's piercing pupils embedded in the center of it's cover. A wizard or warlock who attuned to this tome can use it as an arcane focus.

Once per day while holding this tome you can name an object, type of creature, or even a specific creature, out loud while staring into the eye. When you do so, if the named object or creature is within 250 feet of you, it becomes faintly outlined with a dull glow that only you can see for 1 minute. You can perceive a glowing target through walls, dense fog, illusionary effects and even while blinded for this duration.

If the target is protected by a spell or other magical effect that blocks divination magic, such as *Nystul's magic aura*, the book's ability has no effect.

Weeping Wand

Wand, rare (requires attunement)

Greater Properties: The spell save DC increases to 18.
School of Magic: Illusion

This mysterious iron banded wand is crafted from the harvested membrane of the endraleth's gills. The handle is a mottled grey, and shudders when held in direct sunlight.

The wand has 3 charges. It regains 1d3 expended charges daily at dawn. As an action, you can wave the wand and expend a number of charges to cast one of the following spells (save DC 16):

Disguise self (1 charge), *Nystul's magic aura* (2 charges), or *hypnotic pattern* (3 charges)

If you expend the wand's last charge, roll a d20. On a 1, the wand shatters into fragments and is destroyed.

Selling Harvested Materials

Materials harvested from the endraleth can be sold to various merchants around the world, including those studying the historical collapse of Terous, city of the Cyclopean people.

Harvested pieces can also be sold to criminal black-market dealers at an increased price, though the associated risk of doing so will vary from one location to the next.

The Harvest Value table details average sale guidelines for a piece of each material type.

Costs may fluctuate based on your campaign's economy, sale location, or per trader, at the discretion of the Dungeon Master.

Harvest Value Table

Material Name	Sale Price	Black Market Price
Endraleth Flesh	40 gp (Greater) 15 gp (Lesser)	50 gp (Greater) 20 gp (Lesser)
Endraleth Fangs	30 gp (Greater) 15 gp (Lesser)	45 gp (Greater) 20 gp (Lesser)
Endraleth Brain Matter	1,000 gp (Greater) 400 gp (Lesser)	1,500 gp (Greater) 550 gp (Lesser)
Endraleth Eye	200 gp (Greater) 100 gp (Lesser)	250 gp (Greater) 150 gp (Lesser)
Endraleth Gills	50 gp (Greater) 35 gp (Lesser)	85 gp (Greater) 50 gp (Lesser)
Endraleth Heart	2,500 gp (Greater) 1,500 gp (Lesser)	3,500 gp (Greater) 2,000 gp (Lesser)

The Monster's Nightmare

Recommended Character Level: 8 - 11(Lesser) 12 - 14 (Greater)
Minimum Equipment Required: Basic weaponry and equipment for waterborne combat.
Recommended Equipment Required: Access to the *water breathing* spell or other methods of breathing underwater. Access to a swimming speed.
Party Size: 4 - 6
Difficulty: Deadly (4), Medium (6)
Quest Creature: Endraleth

Quest overview

A local paladin enslaved by the aboleth Oolrek seeks assistance for his master, which barely survived its last encounter with the endraleth. The paladin offers the characters a generous reward in exchange for hunting down the endraleth and ending its vicious rampage across the seas.

The characters must gather allies and track down the creature's lair before eliminating the monster once and for all.

Important Quest Notes

This quest provides a basic battle map for the endraleth's lair. The quest also assumes characters have access to a ship, or other means of being out at sea, and presents an opportunity for one, should they require it. The stat block for the aforementioned ship can be found in the Notable NPCs section of this adventure.

Stage 1: Meeting the NPCs

While visiting a coastal city, the characters are approached by an out-of-breath and haggard man dressed in slightly muddy chain mail. Introducing himself as Derin Shansel, the man hurriedly explains that he has heard of the character's exploits and needs them to eliminate a horrific creature ravaging the local waters. Derin offers them a hefty reward to kill the endraleth, a nightmarishly large, crazed, squid-like creature that enslaves the minds of weaker beings.

He explains that the endraleth is an old sailor's legend, reported by travellers throughout the seas but not seen nearby until very recently. A month ago, the endraleth suddenly appeared near the port, laying waste to a nearby merfolk community. Several weeks later it obliterated a merchant ship, *The Coconut Crab*, killing all on board aside from its captain.

Derin claims that his own ship was attacked earlier today, recounting the following:

"The day started out fine mostly: clear skies, fair winds. But...I could tell something was wrong. The parrots...the captain had parrots you see. Normally the sweetest birds you'd ever meet, but that day they were squawking up a storm, flying in random directions, not listening to a word the captain said. It was like they felt or heard something that the rest of us couldn't. They got worse as we got further out to sea, 'til finally the captain had enough and was about to lock them up. But just as he was going to grab their cages, I...we...heard something. Something horrifying. Like a hundred people screaming but...from inside. Inside our own heads. Half of us were doubling over from the pain of it, myself included.

When the scream started to let up I raised my head...and that's when I saw it. Off starboard I saw the beast floating there, looking like a massive squid but...wrong. The whole head was lumpy and had this sickening glow. And the eyes. It must have had a dozen of those red eyes staring at me. Staring into my mind. It started to swing one of its tentacles towards the main mast, and before I could duck for cover, that screaming started again, worse than before. I remember falling...and then the next thing I knew I was floating in

the wreckage, surrounded by broken boards and bodies."

If the characters accept Derin's offer, he warns them not to underestimate the endraleth and suggests that they seek assistance for the coming fight. He mentions that the captain of *The Coconut Crab* is currently drinking away her sorrows in the city's largest tavern. Derin is also staying at the tavern and can be further questioned there.

Stage 2: Exploration

In this section, the characters have the opportunity to prepare for the hunt by gathering allies and acquiring information about the endraleth. If the characters follow Derin's suggestion to acquire assistance for the fight ahead, several potential allies can be found nearby:

Captain Salihn Daephyra. Reeking of alcohol and the faint scent of vomit, Salihn is a tall elf dressed in dark brown leather armor and a large waterproof coat, neither of which have been washed in weeks. Demoralized and terrified from her encounter with the endraleth, the former captain of *The Coconut Crab* spends most of the day pouring her savings into rounds of ale. In her inebriated state, she is unable to offer any useful information, but forcing her away from alcohol for several hours is enough to sober her up.

Once Salihn is sober, she describes two of the endraleth's actions and one legendary action it can perform, which she experienced firsthand.

Salihn mentions wanting to go back out to sea on her second ship, *The Spider's Journey*, but is afraid to do so while the endraleth is still nearby. A successful DC 14 Charisma (Persuasion) check convinces her to overcome her fear and aid the characters in battle. She tells the characters to meet her at *The Spider's Journey* after she cleans herself up and assembles a crew.

Derin Shansel. Derin is a dark-haired, tanned human with a full beard, dressed in full chain mail. His armor and boots are spotted in mud and dirt but otherwise undamaged, and his entire body gives off a strong musty scent. Derin is a traveling paladin who tracked the injured aboleth Oolrek to its new lair, only to fall under its control. He now acts as the aboleth's eyes, ears, and mouth outside its lair.

If the characters suggest that Derin assist in the fight against the endraleth, he freezes up, giving a strange, confused look for a few seconds before stammering out that he could never face the creature again. Oolrek fears losing control of Derin if the paladin is injured or moves too far away from the city, and while under its control, Derin attempts to avoid either situation at all costs.

A successful DC10 Intelligence (Investigation) check reveals that his armor is in pretty good shape for someone who was attacked that morning. A successful DC14 Intelligence (Nature) check identifies the musty scent as the smell of a fungus commonly found inside coastal caves.

If asked for any additional details, Derin noticeably pauses before recalling any information. If confronted on any inconsistencies in his story or his strange behaviour, Derin thinks for a few seconds before coming up with a blatant lie or dismissing the character's questions. If the characters suspect Derin is intentionally hiding information from them, a successful DC14 Charisma (Intimidation) check convinces Derin to reveal the truth to the characters by leading them to Oolrek's lair. The check automatically succeeds if the characters refuse to hunt the endraleth without further information.

Derin is charmed by Oolrek's Enslave feature. If freed, Derin immediately becomes filled with righteous fury and leaves for Oolrek's lair, swearing vengeance against it.

Oolrek. Oolrek is an **aboleth** with the following modifications: its Constitution score is 8 (reduce its maximum hit points by 72), and it cannot use its Multiattack action.

Residing in a dank cave half a mile outside the city, the aboleth Oolrek fled to this coast after barely surviving an endraleth attack that claimed the lives of its brood. Using Derin as its pawn, Oolrek attempts to engineer the endraleth's death so that it can once again travel the oceans unafraid.

Horrifically injured in the attack, Oolrek has severe internal damage (reducing its Constitution score to 8) and is missing most of its tentacles (preventing it from using the Multiattack action). These conditions can be healed with the *greater restoration* and *regenerate* spells, respectively.

If Derin leads the characters to Oolrek's lair or they otherwise

discover it by searching nearby caves, Oolrek greets them respectfully. It apologizes for its deception, admitting that Derin's firsthand account was a lie and that the man is its thrall. Oolrek insists, however, that the characters still kill the endraleth, pointing out that the attacks on the merfolk and *The Coconut Crab* were very real and that the creature is a threat to every sentient creature near the city.

Oolrek explains the origin of the endraleth (albeit with a biased perspective), describing it as a merciless hunter dedicated to wiping its kind from the world. Oolrek can offer the characters insight on the creature's capabilities if they ally with it. If they agree, it tells them the endraleth's condition and damage immunities. It also allows Derin to accompany the characters on the hunt (assuming he is still enslaved).

Oolrek refuses any request that it personally join the hunt. If either of Oolrek's injuries are healed, a successful DC 20 Charisma (Persuasion) check can convince it to change its mind.

If Derin is freed he attacks Oolrek on sight and fights to the death. If he attacks without the other characters present, the aboleth quickly kills him. If the characters follow him to the aboleth's lair, a successful DC 15 Charisma (Persuasion) check convinces Derin to stop attacking. If the check succeeds or if the characters help Derin kill Oolrek, Derin offers to join the characters' endraleth hunt.

Tracking the Endraleth

Once the characters have made all necessary preparations, they can set off to find the endraleth.

If the characters have not recruited Captain Daephyra and do not have naval transport of their own, they need to acquire some means of sea travel. A keelboat can be rented for 10 gp per day, with 10 days deposit paid up front on account of the danger posed to the ship. If the characters return the boat, the deposit is refunded less the number of days it was gone for.

The endraleth's lair is roughly 10 miles from port. The destroyed merfolk community is about 5 miles from the lair and the wreck of *The Coconut Crab* is about 2 miles from the lair. The location of the former can be easily obtained from any local sailors and the rough location of the latter can be mapped by a sober Captain Daephyra.

As the characters travel closer to the lair, they witness the following signs, depending on the distance:

Within 5 Miles. The endraleth's first 2 regional effects manifest. The severity of these effects increases as the characters get closer to the lair.

Within 2 Miles. A random sailor starts mumbling the endraleth's shanty under their breath. If questioned, they have no memory of it.

Within 1 Mile. The characters see an illusion of the endraleth floating in the water above the lair, created by the endraleth's 3rd regional effect. If the characters come within 30 ft of the illusion, it immediately uses the Enslave action on one of them.

Stage 3: The Hunt

The hunt begins when the characters arrive in the waters directly above the lair. The endraleth makes its lair in the rubble of a long dead underwater city, 210 feet below the surface.

If the adventurers bring Oolrek, alive or dead, the endraleth senses the aboleth's presence and surfaces in a rage to attack.

If Oolrek is not present and the characters do not lure the endraleth out through other means, the endraleth waits for the intruders at the bottom of the sea.

Endraleth Tactics

The endraleth fights deviously and intelligently, quickly identifying the most dangerous and most vulnerable targets. It prioritizes attacking spellcasters, followed by easily hit targets such as creatures hanging overboard, followed by any targets that deal it significant damage.

It takes advantage of its long reach whenever possible and uses its Aberrant Gaze as soon as it is in a position to trap at least half its opponents in its light.

While Oolrek is alive, the endraleth directs all its attacks towards the aboleth, lashing out in a blind fury.

While surfaced, the endraleth can still use its lair actions. If its hit points are reduced below 100, the endraleth lashes out at the nearest ship, knocking prone any creatures standing on deck. If *The Spider's Journey* is targeted, then its crew loses the Multiattack action for 2 turns while they recover.

If it has 35 hit points or less remaining, the endraleth begs for its life before attempting to flee, speaking the following:

"The aboleths...the filth...they still live, I can hear them...our revenge is not finished. We must survive. Let us continue our work...let us go free...hunt the aboleths...for the good of all. We will trouble these waters no longer."

Allied Creature Tactics

Each recruited ally spends their turn performing one helpful action, as detailed below:

Oolrek. Oolrek makes one Tail attack. If its limbs are healed, it uses Multiattack instead. It flees on its next turn if it is reduced to 45 hit points or fewer.

Derin. Derin casts a spell he has prepared from the cleric spell list, prioritizing dealing damage to the creature. If freed from Oolrek's control and both he and the aboleth join the fight, Derin does nothing to help his former master in any way.

***Salihn and the Crew of* The Spider's Journey.** The crew of *The Spider's Journey* fire their ballistas. If unable to use both ballistas, they use a harpoon volley to restrain the endraleth. Otherwise, they follow the directions of the adventurers.

Stage 4: Completion

Once the endraleth is slain, the characters can harvest its parts using the harvest table detailed in the endraleth's entry. The lair contains nothing of interest.

If alive, either Derin or Oolrek directs the adventurers to a treasure cache in a small cove on the coast. If Oolrek is in an advantageous position, it attempts to kill the characters to stop evidence of its weakness from spreading. Otherwise, Oolrek leaves peacefully. The cache contains the following, depending on the variant:

Greater Endraleth

- 2500 gp
- A set of fine leather boots (Boots of Levitation, **DMG**, Chapter 7: Treasure).
- A glimmering burlap sack, containing a Rod of Absorption (**DMG**, Chapter 7: Treasure)

Lesser Endraleth

- 500 gp
- A hollow metal tube, covered in moss (Chime of Opening, **DMG**, Chapter 7: Treasure, with 7 remaining uses).
- A set of 27 waterlogged, but strangely immaculate, parchment cards (Deck of Illusions (27 cards) **DMG**, Chapter 7: Treasure).

Notable NPCs

Name: Captain Salihn Daephyra
Race: Elf (any) (She/Her)
Alignment: Neutral good
Occupation: Ship captain
Stat Block: Salihn has the statistics of a **Pirate Captain** (**GoS**, Appendix C: Monsters and NPCs), although while aboard her ship she simply counts as a member of *The Spider's Journey*'s crew.
Personality Trait: Normally a cocky and boisterous party animal with a love for drink, but the loss of her crew has caused her to become withdrawn, timid, and contemplative. If convinced to assist the characters, she regains her confidence and quickly returns to her usual personality.

Name: Derin Shansel
Race: Human (He/Him)
Alignment: Lawful neutral
Occupation: Paladin of Vengeance
Stat Block: Derin has the statistics of a **Priest**, with the following changes:
44 (8d8 + 8) hit points, AC 16 (Chain Mail), and the Weakened Smite feature instead of Divine Eminence:

> ***Weakened Smite.*** When Derin hits a target with a melee weapon attack, he can choose to expend a spell slot to deal radiant damage to the target in addition to the weapon's damage. The extra damage is 2d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6.

Personality Trait: Determined and fearless, sometimes to his detriment. Derin has taken the Oath of Vengeance and is devoted to destroying evil wherever it exists. While enslaved by Oolrek, Derin has a much more passive and helpful, yet fearful, disposition, passing himself off as a victim of the endraleth. If freed, he bears a deep vendetta against Oolrek.

Name: Oolrek
Race: Aboleth
Alignment: Lawful evil
Occupation: N/A
Stat Block: Oolrek is an **aboleth** with injuries as described earlier in the chapter.
Personality Trait: Brilliant and arrogant. While prideful, it recognizes when it must use diplomacy and can be quite personable. Although loathe to admit it, Oolrek was traumatized by its encounter with the endraleth and does anything it can to avoid the creature's wrath.

Other Plot Hooks

Here are a few examples of other plot hooks you can use to introduce the endraleth to your Dungeons & Dragons campaigns:

"The Watersinger is a remarkable vessel. As large as a warship but twice as fast, this luxury passenger ship is an engineering marvel. Setting off on its maiden voyage, The Watersinger carries its eclectic mix of passengers on a lavish trip across calm, scenic waters. Nobody suspects that the ship's route takes it near any sort of danger at all, least of all the lair of a famished psionic monstrosity. At least, nobody suspects it until the captain disappears and the first mate suddenly changes the ship's course, all while singing a strange shanty..."

"An aboleth brood has set its sights on the city of Eclo, and their thralls have already crippled its defenses. An assault is inevitable, and Eclo's leaders have no idea how to stop it. Hope comes from an unlikely place, though, as a young historian believes they have found the city's salvation in the dusty pages of an ancient tome. The old legends speak of an apex predator of aberrations, and the book describes how to track it. If the creature can be found and bargained with, perhaps Eclo can be saved..."

"Many rumors surround the island of Terous. Explorers talk of tribes of feral cyclopes stalking its ancient, flooded ruins. Sailors speak of mysterious chanting coming from the island's center at night. And most worryingly, passing captains claim to hear voices. A cacophony of voices promising them salvation and vengeance and the spilled blood of the aboleths. These reports have grown drastically in frequency in recent months, bringing the ruins to the attention of nearby adventurer's guilds. What power lurks in Terous?"

Endraleth Lair Battle Map

1 square = 10 feet.

The Spider's Journey

Gargantuan vehicle (75 ft. by 20 ft), unaligned

Creature Capacity 20 crew, 10 passengers
Cargo Capacity 70 tons
Travel Pace 5 miles per hour (120 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	17 (+3)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Part of the Ship, Part of the Crew. The ship is always assumed to have enough crew in order to operate. If the ship's hull is reduced to 0 hit points, the remaining crew abandon ship, and are considered killed or missing. In the event of its destruction, there is a 50 percent chance that Captain Salihn Daephyra survives, to be picked up by a rescue vessel.

Damage Threshold. If the ship would take damage equal to or less than its damage threshold value (noted in brackets), it takes no damage instead.

Actions

On its turn, the ship can use its helm to move with its sails. It can also either fire its ballistas or perform a harpoon volley. If it has half its hull hit points or fewer, it can fire only one of the ballistas.

Harpoon Volley. *Ranged weapon attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 10 (3d6) piercing damage, and the target is restrained until the start of the ship's next turn. While the target is restrained, the ship cannot move away from it.

Hull

Armor Class 15
Hit Points 300 (damage threshold 15)

Control: Helm

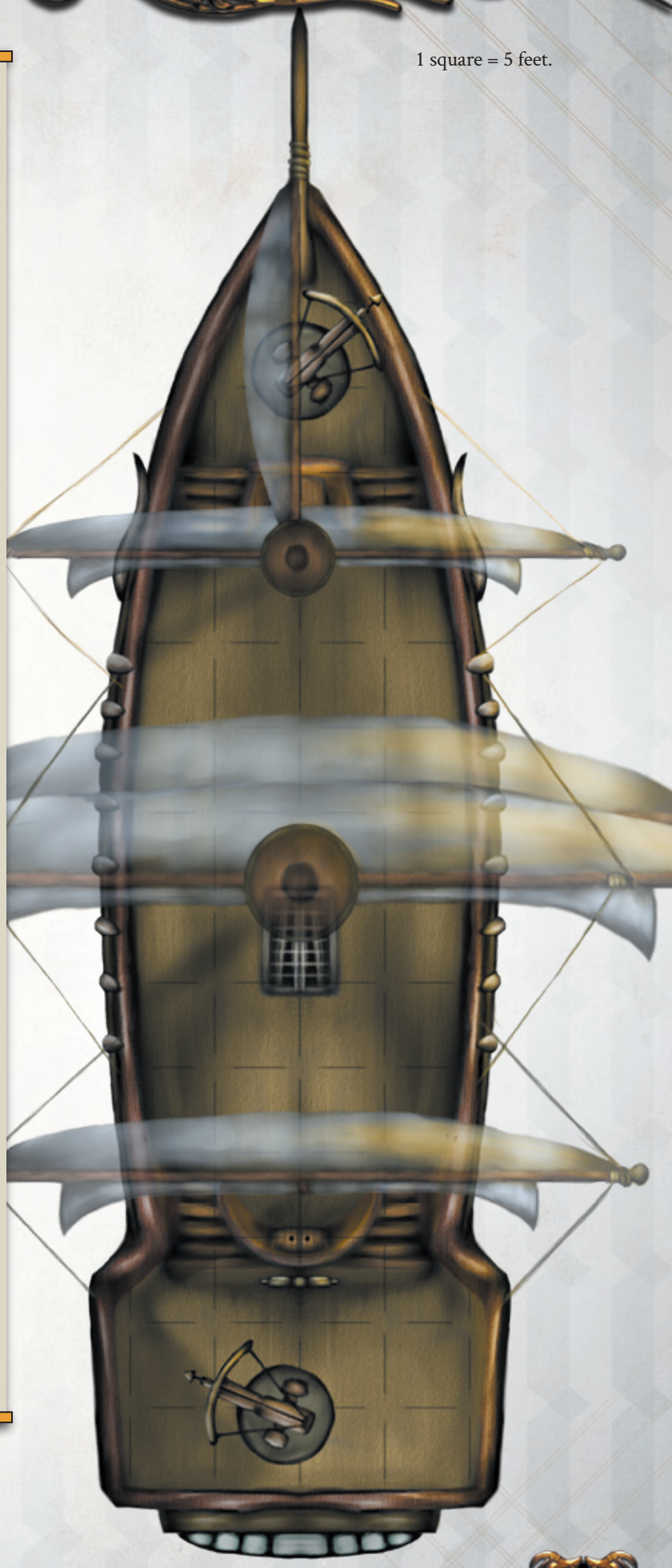
Armor Class 17
Hit Points 50
Move up to the speed of one of the ship's sails, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

Movement: Sails

Armor Class 12
Hit Points 100; -5 ft. speed per 25 damage taken
Speed (water) 45ft.; 15 ft. while sailing into the wind; 60 ft. while sailing with the wind.

Weapon: Ballistas (2)

Armor Class 12
Hit Points 50
Ranged weapon attack: +6 to hit, range 120/480 ft., one target.
Hit: 16 (3d10) piercing damage.



1 square = 5 feet.

Dean Spencer

Chapter 9: Coastal Critter Bestiary

This bestiary is for storytellers, world-builders and dungeon masters alike to help populate their world with various coastal denizens.

The creatures found within this chapter have all been inspired by real-world creatures, and draw on elements of Cosmic Horror and the Planes of the Forgotten Realms for inspiration. Each creature's lore has been lovingly crafted to bring unique elements to your campaigns, and is accompanied by detailed artwork and a general size guide to help you in your descriptions.

The creatures in this chapter are listed in alphabetical order, and feature a short plot hook to help introduce them to you campaigns.

Abyssal Fireworm

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft., swim 30 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	15 (+2)	8 (-1)	12 (+1)

Skills Athletics +6, Stealth +4
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities cold, fire, poison
Condition Immunities poisoned, prone
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 4 (1,100 XP)

Abyssal Regeneration. The fireworm regains 10 hit points at the start of its turn. If submerged in lava, set on fire, or in the Abyss, it recovers 20 hit points instead. If the fireworm takes radiant damage, this trait doesn't function until the end of its following turn.

Replication. If killed by a nonmagical weapon, the fireworm regenerates and returns to life with 1 hit point 1d3 hours after it was killed. If that weapon dealt slashing damage, the fireworm splits into two separate halves, and both halves regrow into new fireworms within 1d10 hours.

Actions

Burning Bite. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and 5 (1d8) fire damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the fireworm can't use its burning bite on another target.

Leech. The fireworm drains the life from one creature it has grappled. The grappled creature must make a DC 15 Constitution saving throw. It takes 17 (5d6) necrotic damage on a failed save or half as much on a successful one, and the fireworm regains hit points equal to half the damage dealt.

Abyssal Fireworm

A murderous demonic predator, spawned from the depths of the Abyss. The abyssal fireworm can reach over 10 feet in length, and is most often found lurking on the Material Plane where the veil between Planes is thinnest. Many adventurers use the presence of abyssal fireworms as a navigational tool for locating gateways leading out of the Material Plane.

Aggressive Omnivores. In their native plane of existence, abyssal fireworms feed on the dregs left behind by larger demons, often making their nests near recent battlegrounds soaked in bloodshed.

The abyssal fireworm consumes its food with a relentless desperation, as if it hadn't eaten in days. When travelling near coastal areas home to fireworms, travellers keep raw meat or vegetables on their person to bait the creatures away and give themselves time to escape a bloody and violent death.

Invasive Pests. The abyssal fireworm isn't native to other planes of existence. Being immune to disease and poisons, it migrates using the waters of the River Styx, drifting through the various planes of existence in search of a location to nest. Once a suitable nest is found, the abyssal fireworm gorges itself on the native fauna and flora, quickly establishing itself as an aggressive invasive species.

Self-Replicating Horrors. If bisected, each half of the abyssal fireworm regenerates into a new, independent creature. The new creatures share a rudimentary hive mind, drawing them towards the same nest while ensuring no inter-species violence occurs.

An abyssal fireworm sets out to reproduce once each year by throwing itself into deadly scenarios which would result in its bisection. One abyssal fireworm can grow into a swarm if attacked with inexperienced or conventional weapons. Many times an infestation has been handled by passing adventurers, only for them to return months later and find the location swarming with more creatures than before.

Radiant Vulnerability. Like all demons, abyssal fireworms are vulnerable to radiant damage. To prevent the demon from regenerating itself, priests singe the severed ends with holy water or divine magic. Many coastal cities suffering from an abyssal fireworm infestation turn to their local places of worship for guidance, making offerings to deities for their aid.

Aqua Vespid

An invasive species from a plane with no salt water, this prolific wasp-like creature is taking the seas by storm.

Tear Drinkers. In their home Plane, the larvae feed on the salt content of creatures sweat and tears, which the adults would collect using their tentacled feelers. However, since their introduction to the Material Plane with its briny seas, the infant wasps have swelled in number.

The adults no longer need to collect salt for their offspring, they simply lay their hatches in rock pools. As a result, the number of aqua vespids has grown exponentially, posing a great threat to the coastal denizens of the Material Plane.

Flesh Eaters. While the larval stage of this wasp sustain themselves on salt, the adults must find sustenance through other means. Swift and agile fliers, they tear chunks of flesh from their victims using their sharp mandibles and bladed feelers.

Savage Swarmers. The damage dealt by a single vespid is minor but once a swarm develops the danger is significantly increased, capable of stripping a mammoth within a matter of hours.

A single vespid sticks to tiny prey, while a swarm that is able to take on larger prey does so with gusto. The swarm's hive-mind is intelligent enough to quickly assess if a target is more that it can handle. Large swarms have been witnessed flying from one creature to the next before picking one suitably sized to attack.

Aqua Vespid Swarm

Large swarm of small elementals, unaligned

Armor Class 15 (natural armor)
Hit Points 49 (9d6 + 18)
Speed Swim 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	9 (-1)	8 (-1)

Skills Stealth +6
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 6 (2,300 XP)

Amphibious. The swarm can breathe both air and water.

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

Elemental Attunement. When residing in one of the elemental planes of existence, the aqua vespid has resistance to one damage type associated with that Plane, as detailed below:

Plane of Fire: fire
Plane of Water: acid
Plane of Air: cold
Plane of Earth: bludgeoning

Planar Vulnerability. When on a plane of existence other than an elemental plane, the swarm has a -2 penalty on saving throws made to avoid being banished, as per the *banishment* spell.

Actions

Bloodthirsty Bites. The swarm attacks one creature in its space. The target creature must make a DC 15 Constitution saving throw, taking 17 (5d4 + 5) piercing damage and 25 (10d4) necrotic damage on a failed save, or half as much on a successful one. It takes 10 (3d4 + 3) piercing damage and 15 (6d4) necrotic damage on a failed save or half as much on a successful one if the aqua vespid swarm has half its hit points or fewer. If the target is a creature that isn't undead or a construct, the swarm regains hit points equal to the necrotic damage dealt.

Aqua Vespid

Small elemental, unaligned

Armor Class 14 (natural armor)
Hit Points 14 (3d6 + 6)
Speed Swim 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	9 (-1)	8 (-1)

Skills Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/4 (50 XP)

Amphibious. The aqua vespid can breathe both air and water.

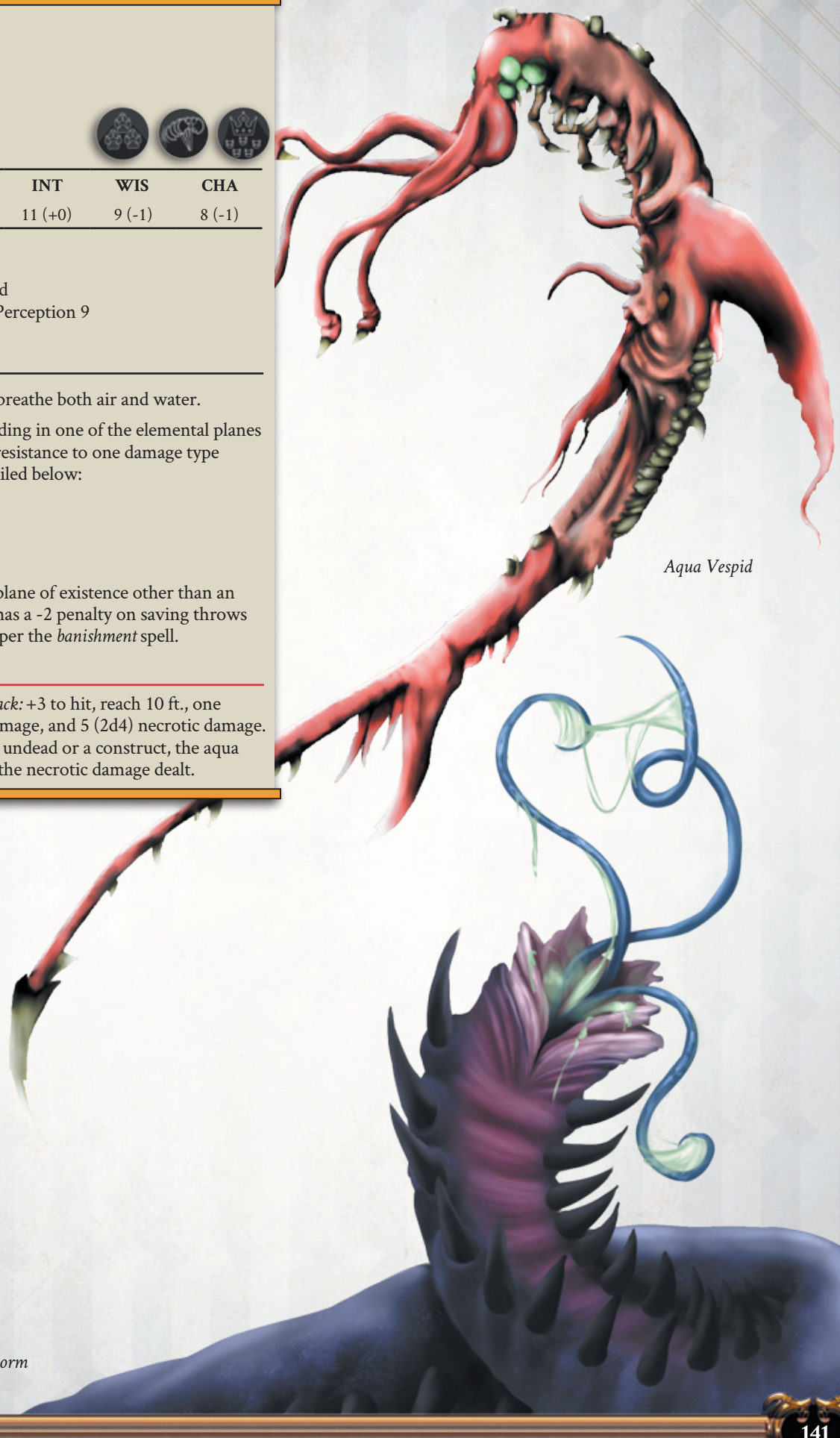
Elemental Attunement. When residing in one of the elemental planes of existence, the aqua vespid has resistance to one damage type associated with that plane, as detailed below:

Plane of Fire: fire
Plane of Water: acid
Plane of Air: cold
Plane of Earth: bludgeoning

Planar Vulnerability. When on a plane of existence other than an elemental plane, the aqua vespid has a -2 penalty on saving throws made to avoid being banished, as per the *banishment* spell.

Actions

Bloodthirsty Bite. *Melee weapon attack:* +3 to hit, reach 10 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and 5 (2d4) necrotic damage. If the target is a creature that isn't undead or a construct, the aqua vespid regains hit points equal to the necrotic damage dealt.



Aqua Vespid

Abyssal Fireworm

Atropos

A creature of nightmarish legend, the atropos is a predatory insect from the Astral Sea that craves the delicacy of silver cords—the tethers that connect an astral projection to its body on the Material Plane. Many an unlucky explorer has become stranded in the Astral Sea after encountering an atropos.

Straight to the Heart. Atropos swim in and out of the Astral Sea looking for sentient humanoids to prey upon.

Using its serrated mouth it tears into the victim's body, before burrowing deep into the bite wound with its writhing, snake-like form. Once it has deeply embedded itself within the host, the insect magically pulls itself and its victim into the Astral Sea.

Double Trouble. Within the Astral Sea, the atropos devours the silver cord of its target with surprising ferocity. As it feasts, it has little regard for its own body in the Material Plane, safe within the unconscious form of its victim. The few atropos who have been captured by mages for study have usually been trapped while in this euphoric feasting state.

After feasting on the silver cords, an atropos returns to the Material Plane where it quickly discards the corpse before setting out in search of new prey.

Multi Formed Horror. While the atropos' physical form is that of a minuscule worm, its astral body is a far larger and more fearsome. Those that have survived its astral onslaught flee in terror at the sight of its tiny Material Plane counterpart, a stark warning to never judge a book by its cover.

Last Will. Should an atropos be defeated while in the Astral Sea then it is killed, but its body remains within its victim on the Material Plane. This can spell disaster for the host if they are unable to find a way to remove it; a decaying atropos releases deadly toxins into the host in a final act of vengeance.

Atropos

Tiny aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 35 (10d4 + 10)
Speed 30ft., swim 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +7, Wis +6
Skills Stealth +7, Perception +6
Damage Resistances bludgeoning, piercing and slashing damage
Condition Immunities charmed, frightened, poisoned
Senses darkvision 90 ft., passive Perception 16
Languages —
Challenge 4 (1,100 XP)

Astral Body. While in the Astral Plane, the atropos uses the statistics of its astral body form (see stat block below). Hit points, conditions, and other effects should be tracked separately for each form until the atropos body and soul are reunited. If the atropos' material body is killed while in the Astral Plane, the atropos remains trapped in its astral body form.

Antimagic Infection. When the atropos is inside a host, the host's material body is considered to be under the effects of the *antimagic field* spell. These effects don't extend to the atropos; it can cast spells from within the body as normal.

Binding Caster. When the atropos is inside a host, any spell it casts originates from the host itself, and the atropos doesn't require line of sight to its intended target, provided the host creature can see it.

Evasive Removal. When an atropos is successfully removed from a host, the atropos can use its reaction to immediately bite the creature that removed it.

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

At will: *friends, minor illusion, poison spray*
3/day each: *nondetection, phantasmal force*
2/day: *banishment, astral projection*

Lasting Vengeance. If the atropos dies, or if its astral form is slain while its body remains inside a host creature, the host must make a DC 15 Constitution saving throw. The creature takes 10 (3d6) acid damage on a failed save and is poisoned for 1 minute, or half as much damage and isn't poisoned on a successful one. For the next minute, the target must make this saving throw again at the start of each of its turns, until the atropos' body is removed, or 1 minute has passed. If this damage would reduce a creature to 0 hit points, it dies.

Actions

Bite. *Melee weapon attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage, and if the creature is Small or larger, it is grappled (escape DC 15). Until this grapple ends, the atropos can't bite another target.

Burrow. *Melee weapon attack:* +7 to hit, reach 5 ft., one creature the atropos is grappling. *Hit:* 6 (1d4 + 4) piercing damage, and the atropos burrows into the target. The grapple ends, and the atropos uses the creature as a host. The atropos can't be targeted by any Attack, spell or other effect while it remains inside the host. The atropos can exit the host as a bonus action on its turn. A creature also can attempt to remove the atropos by hand as an action on its turn. The creature must make on a DC 15 Wisdom (Medicine) check. On a successful check, the atropos is removed from the host. On a failure, the host takes 10 (3d6) piercing damage, and the removal DC increases by 1, to a maximum of 18, should the atropos still be alive when this check fails.

Astral Jump (Only When Inside A Host). The host creature must make a DC 15 Charisma saving throw. On a failed save, the atropos projects both it and the target's astral bodies into the Astral Plane, as per the *astral projection* spell. An unconscious target automatically fails this saving throw.

If the atropos' material body is removed from a host, both it and the host's astral bodies are instantly returned to the Material Plane, and this effect ends.

Atropos (Astral Body)

Medium aberration, as the atropos' alignment

Armor Class 16 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +7, Wis +6
Skills Stealth +7, Perception +6
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 2 (450 XP)

Astral Mimicry. The atropos' astral body has a number of temporary hit points equal to half the maximum hit points of its material body host, and can mimic one class feature the host has, such as a barbarian's Danger Sense, or a fighter's Extra Attack. The atropos can only mimic one feature at a time. It can change the mimicked featured as a bonus action on its turn.

Sever the Cord. If the atropos' astral body rolls a natural 20 on the attack roll when using its astral strike against a target with an astral cord, it severs the astral cord and the target dies.
If this creature was host to the atropos' material body, the atropos' astral body immediately returns to the Material Plane and its material body regains a number of hit points equal to the hosts remaining hit points before it died.

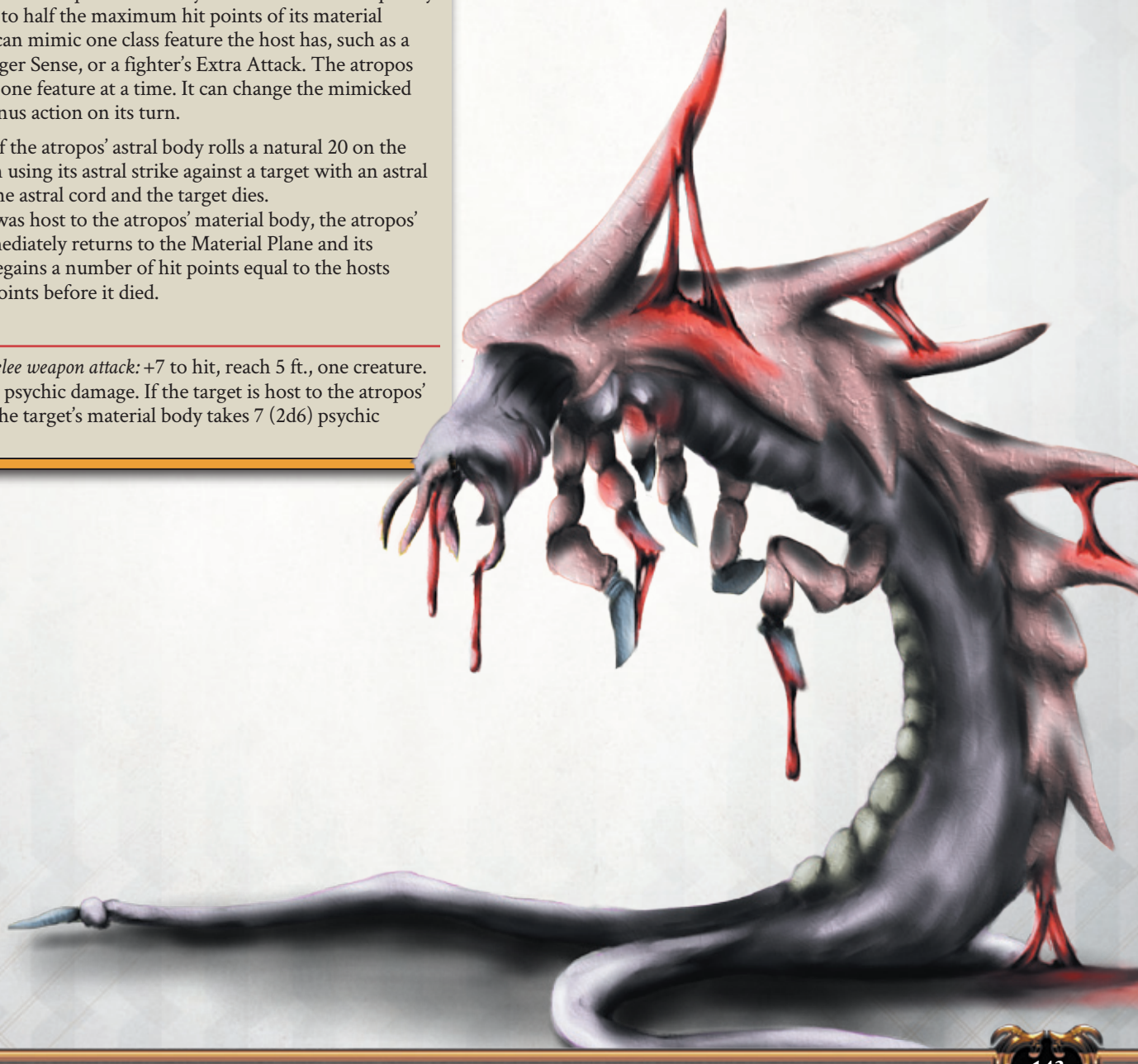
Actions

Astral Strike. *Melee weapon attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 14 (3d6 + 4) psychic damage. If the target is host to the atropos' material body, the target's material body takes 7 (2d6) psychic damage.

MISSING PERSON

Alrid Penwinkel, renowned marine expert and sorcerer, has gone missing. They were last seen sailing south, along the Barren Strait.

Penwinkel's research into the strange creature known as the Atropos is of extreme importance. Anyone willing to recover this research and locate Penwinkel should speak with Oli'eel Quaker, at the Penwinkel Research Institute, as soon as possible.



Blood Lash

Small monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 49 (9d6 + 18)
Speed 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	9 (-1)	13 (+1)	11 (+0)

Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Vampiric Skin. Any creature that touches the blood lash with bare skin or thin gloves takes 3 (1d6) necrotic damage, and the blood lash regains hit points equal to the damage dealt. If the blood lash dies, for the next 8 hours, if a creature would touch the blood lash with bare skin or thin gloves, that creature takes 1 necrotic damage and the blood lash returns to life with 1 hit point.

Actions

Multiattack. The blood lash fish uses its Dazzling Flash, then makes two attacks with its tail.

Tail. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, and 3 (1d6) necrotic damage. If the target is a creature that isn't undead or a construct, the blood lash regains hit points equal to half the necrotic damage dealt.

Dazzling Flash. The blood lash magically emits a burst of dazzling light in a 15-foot cone. Creatures in the area that can see the blood lash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the blood lash's next turn.

Blood Lash

A vicious and bloodthirsty aquatic beast, originating from the Plane of Undeath.

Denizens of the Misty Deep. Tall tales speak of heroes being sent from the Material Plane to the Planes of Undeath, but little is said of the denizens of these dark domains. When a planar traveler crosses over, creatures from beyond might use the open doorway to work their way into the Material Plane.

Amongst such creatures is the blood lash. A monstrous vampire lord known as Baron Blackraven created the blood lashes as a means of dissuading trespassers from venturing into the mysterious waters of his domain.

Vampiric Hunters. Due to its bloodthirsty nature, the blood lash quickly overpowered the region's underwater ecosystem. Acting as a weak and vulnerable creature, the blood lash lures in its target and blinds it with a burst of magical dazzling light from its singular eye. Once its target is blinded, the blood lash rushes in to deliver a series of fatal strikes with its barbed tail.

Migrators In Green Mist. Once contained in these far away realms, a mist beneath the waters brought the blood lash into the oceans of the Material Plane. Unchecked, these vampiric predators can spread and assert their undersea dominance in a world unprepared for its unexpected savagery.

Ivan Pendrak has reported seeing an odd glimmer in the old flooded mineshaft east of the moorlands.

Anyone willing to escort the old dragonborn over there and help him investigate should speak with Irili Snapdragon, at the Snap and Tap Inn, at their earliest convienience.

Burrow Worm

The burrow worm is a voracious parasite that devours its host from the inside out. They prefer to feed on large herbivores, and are most often found in coastal regions where such creatures are common.

Ovipositing Bite. When its environment is favorable an adult burrow worm may inject an egg into a victim. The creature inserts a tube into the host animal via a bite and leaves behind a single egg, hatching as an earthworm sized offspring. The offspring rapidly grows over the course of several days, eventually forcing its way out of the now unsuitable host in a bloody burst of ragged flesh.

Indeterminate Size. The burrow worm begins its life no larger than a common earthworm, however it doesn't remain so for long. Within minutes of hatching from an egg it begins the process of slowly consuming the host creature's internal organs. Eventually, the parasite outgrows the creature and is forced to move on to bigger victims. A burrow worm infestation is easily recognized by the growing presence of deceased cats, dogs and cattle in a region. The larger the corpse, the bigger the burrow worm.

Defensive Strategist. A burrow worm prefers to spend its entire life inside of a single host creature, if the size of the host allows for it. However, in the absence of a suitably sized target, it uses evasive movements to avoid attackers, attempting to pick off smaller enemies first, while burrowing under the ground to avoid ranged attacks.

Pets of the Damned. Liches, necromancers and other evil creatures often keep a nest of burrow worms close to their lairs to serve as guardians or deterrents to those willing to defy their rule. Truly nefarious villains might even use burrow worms to make a gruesome example out of their enemies. After being captured and detained for months, a prisoner of one of these villains might find their cell inexplicably left unlocked one night. Such hapless victims probably thank the gods for their good fortune as they head home to their loved ones completely unaware of the danger they now present to the local populace.

This method of brutal psychological and physical torture is most frequently employed by vampires wishing to 'thin out' their town's populace, either to sow terror and ensure servitude from the survivors, or as a show of strength to would-be adventurers looking to unseat them from power.

Young Burrow Worm

Tiny beast, unaligned

Armor Class 11 (natural armor)
Hit Points 22 (9d4)
Speed 10 ft., swim 30 ft., burrow 10 ft.

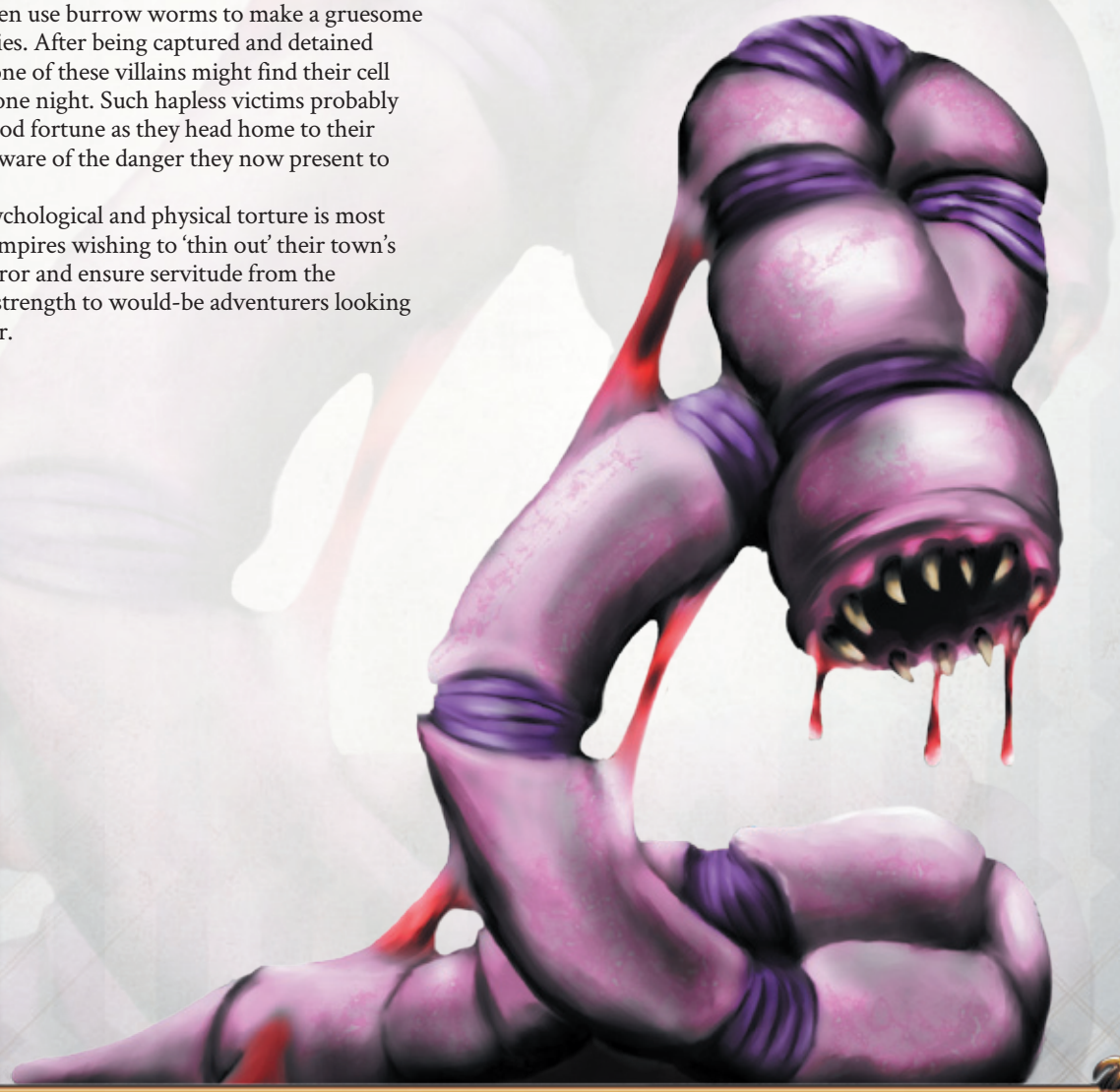
STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	3 (-4)	6 (-2)	4 (-3)

Damage Resistances cold
Condition Immunities blinded
Senses tremorsense 30 ft (blind beyond this radius)., passive Perception 9
Languages —
Challenge 1/4 (50 XP)

Amphibious. The burrow worm can breathe both air and water.

Actions

Bite. *Melee weapon attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.



Wanted

I'm looking for a group of investigators to look into a large whale that has washed ashore down by the docks. Sailors have said it's covered in hundreds of bloodied holes and looks like it was devoured from the inside out.

Anyone willing to look into this further should contact Grivvi Powikk, at the Powikk Coastal Collection Agency, at their earliest convenience.

Adult Burrow Worm

Medium beast, unaligned

Armor Class 14 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 20 ft., swim 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	3 (-4)	8 (-1)	7 (-2)

Damage Resistances cold
Condition Immunities blinded
Senses tremorsense 60 ft (blind beyond this radius)., passive Perception 9
Languages —
Challenge 3 (700 XP)

Amphibious. The burrow worm can breathe both air and water.

Parasitic Injection. Whenever the burrow worm hits with a bite attack against a creature it is grappling, it can choose to inject its victim with eggs. A creature infected with burrow worm eggs gains a level of exhaustion, and can not have less than 1 level of exhaustion for as long as they remain infected. When the infected creature takes a long rest, they must make a DC 14 Constitution saving throw. On a failed save, the infected creature gains another level of exhaustion which can not be removed for as long as they are infected.

After 5 days, the egg hatches, and a **young burrow worm** (see stat block on the previous page) can be seen wriggling around beneath the infected creature's skin near where they were bitten. A hatched worm can be removed with a blade and a DC 15 Wisdom (Medicine) check. If the worm is not removed, 9 days after the initial infection the worm bursts from the host, dealing 55 (10d10) necrotic damage to the infected creature and appearing in an unoccupied space within 5 feet. If this damage reduces the creature to 0 hit points, the creature dies.

Actions

Constrict. *Melee weapon attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) bludgeoning damage, and if the target is Large or smaller, it is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the burrow worm can't constrict another target.

Bite. *Melee weapon attack:* +5 to hit, reach 5 ft., one creature currently latched onto by the burrow worm. *Hit:* 6 (1d6 + 3) piercing damage.

Colossal Greenjacket

The colossal greenjacket is a large insectoid-like creature rife with disease and deadly toxins. Greenjackets vary in size, with the largest known sighting on record rivalling a giant. Native to coastal and tropical regions, greenjackets are deadly scavengers, most commonly seen plundering the carcasses of washed up whales, giant octopus, and other decaying sea life.

Corrosive Carriers. The greenjacket earned its namesake from the green mucus adorning the hardened shell on its back. This mucus is a by-product of the mottled lumps which grow all throughout the greenjacket's body from the moment they are born. The lumps are host to various diseases and ghastly parasites, which writhe and twist beneath the greenjacket's fragile, membranous skin. The greenjacket is immune to the diseases it carries, developing antitoxins as quickly as the evolving bacteria which courses through its internal organs.

Lethal Lures. Killing a greenjacket can be just as dangerous as leaving one alive, because the creature's blood contains pheromones which draw smaller swarms of its kind to the place of its death. Should a larger predator kill a greenjacket, it isn't long before it is assailed by swarms, tearing at its skin and bleeding the unwitting creature dry.

Everchanging Lifespans. One greenjacket's lifetime is rarely the same as the next. While all greenjackets reach maturity around ten or so days after birth, the greenjacket's lifespan and by extension its size are determined by the creatures on which it feeds. Should a greenjacket spend most of its early life feeding on the innards of smaller creatures, it doesn't grow to much larger than a mouse. These smaller greenjackets band together in swarms to overwhelm and consume larger prey. Collectively, such a swarm is known as a deathjacket swarm.

Should a greenjacket instead feast on creatures such as whales, owlbears or giants, it rapidly increases in size, eventually becoming large enough to hunt independently.

Terrors of the Coast. Sailors travelling nearby coasts populated by a colossal greenjacket always sail as silently as possible, listening on the winds for the telltale, thunderous buzzing of the creature's monstrous wings. Many crews know all too well the terror the beast brings with it. Some captains go as far as to avoid certain infested coasts entirely. Making such a dangerous crossing would only serve to draw a greenjacket's ire, dooming the entire ship to fall prey to its voracious, disease-ridden hunger.

Greenjacket

Small monstrosity, chaotic evil

Armor Class 12
Hit Points 25 (10d6 - 10)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	8 (-1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 1/4 (50 XP)

Disease-Riddled. The greenjacket is immune to disease. If a creature consumes any part of the greenjacket's flesh, they become poisoned for 1d4 days.

Draw the Hive. When the greenjacket dies, it draws the attention of 3 (1d6) greenjackets not already involved in the combat. These additional greenjackets arrive on initiative count 20 in 1d4 + 1 rounds. There is usually a total of 10 (3d6) additional greenjackets in the surrounding area that can be drawn in this way, not including those already present in the combat. If 10 or more greenjackets are killed in the same hour, there is a 50% chance for their deaths to attract a colossal greenjacket. The colossal greenjacket arrives on initiative count 20 on the following round, and is hostile to all non-greenjacket or deathjacket creatures.

Actions

Stinger. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract The Green Blight.

Deathjacket Swarm

Huge swarm of small monstrosities, chaotic evil

Armor Class 13 (natural armor)
Hit Points 144 (17d12 + 34)
Speed 10 ft., fly 40 ft.

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

Skills Perception +4
Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 8 (3,900 XP)

Disease-Riddled. The swarm is immune to disease. If a creature consumes any part of the swarm's flesh, they become poisoned for 1d4 days.

Draw the Hive. When the swarm dies, there is a 50% chance for it to draw the attention of either 2 (1d3) additional deathjacket swarms, or a single colossal greenjacket. These additional creatures arrive on initiative count 20 in 1d4 + 1 rounds, but don't have the Draw The Hive feature.

Upon arriving, the deathjacket swarms or colossal greenjacket are hostile to all non-greenjacket or deathjacket creatures.

Massed Targets. When the swarm takes damage from an attack or spell that has an area of effect, such as fireball, and has more than half its hit points remaining, the attack or spell deals an additional 2 die of damage.

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

Actions

Stingers. Three creatures in the swarm's space must succeed on a DC 15 Constitution saving throw. A creature takes 22 (4d6 + 8) piercing damage on a failed save, or half as much on a successful one. The target instead takes 11 (2d6 + 4) piercing damage on a failed save or half as much on a successful one if the swarm has half its hit points or fewer.

If a creature fails this saving throw by 5 or more, it contracts a random disease from the Greenjacket Diseases table.

Colossal Greenjacket

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	8 (-1)	15 (+3)	13 (+1)

Saving Throws Con +8, Wis +7
Skills Perception +7
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., blindsight 30 ft., passive Perception 17
Languages —
Challenge 13 (10,000 XP)

Bursting Spores. When a creature within 5 feet of the greenjacket damages it with a weapon that deals piercing or slashing damage, that creature takes 7 (2d6) poison damage, and must make a DC 17 Constitution saving throw against disease. On a failed save, the target is afflicted with Retching Deathgrip. At the end of each of the target's turns, it must make another Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease. Upon recovering, the target is immune to the Retching Deathgrip disease for the next 8 hours.

Disease-Riddled. The greenjacket is immune to disease. If a creature consumes any part of the greenjacket's flesh, they become poisoned for 2d6 days.

Draw the Hive. When the greenjacket dies, its death attracts a deathjacket swarm. The deathjacket swarm arrives on initiative 20 in 1d4 + 1 rounds, and is hostile to all non-greenjacket or deathjacket creatures.

Infested Host (3/Day). The greenjacket has a 50% chance to be host to a nest of **parasights** (described later in this chapter). When the greenjacket takes damage, it can spend its reaction to cause 1d4 parasights to appear in unoccupied spaces within 5 feet of it. The parasights are friendly to the greenjacket and its allies, but otherwise act independently. Roll initiative for the parasights as a group, which has its own turns.

Actions

Multiattack. The greenjacket makes two attacks with its claws and one attack with its stinger.

Claws. *Melee weapon attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Stinger. *Melee weapon attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage and 21 (6d6) poison damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or contract one of the following diseases detailed in the Greenjacket Diseases table, rolled for or chosen by the DM.

Wanted

A swarm of insectoid creatures has been assailing coastal towns across the region, destroying crops and consuming cattle.
Every time the locals fend off the swarm, it seems to return larger than before. Any adventurers willing to help exterminate this menace once and for all should speak with Oli Denovan, at the Denovan Family Farm, as soon as possible.

Missing

The fishing trawler Stoic's Pride was last seen sailing west along the Blighted Banks, but hasn't returned.
Travellers have seen a ship fitting the description of Stoic's Pride adrift a few miles offshore.
Anyone willing to investigate this ship and what became of the crew should speak with Captain Kiri, at the Moortown Docks, as soon as possible.

Greenjacket Diseases

D6	Disease	Duration	Medicinal Cure	Properties
1	The Green Blight	24 Hours	1 vial of Greenjacket blood, administered to the infected area with a DC 13 Wisdom (Medicine) check. (Herbalism Kit Required)	A creature afflicted with The Green Blight sweats profusely, causing it to rapidly dehydrate. While the creature remains infected, it requires twice as much food and water, has disadvantage on Constitution saving throws, and any greenjacket, colossal greenjacket or deathjacket swarm within 100 feet of the diseased creature is always aware of the creature's location. When in combat, greenjackets and deathjacket swarms are more likely to target a creature suffering from this disease over one that isn't. A creature reduced to 0 hit points by this disease dies instantly, its skin turning a sickly green before swelling and rapidly sprouting mushroom-like boils.
2	Retching Deathgrip	6 Hours	1 vial of Greenjacket blood, consumed in a mixture of salt water and crushed kelp. This cure can be prepared correctly with a successful DC 13 Intelligence (Nature) check. (Herbalism Kit Required)	A creature afflicted with Retching Deathgrip has their Strength score reduced by 3 (1d4 +1), and has disadvantage on Strength checks and saving throws. Additionally, whenever the creature takes bludgeoning, piercing or slashing damage, it must succeed on a DC 13 Constitution saving throw or spend its turn vomiting black ichor. While vomiting, the creature is incapacitated and its movement speed is reduced to 5 feet.
3	Fey Pox	8 Hours	1 vial of Greenjacket blood, consumed with a handful of sand taken from beneath sprouting coastal flora. An appropriate flora can be located with a successful DC 13 Intelligence (Nature) check. (Herbalism Kit Required)	A creature afflicted with Fey Pox has their Wisdom score reduced by 3 (1d4 + 1), and has disadvantage on Wisdom checks and saving throws. Additionally, whenever the creature would attempt to cast a spell, it must first make a DC 13 Wisdom saving throw. On a success, the spell is cast as normal. On a failure, the spell is instead cast with a range of self. Elves, gnomes, and anyone with the Fey Ancestry trait that become afflicted with Fey Pox also transmits this disease to other humanoid creatures upon touching them.
4	Ignis Mortum	1 Hour	A rag soaked in the blood of a greenjacket and applied to the wound for one minute with a DC 13 Wisdom (Medicine) or Intelligence (Arcana) check. (Herbalism Kit Required) While held to the wound, the rag also supresses the disease's effects until cured.	When afflicted with Ignis Mortum, a creature's skin turns a deep shade of red, and is continually warm to the touch. For the duration, the afflicted creature is immune to fire damage, but vulnerable to acid, cold, fire, lightning, and thunder damage. If a creature is reduced to 0 hit points while afflicted with this disease, it explodes in a 10-foot radius sphere of magical fire. Creatures caught in the area must succeed on a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much on a successful one. The exploding creature disintegrates, along with any nonmagical items it was carrying. The fire spreads around corners, and ignites any flammable objects within range. Tieflings, demons and devils are immune to this disease.
5	Gorgon's Heart	8 Hours to produce symptoms, lasts until cured.	1 vial of Greenjacket blood, consumed in a mixture of crushed sandstone and freshwater. This cure can be prepared correctly with a successful DC 13 Wisdom (Medicine) or Intelligence (Arcana) check. (Herbalism Kit Required)	When afflicted with Gorgon's Heart, a creature feels a heavy weight in their chest 8 hours after first being infected. Additionally, for the duration, they gain a +2 bonus to Constitution checks and saving throws. For each hour the disease persists, the creature's weight doubles. 5 hours after symptoms have started to show, the diseased creature becomes petrified. This petrification lasts until dispelled by the *greater restoration* spell or similar magic.
6	Coastal Ticks	3 Hours to produce symptoms, lasts until cured.	1 vial of Greenjacket blood, added to a saltwater bath, which the creature must soak in for 1 hour.	A creature afflicted with Coastal Ticks has their Dexterity score reduced by 3 (1d4 + 1), and has disadvantage on Dexterity checks and saving throws. Additionally, if not cured within 24 hours, the disease renders the creature blind. This blindness can only be cured by the *lesser restoration* spell or similar magic, such as a paladin's Lay on Hands feature.

Corpse Harvester

A morbid coastal predator that lures prey in with a shell of bones and corpses.

Crustacean Hunters. A harvester hunts by burrowing partway into the ground and using its shell of bones as a lure to draw in small scavengers and curious humanoids. The bones are attached to the shell through an adhesive saliva, strong enough to restrain even stronger animals. Once prey is trapped, the harvester lunges, swiftly slicing apart the unfortunate victim with its scissor-like pincers.

Shells of Men. After feasting on its meal, the harvester binds what's left of the corpse to its shell. Thus, the bulk of the shell increases throughout its life, and the harvester becomes stronger as it adjusts to the constantly growing weight. Rumors are abound within sailor's circles of elderly harvesters with shells the size of buildings and pincers that slice through steel, though if such rumours were true no one who has seen one is alive to confirm them. Harvester shells reek of death. Sometimes a harvester will intentionally leave some meat on the bones as a lure to draw in scavengers. Harvesters are intelligent enough to adapt their lures to their environment. Those near humanoid settlements often attach coins and silvery objects to their shells, aware that humanoids place value in such things.

Nature's Graverobbers. In absence of fresh prey, harvesters seek out corpses to add to their shell, drawn to the smell of decaying meat. Its not uncommon for seaside towns to find their cemeteries harvested overnight, or for naval soldiers to return to a beach side battlefield only to find it picked clean of the dead.

Corpse Harvester

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 25 ft., swim 35 ft., burrow 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	9 (-1)	14 (+2)	4 (-3)

Skills Athletics +7, Perception +5, Stealth +4
Damage Resistances acid, poison, bludgeoning, piercing and slashing from nonmagical attacks
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 15
Languages —
Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the corpse harvester can move up to its speed towards a hostile creature it can see.

Amphibious. The corpse harvester can breathe both air and water

Hidden Hunter. While buried in the ground, the corpse harvester appears as a mound of small bones. It is otherwise undetectable while it remains unmoving and buried.

Surprise Attacker. If the bone harvester hits a surprised creature with a melee weapon attack, that creature takes an additional 7 (2d6) damage.

Actions

Multiattack. The bone harvester makes two pincer attacks.

Pincer. *Melee weapon attack:* +7 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. A Medium or smaller creature hit by this attack is grappled (escape DC 14). Until this grapple ends the bone harvester can't use that pincer to attack another target. The corpse harvester has two pincers.

Bubbling Mucus (Recharge 5 - 6). *Ranged weapon attack:* +7 to hit, range 30 ft., one target. *Hit:* 22 (6d6 + 1) acid damage. If the target is a creature, that creature must succeed on a DC 14 Strength saving throw or be restrained for 1 minute. A restrained creature can attempt this saving throw again at the end of its subsequent turns, ending the effect on itself on a success.

Corpse Harvester Elder

Huge monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 178 (17d12 + 68)
Speed 45 ft., swim 50 ft., burrow 45 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	9 (-1)	17 (+3)	4 (-3)

Skills Athletics +10, Perception +11, Stealth +7
Damage Resistances acid, poison, bludgeoning piercing and slashing damage from nonmagical attacks
Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 19
Languages —
Challenge 12 (8,400 XP)

Adhesive Shell. A creature that touches the shell of the corpse harvester becomes stuck to it. While stuck in this way, the creature is restrained, shares the corpse harvester's space and moves with it as it moves. A stuck creature can use an action on its turn to make a DC 18 Strength (Athletics) check. On a success, the creature unsticks itself and can immediately move up to 10 feet in a direction of its choice.

Aggressive. As a bonus action, the corpse harvester can move up to its speed towards a hostile creature it can see.

Amphibious. The corpse harvester can breathe both air and water

Hidden Hunter. While buried in the ground, the corpse harvester appears as a mound of bodies. It is otherwise undetectable while it remains unmoving and buried.

Surprise Attacker. If the corpse harvester hits a surprised creature with a melee weapon attack, that creature takes an additional 11 (2d10) damage.

Actions

Multiattack. The corpse harvester makes two pincer attacks. If the corpse harvester is grappling a creature, it can replace one or both pincer attacks with a slam attacks, or use its Crush.

Pincer. *Melee weapon attack:* +11 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage. A Large or smaller creature hit by this attack is grappled (escape DC 18). Until this grapple ends the target is restrained, and the corpse harvester can't use its pincer to attack another target. The corpse harvester has two pincers.

Slam. *Melee weapon attack:* +11 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage. If the corpse harvester is currently grappling a creature, the grappled creature takes 22 (3d10 + 6) bludgeoning damage.

Crush. One creature grappled by the corpse harvester must make a DC 18 Strength saving throw. A target suffers 38 (5d12 + 6) piercing damage on a failed save, or half as much on a successful one.

Bubbling Mucus (Recharge 5 - 6). *Ranged weapon attack:* +11 to hit, range 60 ft., one target, or two targets within 5 feet of each other. *Hit:* 31 (8d6 + 3) acid damage. If the target is a creature, that creature must succeed on a DC 18 Strength saving throw or be restrained for 1 minute. A restrained creature can attempt this saving throw again at the end of its subsequent turns, ending the effect on itself on a success.

Death Leech

A vampiric Leech that feeds on wading creatures crossing shallow waters, created by a monstrous mix of magic and science.

Medicine Over Magic. Cordelia Osanna was a woman of science and learning, obsessed with finding ways to use medicine and herbs to replicate, or even replace, the healing abilities of magic. Cordelia feared an overreliance on magic could eventually lead to the slowing of innovation, believing other methods could yield results magic could not. One concept Cordelia became fascinated by was the idea of bloodletting by using a particular species of leech native to coastal regions to draw out diseases and infections.

The Wrong Patient. As Cordelia's methods grew in popularity, she soon found a large variety of patients coming to her for help. One man was brought to her, pale, shivering, delirious and passing in and out of consciousness. Cordelia placed leeches on him but, unknown to her, the man had been bitten by a vampire. As the leeches drew out on the infected blood, the vampire's curse passed onto the creatures as well, dramatically mutating them. The leeches turned on Cordelia, draining her frail body to a collapsed husk before crawling through the makeshift hospital and feasting on every patient they encountered.

Lurkers In The Sea. The leeches escaped the hospital through sewer lines, eventually reaching the sea. There, the creatures vanished into the murky depths, ever hungry for new prey. When a target moves close, the death leech extends to an unsettling length, its singular eye rolling back to reveal a host of serrated teeth. It clamps onto its prey with a vice like grip, draining it of blood in minutes.

Death Leech

Small undead, lawful evil

Armor Class 13 (natural armor)
Hit Points 27 (6d6 + 6)
Speed 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	6 (-2)	13 (+1)	13 (+1)

Skills Perception +4, Stealth +4
Damage Resistances necrotic; bludgeoning, piercing and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 14
Languages —
Challenge 3 (700 XP)

Amphibious. The death leech can breathe both air and water.

Spider Climb. The death leech can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. Death Leech makes two attacks with its bite, or one with its bite and one with its blood drain.

Bite. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. A Medium or smaller creature hit by this attack is grappled, but can still move as normal (escape DC 13). Until this grapple ends, the death leech shares the creature's space, moves with it when it moves, and can't attack another creature.

Blood Drain. *Melee weapon attack:* +4 to hit, reach 0 ft., one target grappled by the death leech. *Hit:* 10 (4d4) necrotic damage, and the death leech gains a number of temporary hit points equal to the damage dealt.

The body of a young woman has recently been found completely drained of blood.
She was last seen walking to meet some friends at the nearby lake, but never made it there.
The Council is looking for a group of investigators to investigate this situation further. The sum of 150 gp shall be paid upon completion.
Those interested should speak with Varys Thrindfellow, at the Hunter's Council, as soon as possible.

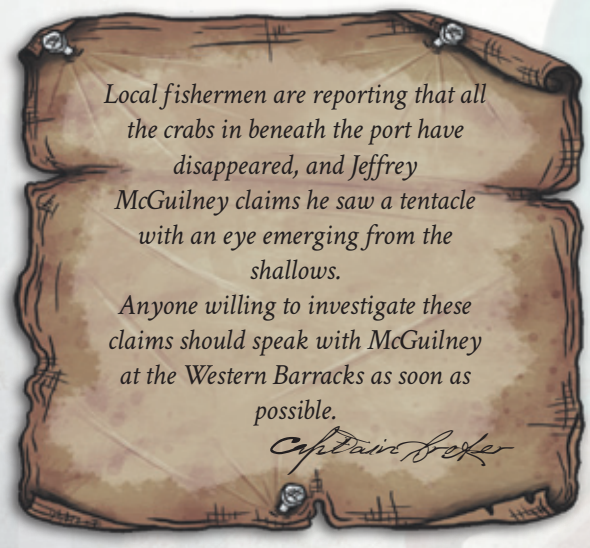
Deep Crawlers

Electric crustacean omnivores of the deep who feed on crabs, wayward sailors, unsuspecting fish, and anything else it can get its claws on.

Size Matters. Deep crawlers can grow to be any size, molting away old shells which no longer fit their mass to make way for new ones. In their infancy, a deep crawler is scarcely larger than a cat, but legends speak of some as big as whales. As omnivores, they can feed on almost anything, but they prefer meat. A deep crawlers diet changes along with its size, feeding on larger prey the bigger they get. An adult deep crawler might well feed on the same predators who once stalked it as a child.

Ambush Predators. Deep crawlers are ambush predators, relying on the allure of their pulsating tendrils to draw their intended prey to them, though they can be quite fast and give chase when they want to. Deep crawler adults and matriarchs can control the rate at which its tendrils pulsate, and have perfected the art of flashing the light in a most alluring fashion. Some sailors have even been tricked into believing they are seeing an old form of naval distress signal drawing them in to investigate. By the time they realize their mistake, it's already too late.

Dwellers of Dark Depths. While not sensitive to light, deep dwellers are uncomfortable in any environment in which there is a brighter light source than their own pulsating tendrils present. As they grow in size, deep dwellers migrate to deeper and deeper bodies of water, so as to further distance themselves from the massive ball of flame which often brightens the sky. They scuttle across the deepest depths of the ocean floor, where only their own tendrils break the wall of never-ending dark. It is unlikely that the larger ones ever return to shore once they've made the transition to the deeper caves, yet even still, when the sun is low, if adventurers see a strange light floating on the surface of the water on a silent bay, maybe leave it be. Best not to be too careful.



Local fishermen are reporting that all the crabs in beneath the port have disappeared, and Jeffrey McGuilney claims he saw a tentacle with an eye emerging from the shallows.
Anyone willing to investigate these claims should speak with McGuilney at the Western Barracks as soon as possible.
Captain Locke

Deep Crawler Matriarch

Deep Crawler Infant

Small beast, unaligned

Armor Class 11 (natural armor)
Hit Points 22 (4d6 + 8)
Speed 15 ft., swim 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	15 (+2)	6 (-2)	9 (-1)	9 (-1)

Skills Stealth +4
Senses darkvision 30 ft., passive Perception 9
Languages —
Challenge 1/4 (50 XP)

Aquatic Dependency. For each minute the deep crawler is not submerged underwater, it suffers 2 (1d4) necrotic damage.

Shallows Ambusher. The deep crawler can spend 1 minute burying itself in the sand and dirt. A DC 20 Wisdom (Perception) check reveals the deep crawler's location.

Actions

Bite. *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 3) piercing damage.

Sonic Screech (Recharge 5 - 6). The deep crawler chooses one creature within 30 feet of it. The target creature must make a DC 13 Intelligence saving throw. On a failed save, the creature suffers 10 (2d8) psychic damage. If a creature rolls a 1 or a 2 on the die, it is also stunned for 1d4 rounds.

Deep Crawler Adult

Medium beast, unaligned

Armor Class 16 (natural armor)
Hit Points 117 (18d8 + 36)
Speed 30 ft., swim 60 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	9 (-1)	13 (+2)	11 (+0)

Skills Stealth +8
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 6 (2,300 XP)

Aquatic Resilience. The deep crawler can remain on dry land for 6 hours before needing to re submerge. For each minute thereafter that the deep crawler is not submerged underwater, it suffers 5 (1d8) necrotic damage.

Pulsating Tendrils. If a creature starts its turn within 30 feet of the deep crawler, it must make a DC 15 Intelligence saving throw. On a failed save, the creature is stunned until the start of its next turn. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the deep crawler until the start of its next turn, when it can avert its eyes again. If it looks at the deep crawler adult in the meantime, it must immediately make the save.

Actions

Multiattack. The deep crawler makes two electric tendril attacks and one bite attack.

Bite. *Melee weapon attack:* +6 to hit, reach 5 feet, one target. *Hit:* 14 (2d10 + 3) piercing damage. A creature hit by this attack must succeed on a DC 15 Intelligence saving throw or take an additional 11 (2d10) psychic damage.

Electric Tendril. *Melee weapon attack:* +6 to hit, reach 15 feet, one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, plus 6 (1d10) lightning damage, and if the target is a Medium or smaller creature it is grappled (escape DC 15). While grappled in this way, the target takes 6 (1d10) lightning damage at the start of its turn, and the deep crawler can't use that tendril on another target. The deep crawler has 2 tendrils.

Tendril Dance. (1/ Day). The deep crawler's tendrils pulse with a vibrant display of changing colors. Creatures within 30 feet of the Deep Crawler not averting their gaze must succeed on a DC 15 Intelligence saving throw or be stunned for 1 minute. A stunned creature can repeat this saving throw at the end of its subsequent turns, ending the effect on itself on a success.

Deep Crawler Infant

Deep Crawler Matriarch

Large beast, unaligned

Armor Class 17 (natural armor)
Hit Points 143 (15d10 + 60)
Speed 45 ft., swim 80 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+7)	12 (+1)	19 (+4)	13 (+1)	15 (+2)	15 (+2)

Skills Stealth +9
Senses darkvision 120 ft., passive Perception 12
Languages —
Challenge 12 (8,400 XP)

Amphibious. The deep crawler can breathe both air and water.

Pulsating Tendrils. If a creature starts its turn within 30 feet of the deep crawler, it must make a DC 17 Intelligence saving throw. On a failed save, the creature is stunned until the start of its next turn. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the deep crawler until the start of its next turn, when it can avert its eyes again. If it looks at the deep crawler in the meantime, it must immediately make the save.

Actions

Multiattack. The deep crawler makes 3 electric tendril attacks and one bite attack.

Bite. *Melee weapon attack:* +11 to hit, reach 10 feet, one target. *Hit:* 23 (3d10 + 7) piercing damage. A creature hit by this bite must make a DC 17 Intelligence saving throw. On a failed save the creature suffers an additional 16 (3d10) psychic damage.

Electric Tendril. *Melee weapon attack:* +11 to hit., reach 20 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage and 11 (2d10) lightning damage. If the target is a Medium or smaller creature it is also grappled (escape DC 17). While grappled in this way, the target takes 6 (1d10) lightning damage at the start of its turn, and the deep crawler can't use that tendril on another target. The deep crawler has 5 tendrils.

Tendril Dance. (3/ Day). The deep crawler causes its tendrils to pulse with a vibrant display of changing colors. Any creature within 30 feet of the deep crawler that is not averting its gaze must make a DC 17 Wisdom saving throw or be charmed by the deep crawler for 1 minute. A charmed creature can repeat this saving throw at the end of its subsequent turns, ending the effect on itself on a success.

Pulsating lights have been seen in the waters near the western harbour. Some sailors are claiming they have gaps in their memory, like lost time they can't place. Anyone interested in assisting me in investigating these claims should head to the Salted Sturgeon Tavern, east of Brass Gate, as soon as possible. Ask for Trevor.

A monstrous deep crawler has been sighted adrift near the Shining Coast. I'm looking for a group of strong adventurers to accompany me to observe and take samples of this majestic beast. Things might get dangerous, but that's all part of the job. Payment upon completion! Interested parties should speak to Galib Swill at West Oak Inn, as soon as possible.

Driftwood Mimic

An aquatic variant of traditional mimics, adapted for life on the open ocean. While not as common as their land based counterparts, driftwood mimics are just as deadly if brought aboard a seafaring vessel.

Aquatic Imposters. Driftwood mimics pose as floating debris or carcasses on the open sea, waiting to attract birds, fish or adventurers looking to explore a recently sunken ship. A driftwood mimic uses its long tendrils, hidden beneath its floating form, to propel itself across the waves towards anchored ships. Sailors must always be wary when slowing to explore a destroyed hull or floating whale carcass, as it only takes but a moment for the mimic sneak aboard.

Shore Hunters. Sometimes, a driftwood mimic washes ashore and become buried in sand dunes or upturned earth. When such an event occurs, the mimic assumes the form of an interesting gleaming object and waits patiently for a tasty humanoid target to grasp it.

Fierce Fighters. A driftwood mimic is a notoriously savage fighter, using lashing pseudopods and ranged attacks to offset it's sluggish movement on land while grappling sailors and throwing them overboard if on a ship or at sea. Rarely does a driftwood mimic choose to outright kill its victims, preferring to watch them drown on their own before pulling it beneath the waves, never to be seen again.

Driftwood Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 14 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	7 (-2)	14 (+2)	6 (-2)

Skills Stealth +5
Damage Immunities acid, cold
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 12
Languages verbal mimicry (see below)
Challenge 3 (700 XP)

Adhesive (Polymorphed Form Only). The mimic adheres to anything that touches it. A Large or smaller creature adhered to the mimic is also grappled by it (escape DC 12). Ability checks made to escape this grapple have disadvantage if the target is swimming or in chest high water.

Amphibious. The mimic can breathe air and water.

False Appearance (Polymorphed Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary broken object or rotting corpse.

Shapechanger. The mimic can use its action to polymorph into a broken object or corpse of a Medium or smaller creature, or back into its true, amorphous form. Its statistics 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.

Savage Attacker. Once per turn, if the mimic hits a target with a melee weapon attack, it can choose to reroll the attack's damage dice and use either total.

Verbal Mimicry. The mimic can magically mimic the voice of one creature it has heard speak for longer than ten minutes in the last month. It understands the language spoken by the creature, and can hold a basic conversation in the aforementioned language using simple words. A DC 13 Wisdom (Insight) check reveals the voice to be a mimicry, but doesn't reveal the mimic. The mimic can only remember one voice at a time. If it chooses to adopt a new voice, it forgets the old one.

Actions

Multiattack. The mimic makes two attacks with its pseudopods.

Pseudopods. *Melee weapon attack:* +5 to hit, reach 10 feet, one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in its polymorphed form, the target is subjected to its Adhesive trait.

Bite. *Melee weapon attack:* +5 to hit, reach 5 feet, one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Water Jet. *Ranged weapon attack:* +5 to hit, range 30/60 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage and 7 (2d6) cold damage.

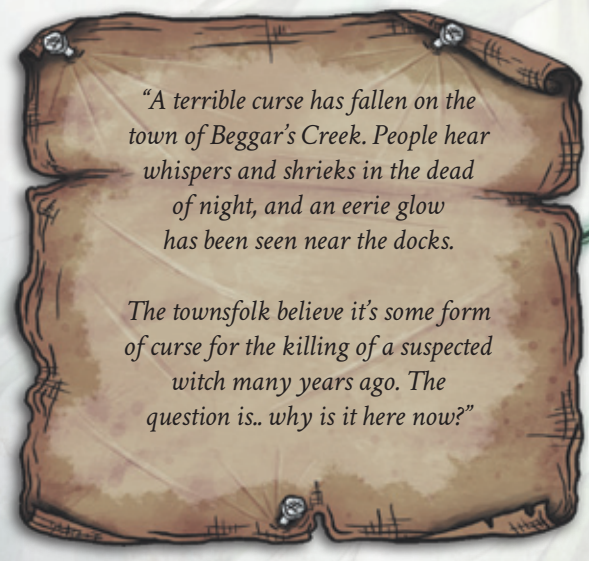
Drowned Spectre

A murderous apparition born from an untimely, often violent death, this glowing spirit haunts shores, lakes and ocean crossings waiting for a chance to exact its long-forgotten revenge.

Old Wives Tales. People who spend months, or sometimes years at sea often entertain themselves with tales of spirits and ghosts. Some ghost stories are told by bards to keep morale higher on long voyages. Others serve as cautionary tales, a story of an unexpected death can keep the crew alert. Some urban legends are spread by the crew due to something seen and not understood, products of an overactive imagination. However, the ghost stories most unsettling of all are the ones that are true, and many a night has turned solemn when stories of drowned spectres are told.

Tragedy At Sea. A drowned spectre is created when a humanoid creature dies at sea with an unfinished business, often revenge or justice against another shipmate. Captains swearing revenge on the vessel that sunk them, star-crossed lovers drowning in each other's arms, or a pirate ravaged by a shark after chasing a lost treasure are all fine examples of tortured souls likely to rise again as drowned spectres.

Terrors By Night. Once the sun has set, a drowned spectre appears near its body, walking the oceans floor or floating just above the waves. Enraged, confused and bitter, it lashes out wildly at any living being it sees, pulling sailors from their boats with grasping hands as cold as death, or unleashing gargling wails which drain the life away from any who hear it.



"A terrible curse has fallen on the town of Beggar's Creek. People hear whispers and shrieks in the dead of night, and an eerie glow has been seen near the docks.

The townsfolk believe it's some form of curse for the killing of a suspected witch many years ago. The question is.. why is it here now?"

Drowned Spectre

Medium undead, chaotic evil

Armor Class 14 (natural armor)
Hit Points 33 (6d8 + 6)
Speed fly 60 ft (hover), swim 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	8 (-1)	11 (+0)

Skills one proficiency the creature had in life
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages it knew in life but can't speak
Challenge 2 (450 XP)

Ethereal Sight: The drowned spectre can see 60 ft. into the Ethereal Plane when it is on the Material Plane.

Incorporeal Movement: The drowned spectre can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Bound Haunting. At sunset each day the drowned spectre appears in an unoccupied space within 120 feet of the location its living form died at. The drowned spectre vanishes at dawn each day, and can never move than 500 feet from its death location. If the drowned spectre is reduced to 0 hit points, it explodes into a fine green mist and vanishes, reappearing again with full hit points in 1d4 days. If the drowned spectre's true name is spoken to it, and proof is shown to it of its former life and business now finished, it vanishes and doesn't return.

Actions

Chilling Grasp. *Melee weapon attack:* +4 to hit, reach 5 feet, one target. *Hit*: 9 (2d6 + 2) cold damage.

Life Leech (1/day). The drowned spectre unleashes a torrent of wails out in a 30-foot cone. Creatures in the area must make a DC 13 Wisdom saving throw. The target takes 21 (6d6) necrotic damage on a failed save, or half as much on a successful one, and the drowned spectre regains hit points equal to the total damage dealt.

Drowning Visage. Each non-undead creature within 30 ft. of the drowned spectre that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also begins to suffocate as its lungs magically fill with water. A frightened target can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the drowned spectre's Drowning Visage for the next 24 hours.

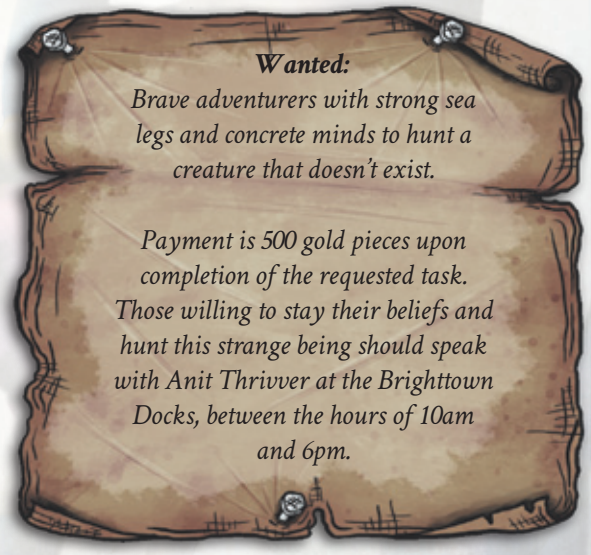
Fata Morgana

A whimsical, mysterious creature from the Feywild, some wonder if this creature truly exists, or is simply a delusion caused from madness at sea.

Beings of Mystery. Every sailor who has spent long amounts of time at sea has reported seeing things that can't be explained. Men and women of science call these mirages, and explain them as tricks of the light played across the ocean's edge. Others believe they come completely from the mind, a bored brain creating images to entertain itself. But any explorer worth his salt knows the fata morgana is real, though there are few capable of proving it.

A Creature Of Pure Imagination. Just as parts of the woodland intersect with the Feywild, so can parts of the ocean. A vessel sailing over a planar rift might sail over miles of Feywild territory before returning to the Material Plane, with its crew none the wiser. While within the Feywild, shared delusions transform into morbid reality, and creatures constructed of thought are born in flesh and bone. When bizarre tricks of the mind are played in a Feywild ocean, a fata morgana is born.

Playful Tricksters. A fata morgana follows ships and creatures out of the Feywild to commit a series of playful pranks. It might cling to the hull of passerby ships as a stowaway and be dragged into the Material Plane. A fata morgana usually chooses to cast illusionary images, giving sailors visions of cities in the sky, floating boats, or abstract light shows. Although the creature doesn't mean any harm, its presence on board a ship can attract the attention of hungry predators such as the watchlin, which takes advantage of the distractions the fata morgana creates to further its own nefarious actions.



Fata Morgana

Medium fey, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	15 (+2)	17 (+3)	19 (+4)

Skills Deception +9, Performance +6, Stealth +9
Damage Resistances cold, fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks
Condition Immunities blinded, charmed, deafened, paralyzed, poisoned
Senses darkvision 120 ft., truesight 20 ft., passive Perception 13
Languages understands sylvan but can't speak
Challenge 6 (2,300 XP)

Amphibious. The fata morgana can breathe air and water

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

At will: *detect thoughts, levitate, major image, prestidigitation*
3/day each: invisibility, phantasmal force, fear
1/day each: *modify memory, phantasmal killer*

Magic Resistance. The fata morgana has advantage on saving throws against spells and other magical effects.

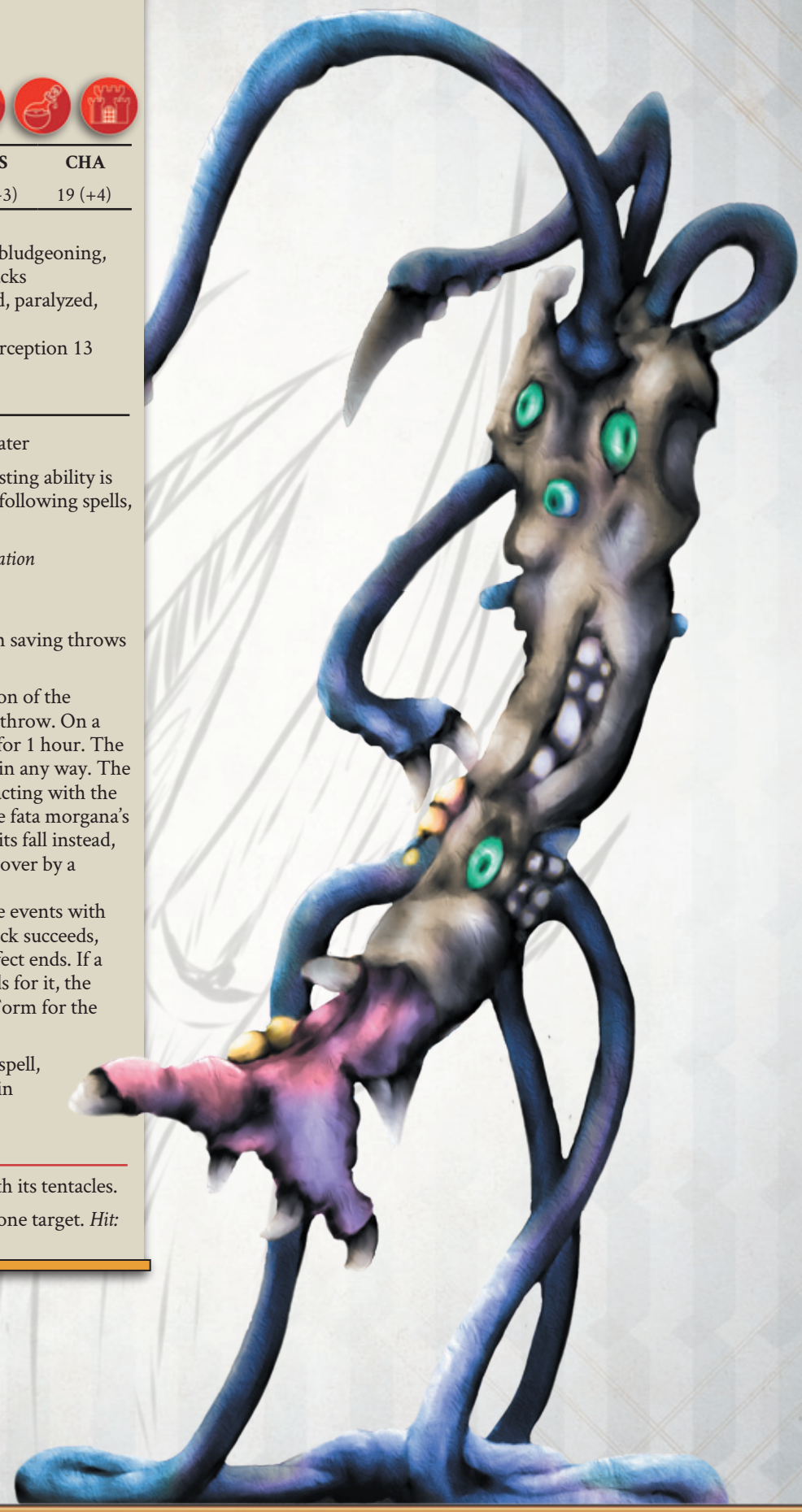
Trickster Form. When a creature looks in the direction of the fata morgana it must make a DC 15 Wisdom saving throw. On a failure, the creature is charmed by the fata morgana for 1 hour. The charmed creature can't see or hear the fata morgana in any way. The target rationalizes any illogical outcomes from interacting with the fata morgana. For example, a target tripping over the fata morgana's tentacles comes up with some other explanation for its fall instead, such as tripping over some rigging, or being pushed over by a strong wind.
The target can use its action to examine these strange events with a DC 15 Intelligence (Investigation) check. If the check succeeds, the fata morgana is revealed to the target, and the effect ends. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fata morgana's Trickster Form for the next 24 hours.

Tricks Of The Fey. When casting the *modify memory* spell, the fata morgana doesn't need to speak to the target in order for the spell to take effect.

Actions

Multiattack. The fata morgana makes two attacks with its tentacles.

Tentacles. *Melee weapon attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.



Fossil Golem

When a fossil retains the spirit of the creature it once was, the sheer will of that soul draws magic from the elemental planes, creating a fossil golem from the surrounding sediment and rock. Fossil golems are simple creatures, retaining only basic desires instincts of the spirit which created it.

Collectors and Hoarders. When a fossil golem recognizes an item from its previous life it fixates on the object and pursues it above all other things. A fossil golem created from the soul of a giant hermit crab might spend its time collecting the nicest shells, while one made from the soul of a svirfneblin might collect gemstones. This act of gathering can be a never ending endeavour, culminating in a vast hoard of both useless and valuable objects within its home. Some fossil golems have been known to destroy entire villages by accident while searching buildings for its desired prize.

Simple Abodes. A fossil golem creates very simplistic homes from caves or holes. It is quite happy to share its home with other creatures as long as they don't attempt to remove any item from their hoard. If a creature removes an item, the fossil golem attempts to retrieve the item and put it back. It does this several more times before losing its patience and pushing the would-be thief from their home.

Curious Creatures. A fossil golem watches other creatures with a childlike curiosity. It may recall that they have seen animals and humanoids before, but with the absence of a memory it follows whatever has piqued its interest with a harmless inquisitiveness.

Mountainous Molehills. When a fossil golem initially emerges it can create minor earthquakes and destabilize cliff sides and roads. This isn't out of any malicious intent; the fossil golem simply takes the most direct route out of the rock or dirt towards open ground.

Fossil Golem

Medium elemental, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	15 (+2)	14 (+2)	18 (+4)	11 (+0)

Skills Perception +7, Persuasion +3
Damage Resistances lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks
Condition Immunities blinded, prone
Senses darkvision 120 ft., passive Perception 17
Languages —
Challenge 5 (1,800 XP)

Rolling Movement. The fossil golem can only move by rolling or dragging itself in a direction. It leaves a mound of upturned earth or debris in its wake, which counts as difficult terrain until cleared. The fossil golem ignores any difficult terrain it creates in this way.

Siege Monster. The fossil golem's attacks deal double damage to nonmagical structures and vehicles.

Actions

Slam. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6) bludgeoning damage.

Rolling Bash. The fossil golem rushes forward in a 30-foot-long, 5-foot-wide line. Any creature the fossil golem passes in the line must succeed on a DC 15 Dexterity saving throw or suffer 21 (6d6) bludgeoning damage.

Quake (Recharge 5 - 6). The fossil golem emits a shockwave through the ground, which emanates out from it in a 60-foot wide, 10-foot-deep cylinder. Creatures on the ground in the area must make a DC 15 Strength saving throw. A creature takes 4d8 bludgeoning damage and is knocked prone on a failed save, or takes half as much damage and isn't knocked prone on a successful one. Creatures underground in the area have disadvantage on this saving throw. The area is then considered difficult terrain until cleared.

Local farmers keep waking up to find their fields in ruins, as if someone has gone at them with a plow and removed all the planted seeds.
Anyone with information regarding these strange occurrences should contact Kingsly Knight at the Western Watchtower, between the hours of 6am and 3pm.

Gibberfish

The gibberfish is a small aquatic creature, natively found along warm coastal regions. A herbivorous, magically bioluminescent entity, this strange humming creature spends its time in shallow corals, using its long twin tongues to pull seaweed and other ocean flora towards its chattering mouth.

Timid and Shy. The gibberfish is a shy, easily startled creature. Its bioluminescent skin can be seen glowing within coral reefs on calm, clear nights, which draws the attention of various predatory creatures, much to the gibberfish's ire. If left undisturbed, shoals of gibberfish gather together in areas of safety and peace, creating a shimmering display of glittering lights which are used by ships as a natural early-warning system to avoid running aground.

A Gibbering Danger. While underwater, gibberfish are relatively harmless unless provoked, choosing to flee from interactions with larger creatures. However, when the gibberfish's mouth meets with the open air, it emits a howling, chattering sound which mires the senses, causing temporary blindness and loss of bodily functions in land-dwelling creatures.

Fishermen take great care in avoiding fishing spots known to host gibberfish, for if such a creature was to be pulled aboard, it could spell doom for the entire crew.

Gibberfish Meat. The gibberfish is regarded as a delicacy in the upper echelons of society, with nobles willing to pay a large sum to dine on freshly prepared gibber-steak. Fishermen who dedicate themselves to harvesting the gibberfish have learned to work using exclusively signed languages. They plug up their ears or are magically deafened for hours, or sometimes days at a time in order to avoid the harrowing screeches the gibberfish emit.

The Hum. Gibberfish migrate to colder waters to mate, spending many weeks swimming in vast shoals across the seas and oceans of the world to eventually reach their destination. Once congregated, male gibberfish attract a mate by placing their mouths above the water's surface and emitting a low, guttural hum, which resonates across the surface of the water for miles. The noise reverberates throughout the nearby landscape, causing small scale avalanches and a low, rumbling tremor, which permeates throughout the mating season. The shoal moves from region to region throughout the season, only staying within a location for around a week at a time.

Locals call this migratory event The Hum. During The Hum, adventurers and travellers are warned to take extra caution when traversing coastal landscapes, being mindful of both falling debris and avalanches, and the increased likelihood of unprovoked attacks by tremor-sensitive creatures, such as the fearsome remorhaz or dreaded sandwyrm.

Harvesting Gibberfish Items

A creature can harvest a dead gibberfish by making a DC 17 Wisdom (Survival) check. On a failed check, the creature fails to properly carve the gibberfish's sensitive hide, and the remains are destroyed. On a success, the creature receives a cutting of Gibberfish Meat. The creature receives an additional cutting if it exceeds this DC by 5 or more, and two additional cuttings (for a maximum of 3) if it exceeds it by 10 or more.

A cutting of Gibberfish Meat remains usable for 6 hours, after which time it rots and is destroyed. The meat's lifespan can be increased by an additional week by storing it in a salted mead barrel or other airtight container. Once removed from the container, it rots after 1 hour, regardless of whether it is placed back in the container or not.

The meat can be lightly fried, seasoned and baked for 1 hour with a successful DC 17 Wisdom check using cook's utensil's to produce a Gibber-Steak. On a failed check, the steak is burned and the meat is wasted. A Gibber-Steak lasts for 8 hours, after which time it shrivels up and is destroyed.

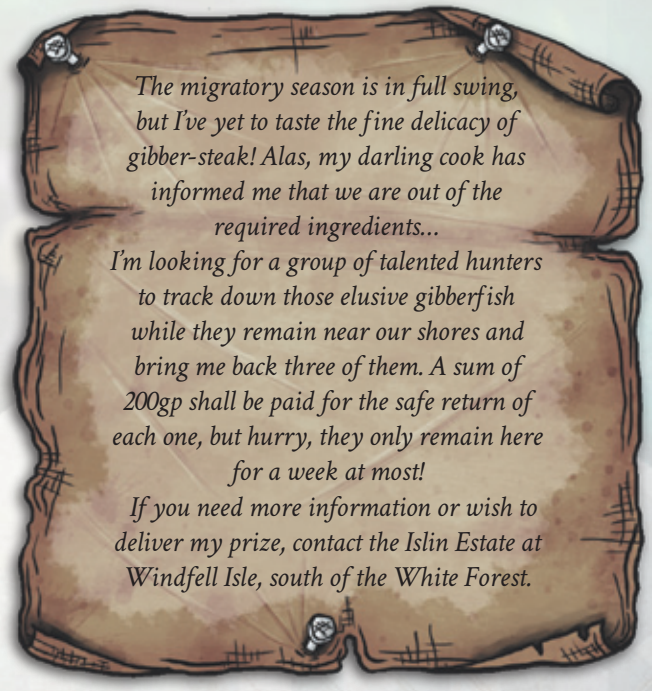
Gibber-Steak

Wondrous item, uncommon

School of Magic: Transmutation

The outside of this steak is tough and chewy, and the inside of each morsel bursts with flavour and tenderness. You can spend ten minutes eating this steak to gain 3d4 temporary hit points, which last for 8 hours.

Additionally, you have advantage on Wisdom (Perception) checks involving sound or touch while these temporary hit points last.



Swarm of Gibberfish

Large swarm of small monstrosities, unaligned

Armor Class 15 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 5 ft., swim 60 ft.

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

Damage Resistances bludgeoning, piercing and slashing
Condition Immunities charmed, deafened, frightened, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

Gibbering Hum. If the swarm starts it turn on the surface or out of water it emits a howling chattering, audible out to 500 feet. Each creature that starts its turn within 30 feet of the swarm and can hear the chattering must succeed on a DC 12 Intelligence saving throw. On a failure, the creature is blinded until the start of its next turn. If it fails this saving throw by 5 or more it is also paralyzed for the duration.

Glistening Bioluminescence. The swarm has disadvantage on Dexterity (Stealth) checks. It emits bright light in a 10-foot radius and dim light for a further 20 feet.

Hold Breath. While out of water, the swarm can hold its breath for 10 minutes.

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

Water Breather. The swarm can only breathe underwater.

Actions

Bites. *Melee weapon attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 21 (6d4 + 6) piercing damage, or 14 (4d4 + 4) piercing damage if the swarm has half its hit points or fewer.

Gibberfish

Small monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 14 (4d6)
Speed 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	4 (-3)	8 (-1)	8 (-1)

Condition Immunities deafened
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/2 (100 XP)

Gibbering Hum. If the gibberfish starts it turn on the surface or out of water it emits a howling chattering, audible out to 100 feet. Each creature that starts its turn within 20 feet of the gibberfish and can hear the chattering must succeed on a DC 10 Intelligence saving throw. On a failure, the creature is blinded until the start of its next turn. If it fails this saving throw by 5 or more it is also paralyzed for the duration.

Glistening Bioluminescence. The gibberfish has disadvantage on Dexterity (Stealth) checks, and emits dim light out in a 10-foot radius.

Hold Breath. While out of water, the gibberfish can hold its breath for 10 minutes.

Water Breather. The gibberfish can only breathe underwater.

Actions

Multiattack. The gibberfish makes two attacks with its twin tongue.

Twin Tongue. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Bite. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Infested Avian

An intellect draining avian infested by parasites from far beyond the Material Plane. This strange creature lives in cliffside caves and watery coves, hunting anything living that steps too close.

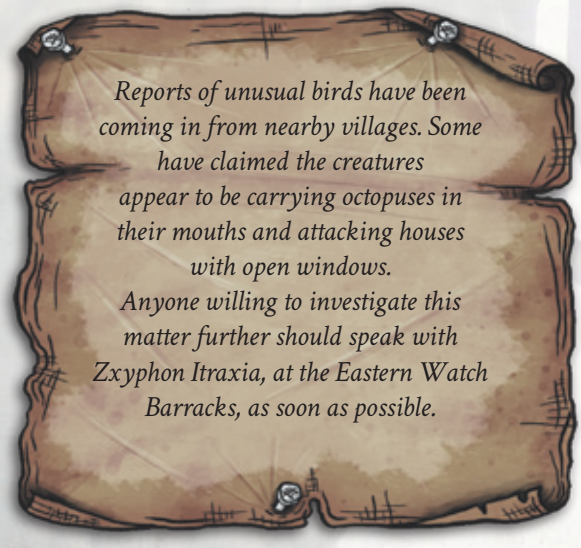
It Came From The Void. Many years ago, a mysterious creature crossed into the Material Plane, host to a myriad of otherworldly parasites. However, such a creature was never meant to thrive in the environments of the Material Plane, and eventually it succumbed to starvation as its bizarre form failed to satiate its hunger.

A Carrion Host. At first, sea life gave the creature's corpse a wide berth, sensing its inherent wrongness. But, as time passed, nature began to take its course and carrion birds settled on its grisly remains. As the birds fed, so did the parasites laying dormant within the retched meat, waiting for new hosts.

Extensions Of The Elder Brain. Infested avians are naturally drawn to the psionic machinations of mind flayers, often acting as scouts for the tunnels and empires spanning the depths of the Underdark.

An infested avian mimics the brain-consuming actions of their illithid cousins to drain the intelligence of its target, transforming it into a fearless, mindless husk, willing only to serve and protect its feathered master.

Grisly Shepherds. Mind flayers often use flocks of infested avians to infect entire coastal villages over time, shepherding the charmed individuals into coves and underground tunnels to be consumed by the mind flayers lurking within.



Infested Avian

Small aberration, lawful evil

Armor Class 13 (natural armor)
Hit Points 38 (11d6)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Arcana +4, Investigation +4
Senses darkvision 60 ft., passive Perception 11
Languages Deep Speech
Challenge 1/2 (100 XP)

Keen Sight. The infested avian has advantage on Wisdom (Perception) checks that rely on sight.

Mind Hunter. The infested avian can psionically sense the presence of creatures with an Intelligence of 6 or greater up to 1 mile away that aren't undead or constructs. It knows the general direction they're in but not their exact locations.

Psionic Thralls. If the infested avian's Drain Intellect reduces a creature's Intelligence score to 5 or less, the creature is charmed by the infested avian until its Intelligence score is restored. While charmed in this way, the target sees the infested avian as a close ally that must be protected at all costs, and is immune to the frightened condition.

Actions

Tentacles. *Melee weapon attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage and 3 (1d6) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 12), and must succeed on a DC 12 Intelligence saving throw or be stunned until this grapple ends.

Drain Intellect. *Melee weapon attack:* +3 to hit, reach 5 ft., one stunned creature grappled by the infested avian. *Hit:* 11 (4d4 + 1) piercing damage, and the target's Intelligence is reduced by 2 (1d4). The target's Intelligence score returns to normal at the end of its next long rest.

Psionic Pulse (1/day). The infested avian releases a burst of psionic energy, which radiates out from it in a 10-foot radius sphere. Creatures in the area must make a DC 12 Intelligence saving throw. A creature takes 10 (4d4) psychic damage and is stunned until the end of the infested avian's following turn on a failed save, or takes half as much damage and isn't stunned on a successful one.

Inflated Triodrodrilus

The inflated triodrodrilus uses its balloon-like body to inhale and expel large amounts of water, propelling itself through the sea. The four appendages at the creature's base test the surrounding water for chemical signals left by others of its species, finding food and identifying nearby predators.

Coveted for its heart which is used in potent medicines, the inflated triodrodrilus is in swift decline. Once admired for its beautiful bioluminescence, this creature is now feared as a harbinger of doom for naval vessels.

Good Hearted. The heart of this bizarre creature is said to cure any ill and is even fabled to contain the necessary compounds to lift curses. Many potion sellers and alchemists covet the hearts of inflated triodrodrilus and will pay exceedingly high prices for one intact.

Bad Omens. In total opposition to its passive nature, this odd aquatic creature is often never far from large predators that act as the inflated triodrodrilus' protector. Entering a mutually beneficial relationship, the creature removes any toxins, poisons or parasites from the hosts skin. In return, the host becomes protector to the inflated triodrodrilus. This symbiotic relationship has been witnessed between inflated triodrodrilus and sharks, dragon turtles, plesiosaurus' and more.

Keen Eyesight. This creature has three eyestalks that each detect a different wavelength; light, heat and dark. These three ways of seeing enable a certain degree of cunning, as it is able to avoid detection and can out-maneuver potential predators and hazards.

Harvesting Triodrodrilus Hearts

A creature can harvest the heart of a dead triodrodrilus by making a DC 14 Wisdom (Survival) check. On a failed check, the creature fails to properly carve the heart, and destroys it instead. On a success, the creature receives a carved Inflating Heart.

An Inflated Heart remains usable for 6 hours, after which time it deflates and is destroyed. The heart doesn't require safe storage in a container, but can float away in high winds if left unattended.

DM's Note: Inflating Hearts have an average sale price of 150gp.

Inflating Heart

Wondrous item, uncommon

School of Magic: Transmutation

This small, floating heart can be cooked or eaten raw. When consumed, you gain 2d4 hit points, and the heart cures one condition afflicting you or lifts one curse, as per the *remove curse* spell.

Cursed. For each day the heart remains on board a ship at sea, there is a 25% chance for it to attract the attention of a **Gibberfish Gathering** (previously in this chapter), **Plesiosaurus**, 2d4 **Merrows**, or a **Corpse Harvester** (previously in this chapter). The attracted creatures are hostile to the ship and her crew, and attacks until defeated, routed, or the heart is thrown overboard.

Inflated Triodrodrilus

Small beast, neutral good

Armor Class 12 (natural armor)
Hit Points 38 (11d6)
Speed 5 ft., swim 50 ft., fly 5 ft (hover).

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	7 (-2)	13 (+1)	14 (+2)

Skills Perception +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages —
Challenge 1 (200 XP)

Natural Ally. Beasts of Challenge Rating 3 or less that start their turn within 30 feet of the inflated triodrodrilus are charmed by it for 1 hour. The charmed creature considers the inflated triodrodrilus a sworn ally that must be cared for and protected. This charm effect ends early if the triodrodrilus dies or is knocked unconscious. When this charm ends, the affected creature is immune to this feature for 8 hours.

Thermal Senses. The inflated triodrodrilus can sense any creature within 5 miles of it with a body temperature greater than 30 °C.

Actions

Multiattack. The inflated triodrodrilus makes two tendril attacks.

Tendril. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) piercing damage.

Deflating Burst (Recharge 5 - 6). The inflated triodrodrilus exhales gaseous water in a 30-foot cone. Each creature in the area must make a DC 14 Strength saving throw. A creature takes 14 (4d6) bludgeoning damage and is knocked prone on a failed save, or takes half as much damage and isn't knocked prone on a successful one.

After resolving the attack, the inflated triodrodrilus deflates and loses its fly speed. It regains its flight speed when this feature recharges.

Hunter Required for urgent medical expedition.

A shoal of Triodrodrilus have been sighted near the eastern coast. Such sightings are rare indeed! Our research team requires skilled hunters to assist in the capture of these Triodrodrilus as soon as possible. For more information, speak with Dr. M'iak at Riverdown Apothecary.

Inflated Triodrodrilus

Infested Avian

Lonely Husk

The monstrous remains of a once proud adventurer, the lonely husk is a garbled mess of flesh and bone melded into an armored shell. Five writhing tentacles drift calmly in the undersea currents while an unblinking eye twitches to and fro watching for potential predators.

A Hag's Curse. When an adventurer or other humanoid creature crosses a powerful hag, that hag might inflict on them the curse of Lonely Existence. While some adventurers are powerful enough to defeat such a hag and reverse the curse's effects, inexperienced travellers might find themselves the unwilling victims to its terrible, flesh rending magic.

The Lonely Existence. When afflicted with the Lonely Existence, a creature begins to lose all color from their being, eventually becoming devoid of emotion, color and sanity. As the creature's mind collapses, their body follows, contorting into a garbled mess of flesh, bone and teeth, with a single, lidless eye atop the newly formed mound. After a few hours, five green hued tentacles sprout from the mound and begin dragging it towards a river or any body of water leading to the ocean.

There, the mound finds a shell befitting of its size and melds to it, completing its grisly transformation from creature to monster

Harvested by Hags. Sea hags search for lonely husks in rock pools scattered around the coast, collecting their miserable forms for various magical recipes. The soul of the cursed creature still remains bound within the husk's unblinking eye, and is used as a bargaining tool for devilish contracts and demonic summoning rituals.

Stalking zuzus are also commonly found pecking at rock pools near hidden coves, hoping to uncover a washed-up lonely husk to use as bait for their demonic diet.

Expeditious Reactions. Lonely husks eat vegetation and tiny creatures adrift on undersea currents, using their tentacles to grasp passing morsels and drag them into its fleshy mass for digestion. When threatened, the lonely husk whips its attacker with its tentacles before retreating into small crevices in nearby rocks.

If taken out of the water, the lonely husk wraps its tentacles tightly around its assailant before biting down with its remaining teeth until it is let go.

Missing:

My poor husband has been missing for over a week! He was last seen scavenging in Blackreach forest in search of medicinal mushrooms for our daughter, and hasn't returned.

I've heard there are terrible creatures that lie within the forest's coastal rivers, and I'm beginning to fear the worst. Those willing to help find my husband can find my house two doors down from The Twisted Rock Inn.

Knock three times and ask for Sally.

Variant Rule: The Lonely Existence

If you wish to use the Lonely Existence curse in your games, it is detailed below as a spell that can be given to any hag with access to 4th-level spells, either innately or otherwise.

If you wish to allow characters access to this spell, it can be added to the Warlock, Wizard and Bard spell lists.

Lonely Existence

4th level transmutation

Casting Time: 1 action
Range: Touch
Components: S, M (a vial containing sea water, 1 ounce of crushed bone, a drop of hag blood, and shards of a precious gemstone worth 400gp, which the spell consumes)
Duration: Instantaneous
Classes: Bard, Warlock, Wizard

Your touch inflicts a baleful curse. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with the curse of Lonely Existence.

While cursed, the creature undergoes a magical transformation over the course of the next 3 days. At dawn, the target must make a Wisdom saving throw. Regardless of whether the target succeeds or fails the saving throw, it is afflicted with an effect each day, as detailed below. These effects are cumulative, and any levels of exhaustion the creature gains can't be removed while the curse remains.

1st Day: The target suffers a level of exhaustion, and all color drains from its form.
2nd Day: The target suffers a level of exhaustion, and loses all memories from the past week.
3rd Day: The target suffers a level of exhaustion, and gains an indefinite madness (**DMG**, Chapter 8: Running the Game).

After succeeding on two of these saving throws, the creature recovers from the curse and its effects fade at the end of the target's next long rest. If the target fails two or more of these saving throws, at the end of the target's next long rest, its body transforms into a fleshy mound of twitching ichor, and the target's soul is sealed within a solitary lidless eye residing atop the mound. The mound sprouts tentacles and transforms into a **lonely husk** in 1d4 hours.

This curse can be lifted by a 4th-level *remove curse*, *greater restoration*, or similar magic provided it was cast within the first week of the creature being afflicted.

Lonely Husk

Small aberration, chaotic evil

Armor Class 14 (natural armor)
Hit Points 60 (11d6 + 22)
Speed 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	4 (-3)	15 (+2)	13 (+1)	8 (-1)	10 (+0)

Skills One skill the creature knew before its transformation
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities acid, cold
Condition Immunities charmed, prone
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP)

Cursed Form. The lonely husk is immune to any effect that would alter its form while it remains afflicted with the Lonely Existence curse.

Vicious Attachment. At the end of its turn, the lonely husk deals 9 (2d6 + 2) piercing damage to a creature it is grappling. When a creature fails an ability check to remove the lonely husk, that creature takes 5 (1d6 + 2) piercing damage.

Actions

Multiattack. The lonely husk makes two attacks with its tentacles. If grappling a target, the lonely husk can replace a single tentacle attack with its bite.

Tentacles. *Melee weapon attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage. If the target is Medium or smaller it is also grappled (escape DC 14). Until this grapple ends, the target is restrained, at the lonely husk can't use its tentacles on another target.

Bite. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

Constrict. *Melee weapon attack:* +4 to hit, reach 10 ft., one creature grappled by the lonely husk. *Hit:* 12 (3d6 + 2) bludgeoning damage. If the target is more than 5 feet away from the lonely husk, it is pulled 5 feet closer to the lonely husk and must succeed on a DC 14 Strength saving throw or fall prone.

Macrophytic Ooze

An aquatic ooze most commonly found in rock pools and coastal caves. It uses its powerful grasping pseudopods to ambush unwary creatures, enveloping and suffocating them before stripping the flesh from its shattered bones.

Camouflaged Hunters. The macrophytic ooze can shift its body to refract light, causing it to appear invisible when in dim light, underwater, or darkness. The ooze appears as a furry green mass in its true form, easily disguised in broad daylight as moss simply covering a boulder.

This allows the ooze to ambush its prey from almost anywhere, while also keeping it safe from larger predators or creatures capable of defeating it.

Adaptive Fighters. The macrophytic ooze is capable of shifting its amorphous form to magically adapt to incoming damage. While other oozes are vulnerable to a well-placed fireball, a macrophytic ooze can instead adapt to the spell's raw elemental essence, shifting its form to heal from the incoming damage. This adaptive fighting style also extends to nonmagical weapons, with the ooze's skin rapidly hardening to deflect a sword's slash, or becoming spongy in order to absorb a hammer's blow.

Underwater Harvests. Goblinoids and merfolk hunt macrophytic oozes during various seasons of the year, when coastal waters are at their lowest and the landscape is peppered with various isolated tide pools. Macrophytic ooze jelly is a common delicacy, but is also used for medicinal purposes. When mixed with various other medicinal herbs and a strain of a disease or sickness, the ooze's adaptive enzymes react in kind, creating a simple, but effective vaccine to commonplace ailments.

The jelly can also be applied to sores and open wounds to treat or protect against infection, though such applications require constant attention to avoid the jelly drying out.

Harvesting A Macrophytic Ooze

A creature can harvest a dead Macrophytic Ooze by making a DC 14 Wisdom (Survival) check. On a failed check, the ooze's adaptive flesh sacs are ruptured, and the harvest-able material is destroyed.

On a success, the creature receives 1d4 cuttings of Macrophytic Flesh. A creature can spend 2 hours using Cook's Utensils or Alchemist's Supplies to boil the flesh and create a vial of Macrophytic Jelly by making a DC 14 Wisdom (Survival) check.

On a failed check, the creature fails to boil the flesh correctly, and it is destroyed.

Macrophytic Jelly

Potion, uncommon

School of Magic: Abjuration

You can spend ten minutes applying this vial of green jelly to instantly heal an open wound or sore and regains 1d4 + 1 hit points.

Alternatively, you can use an action on your turn and consume the vial's contents to instantly cure yourself of one disease currently affecting you. For the next 8 hours, you are immune to that disease, and can't be re-infected by it.

Macrophytic Ooze

Medium ooze, chaotic neutral

Armor Class 13 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	17 (+3)	13 (+1)	14 (+2)	8 (-1)

Skills Deception +2, Perception +5, Stealth +3
Damage Immunities acid, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft (blind beyond this radius)., passive Perception 15
Languages —
Challenge 5 (1,800 XP)

Absorbing Adaptation. When the ooze would take cold, fire, lightning, bludgeoning, piercing or slashing damage, it can use its reaction to gain immunity to that damage type until the end of its following turn. When the ooze takes damage of a type it is immune to, it regains hit points equal to the damage dealt.

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

Natural Camouflage. While in water, dim light or darkness the ooze gains a +10 bonus to Dexterity (Stealth) checks. If the ooze remains motionless for 1 hour on a rock of stone, it becomes indistinguishable from moss.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and 27 (6d8) acid damage. Additionally, any nonmagical armor worn by the target is partly dissolved. The armor takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. If the target is wielding a shield, the ooze can choose to halve the damage it would have dealt to the target to cause the shield to suffer the cumulative -1 penalty instead.

Parasights

Parasights are tiny, parasitic creatures commonly found in deep water infecting humanoid and monstrous creatures, such as merrows and mermaids. When sailors pull up nets of fish and aquatic life, parasights are often dredged aboard, though any fishermen worth their salt knows to quickly stamp the creatures out before they have a chance to bury themselves in a new host.

Parasitic Lifeforms. The parasight earned its name due to its unique and terrifying parasitic nature. In order to feed and reproduce, the parasight clamps down on the area around a sleeping creature's eye socket, injecting it with a numbing toxin before consuming the eye and burrowing into its skull.

Deviant Deceivers. When the parasight claims a host, it entrenches itself in the creature's nervous system, hiding in plain sight by replacing the consumed eye with its own. The replacement eye grants the host creature an adaptive darkvision and increased perception, fooling the host into believing its senses have begun harmlessly sharpening of their own accord. Over time, the parasight slowly influences the hosts decisions and personality as it consumes and replaces its brain.

Grisly Killers. The parasights primary goal is to reproduce and feed. Once the parasight consumes and replaces the brain of its host, it can only survive for a few days before succumbing to starvation. During this last stage of its life, the parasight produces a small cluster of eggs from the tendrils protruding from its rear. The eggs cling to the host's hollow skull, and quickly mature into newborn parasights which burst forth and scatter from the host via its ears, eyes, nose or mouth once the parent parasight dies.

Detection and Prevention. Sailors and fisherman have developed a system of detection for the ghastly parasight, though due to its Intelligence and adaptability, the system is rarely full proof. A parasight infection is usually revealed by the host's eye color changing at random intervals during the day. Other symptoms include an enhanced vision and less blinking than usual. During the later stages of infection when the parasight takes full control, a tendency to smile at everything, consume copious amounts of food, or speaking in a simplistic way tone reveals its presence. By this time it is too late to save the host, but swift action can prevent anyone else from becoming the next victims.

A parasight, once detected, can be removed by impaling the replacement eye and forcibly pulling the creature out from inside the host's head. Alternatively, the parasight can be forced out of its host by increasing or decreasing the host's body temperature for extended periods of time.

Parasight

Tiny aberration, lawful evil

Armor Class 13
Hit Points 10 (4d4)
Speed 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	10 (+0)	15 (+2)	11 (+0)	16 (+3)

Skills Deception +7, Persuasion +7, Stealth +7
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks.
Senses darkvision 120 ft., passive Perception 11
Languages —
Challenge 1/2 (100 XP)

Amphibious. The parasight can breathe both air and water.

Aversion To Temperature. If the host of a parasight is exposed to temperatures above 70°C, or below freezing, it suffers 5 (1d8) fire or cold damage at the start of each of its turns.

Evasion. If the parasight is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Leaper. The parasite has a standing leap of 15 feet. When it makes a melee weapon attack, it can leap up to 10 feet in a straight line towards its target before making the attack roll.

Need to Feed. The parasight dies if it spends more than 72 hours without a host.

Parasitic Nature. When infesting a host creature, the parasight has a +7 bonus to AC. It grants the host advantage on Wisdom (Perception) checks that rely on sight, and darkvision out to a range of 120 feet. Each time the host creature completes a long rest, its Intelligence score is permanently reduced by 1 as the parasight devours part of its brain.

If the host creature's Intelligence is 10 or less, the parasight gains complete control of the host's body. The host creature is aware of its surroundings, but is otherwise helpless to the parasight's machinations.

If a the host creature's Intelligence score is reduced to 3 or less it dies, and the parasight ejects from the skull, appearing in an unoccupied space within 5 feet of the corpse. An additional 2d6 parasights emerge from the corpse 1d4 hours later.

Actions

Leaping Latch. *Melee weapon attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target is grappled (escape DC 15). If the target is Medium or larger, its speed isn't reduced. Until this grapple ends, the parasight shares the target creature's space, and moves when it moves.

Infest. *Melee weapon attack:* +5 to hit, reach 5 ft., one creature grappled by the parasight. *Hit:* 5 (1d4 + 3) piercing damage, and the target becomes host to the parasight, which burrows into the target through one of its eye sockets. It remains in the targets skull until it is removed, or the parasight ejects itself as a bonus action.

Parasight

Missing:
My dear husband left on a fishing ship named The Winter's Bait over a week ago and hasn't returned.

He's a resourceful fellow, and I'm sure if their ship went down he would have swam to one of the nearby islands, but I don't have any way of searching for him myself and I'm beginning to fear the worst. Anyone with any information regarding The Winter's Bait or its whereabouts should contact Ivan Fletcher as soon as possible.

Wanted:
One group of drown-resistant adventurers. Must be capable of swimming and have an appetite for danger in the name of medicine. Payment available upon receipt of bounty completion.

For more information, speak to Haggert Greenfingers, of Greenfinger and Fellows Herbs and Gardens, on the corner of East's Hollow and Dragon's Walk, between the hours of 10am and 5pm.

Macrophytic Ooze

Sand Raptor

A peculiar beach-dwelling avian known for its defensive carapace, not unlike that of a tortoise.

Local Predators. Preferring to nest in coastal regions, sand raptors are highly territorial flightless birds with fearsome spiky carapaces. Possessing a taste for critters both large and small, they are often found sprinting across beaches, either chasing their next meal or running down hapless creatures that wander too close to their nests. Sand raptors tend to move in packs, allowing them to quickly flank or surround their quarry.

A Good Offense. When threatened, the sand raptor can curl its legs and head into its hard, scaled shell that protects it from harm on all sides. Inside, it can rapidly rotate its legs to spin the shell like a wheel and propel its body forward at blinding speeds. This allows it to use the shell as not only a shield but also a highly effective weapon. While its eyesight is limited in this form, the raptor possesses a limited ability to sense nearby vibrations, allowing it to correct course if necessary.

Loyal Guardians. Despite the sand raptor's aggressive behavior towards others in its territory, it is not unheard of for packs of them to be captured and tamed by enterprising beast traders. Tame sand raptors are a popular choice among bandits, as they can be trained to treat a hideout as their nest and the bandits as members of their pack, making for aggressively loyal pets.

A strange boulder has been rolling back and forth along Sunpeak's Pass, blocking trade caravans from reaching outlying settlements. Anyone willing to help remove this bizarre problem should speak with Captain Thaddeus Oakvale at the Coastal Watchtower as soon as possible.

C.t.Oakvale

Sand Raptor

Large beast, unaligned

Armor Class 15 (natural armor; 18 inside its shell)
Hit Points 57 (6d10 + 24)
Speed 50 ft.

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

Skills Athletics +5, Perception +5
Damage Resistances acid, cold, bludgeoning, piercing and slashing damage from nonmagical attacks.
Senses darkvision 60 ft., blindsight 60 ft., passive Perception 15
Languages —
Challenge 4 (1,100 XP)

Shell Shield. The sand raptor can withdraw into or emerge from its shell as a bonus action. When inside its shell, it has a +3 bonus to AC, its movement speed increases to 60 feet, and it ignores difficult terrain.

Actions

Multiattack (Out of Shell Only). The sand raptor makes two attacks; one with its beak and one with its talons.

Beak. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage.

Talons. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) slashing damage.

Rolling Charge (Inside Shell Only). The sand raptor moves up to half its speed in a straight line, moving through other creatures and objects in its path as it does so. Creatures the raptor collides with must succeed on a DC 14 Dexterity saving throw or take 24 (6d6 +3) bludgeoning damage, and if they are Large or smaller they are knocked prone. Objects automatically take this damage without being subject to a saving throw. If the creature or object is Huge or larger, the raptor's movement ends after colliding with it, before entering its space.

Sandwyrm

A gigantic burrowing monstrosity, driven by an insatiable hunger for gemstones and precious metals. Its hide is thick and broad, and, if harvested correctly, can produce a toughened leather used in the protective lining of sailing ships.

Bellies of Steel. The internal organs of a sandwyrm are surrounded by hardened "metals, which it has consumed over its lifetime. The metals are melted down by its dissolving mucus, which pass through its body, coating its organs before solidifying again. This gives the sandworm an incredible resilience against even the most piercing of weapons.

Seeker of Ships. The sandwyrm actively hunts ships laden with minerals in its hold, using its three tendrils to drift through the water at a rapid speed before ejecting cannonball sized spines into the hull and latching onto its rudder to run it aground. Unless attacked, the sandwyrm is completely uninterested in the creatures aboard its target vessel, choosing to tear the hull apart in its search for earthly nourishment.

Kindred Spirits. Sandwyrms share many traits with the purple worm, exhibiting a similar pattern of movement, size and pace. Hunters and adventurers are often fooled into preparing for combat against the latter, rather than the former. A telltale sign that betrays the sandwyrms identity, however, is the creatures burrowing habits. A sandwyrms tunnels always eventually arrive at a large body of water leading to an ocean or coastal region. Unlike purple worms, its tunnels are always devoid of gemstones and used as thoroughfares to and from different locations, making them extremely dangerous to traverse. Bloody remains of smaller creatures can be seen smeared across the tunnel walls, as those searching for purple worm treasure are caught unprepared for the sandwyrms return.

The monstrous burrow beast has returned to our shores once again! The ground trembles in its wake, and many of our trade ships have already succumbed to its ravenous hunger.

Anyone willing to help rid us of this beast should speak with Serith Alina at the West Hill Chapel, as soon as possible.

Sandwyrm

Gargantuan Monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 192 (11d20 + 77)
Speed 50 ft., burrow 50ft., swim 50ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	8 (-1)	24 (+7)	3 (-4)	7 (-2)	4 (-3)

Saving Throws Con +11, Str +13
Damage Resistances acid, cold
Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 8
Languages —
Challenge 14 (11,500 XP)

Barbed Skin. The sandwyrm can move across ceilings and walls using its barbed hide. Additionally, a creature grappled by the sandwyrm takes 7 (2d6) piercing damage at the start of each of its turns or when it fails an ability check to escape the grapple.

Grasping Maw Tendrils. The sandwyrm has 6 writhing tendrils that cover its maw, which it can use to grapple up to two Large or smaller targets at a time. Each tendril has an AC of 20 and 30 hit points. If slashing damage reduces a tendril's hit points to 0 it severs, landing in an unoccupied space within 10 feet of the sandwyrm.

Tunneler. The sandwyrm can burrow through solid rock at half its burrow speed and leaves a 10-foot diameter tunnel in its wake.

Limited Magic Resistance. The sandwyrm has advantage on saving throws against spells and magical effects or 3rd-level or lower.

Actions

Multiattack. The sandwyrm makes three attacks: one with its bite and two with its barbs.

Barbs. *Ranged weapon attack:* +12 to hit, range 60/120 ft., one target, or two targets within 5 feet of each other. *Hit:* 22 (4d10) piercing damage.

Bite. *Melee weapon attack:* +14 to hit, reach 5 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage, and if the target is Large or smaller, it is grappled by the sandwyrm's mouth tendrils (escape DC 17).

Swallow. *Melee weapon attack:* +14 to hit, reach 5 ft., one target grappled by the sandwyrm. *Hit:* 25 (3d10 + 9) piercing damage. The grapple ends on the target and it is swallowed by the sandwyrm.

The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside of the sandwyrm, and it takes 14 (4d6) acid damage at the start of each of the sandwyrm's turns. If the sandwyrm takes 30 damage or more on a single turn from a creature inside it, the sandwyrm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures and objects it has swallowed within the past 6 hours, which fall prone in a space within 10 feet of the worm. If the sandwyrm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Barbed Volley (Recharge 5 - 6). The sandwyrm unleashes a huge volley of spiked, cannonball sized barbs in a 60-foot cone. Creatures in the area must succeed on a DC 17 Dexterity saving throw or take 55 (10d10) piercing damage. Creatures of size Large or smaller that fail this saving throw are also impaled. An impaled creature is restrained, and takes 7 (2d6) necrotic damage at the start of its turn. It can attempt to free itself from the barbs by making a DC 17 Strength (Athletics) check as an action on its turn.

Additionally, the area covered by the barbs is considered difficult terrain until cleared. Clearing the barbs from an area takes a creature 1 hour by hand.

Sandwyrm Treasure Table

Below is a list of items a sandwyrm might have eaten recently, or could regurgitate along with swallowed creatures.

D4	Items
1	3d6 shattered wooden crates, waterlogged paintings and sculptures worth 100 gp, 1d4 shark corpses, 1 tonne of crushed ship components, such as hull, rigging, bed sheets, rotten food and barrels, and various hats, clothing and trinkets worth 40 gp
2	2d4 bags of precious jewels worth 20 gp each, 3d6 sheep carcasses, 500lbs of iron ore, 5d6 ruined crossbows (or firearms, depending on your setting) worth a total of 4 gp, a set of battered half plate containing the rotting corpse of a dwarf paladin.
3	200lbs of ruined fishing nets, 1 tonne of crushed sandstone, coral and shells, 3d6 humanoid skeletons of an unknown origin, 2d4 broken spears and wooden shields, and a sealed iron chest (unlock DC 20) containing 400 pp and a mysterious contract.
4	3d6 magically sealed copper barrels (unlock DC 20), each filled with exotic fresh fruit or spices worth 50 gp each, a partially digested wizard's hat, 600lbs of rigging (including sails), 4d6 small broken iron cages worth a total of 10 sp, and 3d6 chicken skeletons, one of which has a ruby gemstone embedded in its ribcage, worth 1,000 gp.

Schlorvakk

A disgustingly elegant amalgamation of stolen limbs.

Unknown Form. Derived from the Primordial word for "unknown", the schlorvakk is a creature with no set form. Everything the schlorvakk consumes is in some way recycled into its body, making it more evolved. It is therefore not uncommon to see a schlorvakk with an amalgamation of tentacles, beaks, claws, teeth and eyes.

What little is known about this monstrous entity comes from fishermen and sailors that managed to escape its hungry maw - but not without losing a limb or two in the process.

Unbefitting Elegance. The schlorvakk moves with an unbefitting silence and elegance, hovering above the ground and swaying as it struggles to contain the stolen limbs of its previous victims.

The schlorvakk relies primarily on stealth until it is close enough to pull its prey into its maw, or use one of its many stolen features. If a schlorvakk doesn't move at all then it can be almost impossible to discern from the walls of its home in the coastal caves - strewn with rotten carcasses and corpses, as well as the shed remnants of its old forms.

Venomous Grapplers. All schlorvakks begin their transformative lives with tentacles tipped with prehensile teeth, able to deliver incapacitating venom. Due to the many suckers adorning its body, each capable of emitting immense suction force, not many creatures are able to escape a schlorvakk's grasp.

Wanted:

A schlorvakk stole my leg! The good one, too, not the wooden one! I'll pay 150 gold to the adventuring party that can bring it back! 250 if you have a healer capable of re-attaching it to me too.

For more information, contact Ivan Smithson at Winston's Landing Inn as soon as possible.

Schlorvakk

Medium aberration, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 104 (16d8 + 32)
Speed 20 ft., fly 30 ft (hover).

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	13 (+1)	15 (+2)	9 (-1)

Skills Stealth +5
Damage Immunities acid, poison
Condition Immunities blinded, charmed, poisoned, prone
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12
Languages —
Challenge 5 (1,800 XP)

Anomalous Form. The schlorvakk has 1d4 + 2 tendrils, 1d6 + 2 beaks, 1d4 + 1 stingers, 1d6 eye stalks, 1d6 arms, 1d4 legs and 1d4 tongues. When the schlorvakk takes 10 or more slashing damage from a single attack it loses one of appendage, determined by the DM. The schlorvakk regrows any lost appendages at the end of its next long rest.

When the schlorvakk remains motionless, it is indistinguishable from carrion.

Devour, Adapt, Enlarge. The schlorvakk can spend 1 minute pulling apart and devouring a deceased creature to regain all lost appendages and a number of hit points equal to the creature's total hit dice.

The creature must be of the same size or one size smaller than the schlorvakk in order to be consumed. Once the schlorvakk has consumed 5 creatures, its size increases from Medium to Large, or from Large to Huge. Each time the schlorvakk increases in size, it gains an additional 2d6 + 4 appendages chosen by the DM, and its maximum hit points increase by 30. If the schlorvakk is Large or Huge, it must consume at least one creature of equivalent size each day or revert back to its previous size, shedding 2d6 + 4 random appendages.

Immutable Form. The schlorvakk is immune to any spell or effect that would alter its form.

Magic Resistance. The schlorvakk has advantage on saving throws against spells and magical effects.

Silent Flight. The schlorvakk has advantage on Dexterity (Stealth) checks made when flying.

Actions

Multiattack. The schlorvakk makes four attacks.

Beak. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 3 (1d6) poison damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be poisoned until the end of the schlorvakk's next turn.

Haymaker Punch. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target must succeed on a DC 15 Constitution saving throw or be stunned until the end the schlorvakk's next turn.

High Kick. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and if the target is Medium or smaller, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Lick. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage and 7 (2d6) acid damage. This attack deals an additional 3 (1d6) acid damage if the target doesn't have all its hit points.

Stinger. *Melee weapon attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage and 5 (1d8) poison damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or by paralyzed until the end of the schlorvakk's next turn.

Tendril. *Melee weapon attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Eye Ray. *Ranged weapon attack:* +5 to hit, range 60 ft., one target. *Hit:* 10 (2d6 + 3) force damage.

Schlorvakk Appendages Table

When the schlorvakk would gain a new appendage it can instead gain a random appendage from the table below.

D8	Appendages	Properties
1	1d6 ears	The schlorvakk has advantage on Wisdom (Perception) checks that rely on sound.
2	2d4 fingers	The schlorvakk can manipulate fine objects and can pick locks as if using Thieves' tools.
3	1d4 + 1 wings	The schlorvakk's flight speed increases to 60 feet.
4	1d4 + 1 spines	When a creature hits the schlorvakk with a melee weapon attack, it takes 3 (1d6) piercing damage.
5	1d4 chitinous shells	The schlorvakk has resistance to nonmagical bludgeoning, piercing or slashing damage.
6	1d4 + 1 tails	*Melee weapon attack:* +6 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.
7	1d4 antennae	The schlorvakk's blindsight increases to 60 feet.
8	1d6 mandibles	*Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 3) piercing damage. If the target is Medium or smaller it is grappled (escape DC 15), and the schlorvakk can't use that set of mandibles on another target.

Sea Trident

Named for its three legs, the sea trident is a small unsuspecting ambush predator capable of delivering powerful cytotoxic venom with its bite.

Patient Predators. The sea trident is able to change the colour of its form to match its surrounding environment, blending in perfectly with corals, rocks and other aquatic debris.

The three appendages affix the creature in place while it awaits an unsuspecting victim to swim by. Once its prey is within range, the sea trident releases a plume of fine hairs which deliver an incredibly potent cytotoxin. The delivery itself is largely unfelt, often resulting in nothing more than a slight tingling sensation.

Sea Stalker. Once the venom has been delivered, the sea trident releases its grip and begins following the scent of its venom. Depending on the amount delivered during the bite, the venom can take minutes or up to several hours to fully take hold.

Each venom is unique to a particular sea trident, so the creature is able to distinguish between the scent of its own venom and that of another.

Death Grip. Once the venom has worked its way through the victim's body, incapacitating it, the sea trident arrives and unveils its mouth from within the bulb-like head. Inserting its entire head into the necrotic wound, it begins to feast on the decaying flesh while using its three strong arms to sucker itself onto the victims body.

Once attached, it is incredibly difficult to remove a sea trident from its quarry.

Sea Trident

Small monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 71 (11d6 + 33)
Speed 20 ft., swim 60 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	11 (+0)	13 (+1)	9 (-1)

Skills Athletics +7, Stealth +5
Damage Resistances acid; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities blinded
Senses blindsight 60 ft (blind beyond this radius)., passive Perception 11
Languages —
Challenge 5 (1,800 XP)

Iron Grip. A creature attempting to break free from the sea trident's grapple does so with disadvantage.

Hold Breath. While out of water, the sea trident can hold its breath for 1 hour.

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

Water Breathing. The sea trident can breathe only underwater.

Actions

Multiattack. The sea trident makes two attacks with its crushing grip. If the sea trident is grappling a creature, it can replace any use of crushing grip with a bite.

Crushing Grip. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 4) bludgeoning damage. If the target is a creature it is grappled (escape DC 15). Until this grapple ends, the sea trident shares the target's space, moving with it whenever the target moves. The target's speed is reduced to 10 feet, and the sea trident can't use its crushing grip on another target.

Bite. *Melee weapon attack:* +7 to hit, reach 0 ft., one target grappled by the sea trident. *Hit:* 7 (1d6 + 4) piercing damage and 10 (3d6) necrotic damage.

Venom Burst (Recharge 5 - 6). The sea trident exhales a burst of venomous hairs out in a 30-foot cone. Creatures in the area must make a DC 15 Constitution saving throw. A creature takes 28 (8d6) poison damage and is poisoned on a failed save, or takes half as much damage and isn't poisoned on a successful one. At the end of a poisoned creature's turns, it must make a Constitution saving throw. After failing two of these saving throws, the creature becomes paralyzed for 1 hour, and the creature stops making these saves. After succeeding on two of these saving throws, the creature recovers from the poison, and the effect ends for it.

Shredder Swarm

Social predators, these armored cephalopods are the bane of ships on the high seas, moving in vast swarms that spell doom for any vehicle unfortunate enough to cross their path.

Heat Seekers. The Shredders possess a thermal detector which draws them to large prey, whether this be a blue whale or the hull of a ship containing candles and humanoid heat signatures.

Hull Shredders. The impenetrable head adorned with serrated blades is spun at high speeds while the Shredder floats close to the main body of whales and other large sea creatures, tearing chunks of flesh into the water which the swarm feeds on.

In the case of a ship, the swarm rips apart the wooden hull of the vessel releasing the crew from their presumed safety within. The swarm then descends upon the sailors, shredding them to pieces in a flurry of bloody chunks and garbled screams

Cephalopods in Disguise. Beneath the hardened shell, hidden among the stingers is a beaked mouth where tentacles deposit the pieces of flesh plucked from the water. Survivors of shredder swarm attacks teach new recruits to strike at the beak whenever possible, knowing the shell is too hard to penetrate directly.

Shredder Swarm

Huge swarm of small beasts, unaligned

Armor Class 15 (natural armor)
Hit Points 135 (16d8 + 48)
Speed 0 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	5 (-3)	14 (+2)	7 (-2)

Damage Resistances cold; bludgeoning, piercing and slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12
Languages —
Challenge 10 (5,900 XP)

Fisherman's Fear. The swarm deals double damage to structures and waterborne vehicles.

Organic Thermal Detector. The swarm knows the location of any Medium or larger warm-blooded creature or ship within 5 miles of it that has a temperature greater than 30°C.

Shredding Swarm. The swarm can occupy another creature or object's space and vice versa, and the swarm can move through any opening large enough for a small beast. The swarm can't regain hit points or gain temporary hit points. A target that begins its turn in the swarm's space or moves there for the first time on a turn suffers 7 (2d6) slashing damage.

Water Breathing. The swarm can only breathe underwater.

Actions

Shredding Strikes. Each creature or object in the swarm's space must make a DC 16 Dexterity saving throw. A target takes 35 (10d6) slashing damage on a failed save, or half as much on a successful one. A target instead takes 21 (6d6) slashing damage on a failed save or half as much if the swarm has half its hit points or fewer.

A vast swarm of tentacled creatures are savaging any ship that attempts to leave Moon's Sky Bay.
If we don't remove these creatures soon, they'll likely end up eating every ship moored in port!

Those wishing to assist further should contact Captain Whitewall at the Sky Bay Barracks as soon as possible.

Shrieking Steps

Cowardly, shrieking scavengers, these bizarre creatures are akin to conventional seagulls, but so much worse.

Confusing Perspective. The aptly named shrieking steps huddle together in numbers, their blue eyes bobbing about the mass of twitching feet. Not only does this prevent larger predators from picking them off but also creates an optical illusion; when shrieking steps come together they begin to sway in unison giving the impression of a singular, larger creature.

Noisy Scavengers. When one shrieking step spots a washed up carcass, it emits a high-pitched shriek indicating to its flock, before it begins pounding down the coastline towards its meal.

Depending on the number within the flock, passerby's have been struck with intense headaches, tinnitus and sinus pain caused by the ear-piercing cries. There have been accounts of shrieking steps using this as a defense tactic against would-be attackers or creatures that stray too close to the flock.

Opportunistic. Shrieking steps are not picky eaters; they don't always wait patiently for a creature to pass before they begin feasting. They have been observed circling in an almost hypnotic pattern, bouncing up and down around a dying creature, each taking its turn to chance a bite, testing their would-be preys capacity to defend itself. This display can go on for hours or even days until the creature has either died or is too exhausted to fight back.

Shrieking Kings

While many believe the existence of a shrieking king to be apocryphal, the whispered stories of such an abomination still linger around the campfires of those too scared to venture onto the coast during a new moon.

Sticky Situation. Shrieking steps produce an oily substance on their skin to keep from dehydrating in the sun. If a flock of shrieking steps were to go long enough without food, they fall into an unmoving catatonic state to slow their metabolism while awaiting the next meal. In this state, the oils on their bodies form an almost tar-like consistency that binds the creatures together. It's incredibly rare for a flock to awaken from such a comatose state, requiring something phenomenal such as a lightning strike or magical interference. Those that do awaken find themselves forever bound together and with a ravenous hunger that rivals that of ghouls. Their minds, like their bodies, are intrinsically linked. The limited intelligence of each individual shrieking step come together to form a monster of frightening wits with upwards of a dozen gnashing mouths.

Lunarphobia. This process of ugly transformation might remind people of a werewolf, but this could not be further from the truth. The moon's rays burn the shrieking king as if it were liquid silver, it is for this reason that the shrieking king only emerges on the night of a new moon to sate its appetite for all things living.

It fears only starvation, the moon and those with the ability to control lunar rays, such as those that count the spell *moonbeam* within their repertoire.

Gluttonous Giants. A shrieking king's hunger is insatiable and the more it gorges itself, the larger it grows. If left to feast upon the denizens of coastal regions then it grows to immense sizes. As such, a small shrieking king could one day pose a sizeable threat if left unchecked.

Even the most vicious of carnivores flee in the presence of a gluttonous, giant shrieking king.

Swarm of Shrieking Steps

Large swarm of small beasts, unaligned

Armor Class 14 (natural armor)
Hit Points 67 (14d10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	7 (-2)	14 (+2)	9 (-1)

Skills Perception +6, Intimidation +3
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 6 (2,300 XP)

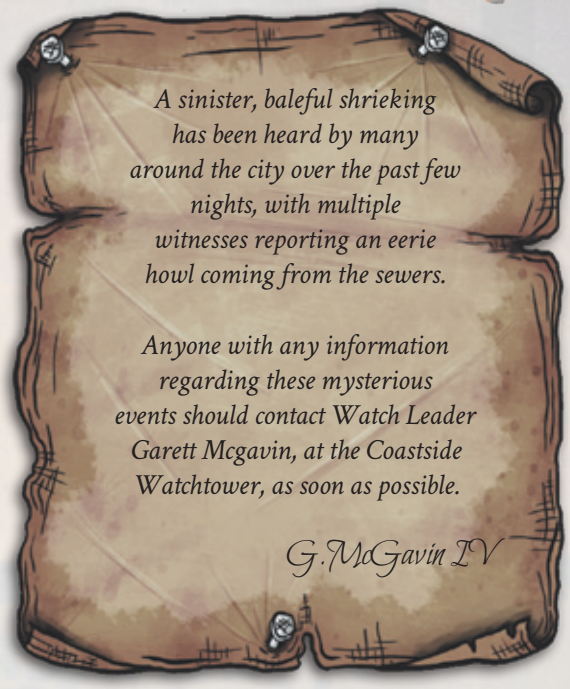
Constant Shrieks. The swarm emits a constant, high pitched wailing, audible out to 120 feet. A creature that starts its turn within 60 feet of the swarm and can hear it must succeed on a DC 14 Constitution saving throw. A creature takes 10 (3d6) thunder damage and is deafened for 1 minute on a failed save, or takes half as much damage and isn't deafened on a successful one. If a creature fails this saving throw by 5 or more, it is also stunned until the end of the swarm's next turn. A deafened creature can attempt this saving throw again at the end of each of its turns, ending the effect on itself on a success.

Large Swarm. The swarm can occupy another creature's space and vice versa, and the flock can move through any opening large enough for a small beast. The swarm can't regain hit points during combat, or gain temporary hit points. If the swarm takes a long rest, it regains all its hit points as more shrieking steps join it.

Actions

Bites. *Melee weapon attack:* +5 to hit, reach 0 feet, one target in the swarm's space. *Hit:* 27 (10d4 + 2) piercing damage, or 14 (5d4 + 2) piercing damage if the swarm has half its hit points or fewer.

Unified Shriek (Recharge 5-6). The swarm shrieks in unison, emitting a deafening wail audible out to 300 feet in a 60-foot cone. Creatures that can hear the swarm and are caught in the area must make a DC 14 Constitution saving throw. A creature takes 28 (8d6) thunder damage and is deafened and blinded for 1 minute on a failed save, or takes half as much damage and suffers no other effects on a successful one. If a creature fails this saving throw by 5 or more, it is knocked prone and incapacitated for the duration. An affected creature can attempt this saving throw again at the end of each of its turns, ending the effect on itself on a success.



Shrieking Step

Small beast, unaligned

Armor Class 11
Hit Points 25 (7d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	7 (-2)	14 (+2)	9 (-1)

Skills Perception +4
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 1/8 (25 XP)

Actions

Bite. *Melee weapon attack:* +2 to hit, reach 5 feet, one target. *Hit:* 2 (1d4) piercing damage.

Shriek (Recharge 4-6). The shrieking step emits a high pitched wail, which is audible out to 60 feet. Creatures other than shrieking steps that can hear the noise must succeed on a DC 10 Constitution saving throw or take 3 (1d6) thunder damage and be deafened for 1 minute. If a creature fails this saving throw by 5 or more, it is also stunned for the duration. An affected creature can attempt this saving throw again at the end of each of its turns, ending the effect on itself on a success.

Shrieking King

Huge Monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 210 (20d12 + 80)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-2)	18 (+4)	17 (+3)	21 (+5)	14 (+2)

Skills Perception +10, Intimidation +7
Saving Throws Str + 11, Int +8, Wis +10
Damage Resistances acid, necrotic; bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 120ft., passive Perception 20
Languages —
Challenge 15 (13,000 XP)

Monstrous Shrieks. The shrieking king emits a constant, bellowing wail from its many mouths, audible out to 150 feet. A creature that starts its turn within 60 feet of the shrieking king and can hear it must succeed on a DC 17 Wisdom saving throw. A creature takes 10 (3d6) psychic damage and is blinded and deafened for 1 minute on a failed save, or takes half as much damage and isn't blinded or deafened on a successful one. If a creature fails this saving throw by 5 or more, it takes an additional 10 (3d6) psychic damage, and is incapacitated for the duration. An affected creature can attempt this saving throw again at the end of each of its turns, ending the effect on itself on a success.

Lumbering Mass. The shrieking king can occupy another creature's space and vice versa, and the shrieking king can move through any opening large enough for a Large creature.

The Many Eyed Horror. The shrieking king has advantage on Wisdom (Perception) checks that rely on sight.

Born of Magic and Terror. The shrieking king has advantage on saving throws against spells and other magical effects, and its attacks are magical.

Lightning Absorption. Whenever the shrieking king is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Lunar Vulnerability. If the shrieking king is subjected to radiant damage originating from the *moonbeam* spell or similar lunar related magic, the radiant damage is doubled, and the shrieking king doesn't regain its spent legendary actions on its following turn.

Actions

Multiattack. The shrieking king makes two slam attacks. If both attacks hit the same Medium or smaller target, the target is grappled (escape DC 17), and the shrieking king uses its Engulf on it.

Slam. *Melee weapon attack*: +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Engulf. The shrieking king engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 17 Constitution saving throw at the start of each of the king's turns or take 20 (4d6 + 6) bludgeoning damage. If the shrieking king moves, the engulfed target moves with it. The shrieking king can have two creatures engulfed at a time.

Shriek of the King (Recharge 5-6). The shrieking king emits a monstrous, brain shattering screech in a 90-foot cone, audible out to 300 feet. Creatures caught in the area must succeed on a DC 17 Wisdom saving throw, taking 56 (16d6) psychic damage on a failed save, or half as much on a successful one. Creatures who are not within the cone but are within 15 feet of the shrieking king are also subject to this effect. Creatures that fail this saving throw by 5 or more are also knocked prone and stunned until the end of the shrieking king's following turn.

Legendary Actions

The shrieking king can take 3 legendary actions, choosing from the options below. It can only use this legendary action at the end of another creature's turn. The shrieking king regains its spent legendary action at the start of its turn.

Detect. The shrieking king makes a Wisdom (Perception) check.
Sudden Lurch. The shrieking king moves up to half its movement speed.
Fast Strike. The shrieking king makes a Slam attack.

Softshell Mind-Eater

An organ-eating crustacean that puppeteers its prey.

Descendants of the Deep. Often mistaken for mundane spider crabs, these six-legged aberrations are descended from deep sea crustaceans that came into contact with a portal to the Far Realm long ago. The chaotic energies of the Far Realm mutated them into their current forms, giving them a craving for the thoughts of intelligent creatures and adapting them to better feed on brain matter.

Crustacean Puppet Masters. The softshell mind-eater has a slimy carapace and three agile tentacles that extend from a large toothed maw on its underside. When it locates prey, it wraps its tentacles around the victim and latches onto the back of the victim's neck, sinking its teeth into their spinal cord. Through its teeth it connects to their nervous system, allowing it to access their mind and puppeteer their body. A mind-eater often uses its prey's memories and knowledge to its advantage, either to better incapacitate more victims or to infiltrate new feeding grounds. Once the victim's body is no longer needed, the mind-eater extracts and consumes their nervous system through the initial wound.

Social Hunters. Mind-eaters live in small colonies of a few dozen, but generally form hunting parties of 3 to 5 when searching for food. Hunting parties search for potential puppets and then use them to transport the rest of their colony to more populated areas, resulting in mind-eater infestations reaching sea elf villages, naval fleets, and sometimes even major urban ports.

Missing

Aviri Amythest has reported his husband, Kabil, has been missing since last night. He was last seen acting strangely nearby the Tale's and Wake coastal Inn. Anyone with any information regarding Kabil's disappearance should contact the Greencove Guard House as soon as possible.

Softshell Mind-Eater

Tiny aberration, chaotic evil

Armor Class 13 (natural armor)
Hit Points 42 (12d4 + 12)
Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +5, Int +4
Skills Deception +6, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 3 (700 XP)

Amphibious. The mind-eater can breathe both air and water.

Puppetry. While grappling a creature, the mind-eater directly controls it. It knows all of the creature's recent memories (up to 1 month), and is magically concealed from visual detection by nonmagical means. The controlled creature is awake and lucid during this puppetry, but is unable to act in any manner not dictated or chosen by the mind-eater.

A Wisdom (Insight) check contested by the mind-eater's Charisma (Deception) check reveals the puppet creature is acting strangely and not themselves.

Sympathy. While latched onto a creature the mind-eater can spend its bonus action to cause all damage it receives to instead apply to its to its host. This effect lasts until the start of the mind-eater's following turn.

Actions

Latch. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target is grappled (escape DC 14). While grappled, the creature is subject to the mind-eater's Puppetry feature.

Devour The Mind (3/Day). The mind-eater magically consumes the brain functions of one creature it is currently grappling. The target must make a DC 14 Constitution saving throw. It takes 21 (6d6) necrotic damage and reduces its Constitution score by 2 (1d4) for 1 hour on a failed save, or takes half as much damage and no reduction to its Constitution score on a successful one. If this damage reduces the target to 0 hit points, it dies, and this effects end for it.

If the target is brought back to life by means of the revivify spell or similar magic, it can no longer feel pain, and the reduction to its Constitution score is permanent until cured by the *greater restoration* spell or similar magic.

Stalking Zuzu

The stalking zuzu is a vicious, determined and carnivorous avian. Few have survived encounters with this creature due to its unwavering motivation and hunger.

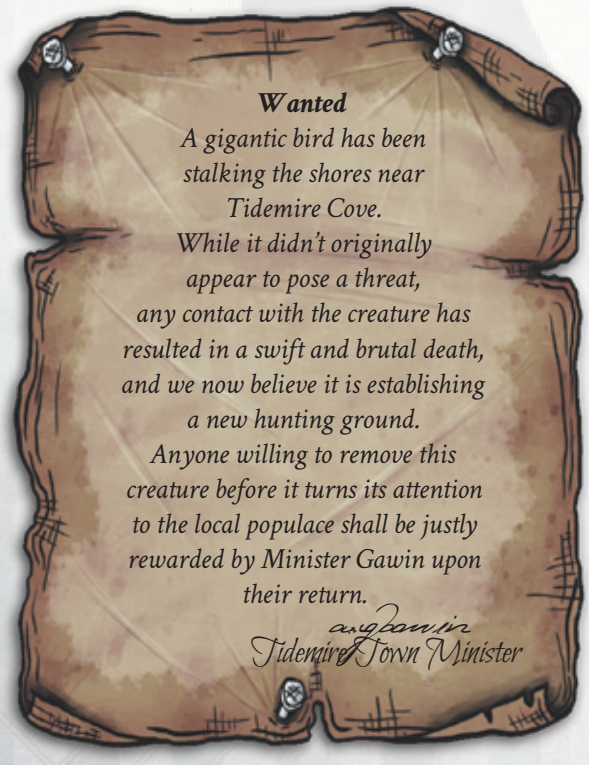
Silently wading through the shallows, it uses its immense speed to run down its prey before dragging their helpless bodies into the water. Only once the victim is drowned does the stalking zuzu's secondary beak emerge to pluck the victims soul from the lifeless body. Should the victim prove difficult to control, the stalking zuzu can also stupefy creatures with its psionic scream.

Windows to the Soul. Stalking zuzu have ethereal eyesight; they are able to see the soul of any creature and even follow a soul to different planes of existence. Once a soul has been spotted, it marks its prey and begins the hunt, pursuing its chosen victim for as long as there remains water in which to drown them in.

Demon Hunters. With an uncanny intelligence, the stalking zuzu uses the souls within its possession to bait demons. Foe to mortals and demons alike, the stalking zuzu only uses souls as a means to an end- to satisfy its hunger for fiendish flesh.

In the absence of demons upon which the stalking zuzu can feed, it wanders the shores of the planes where it snatches souls and leaves a trail of bodies in its wake. For this reason, necromancers are particularly fond of stalking zuzu for the creature's ability to leave behind otherwise unharmed bodies. This is not without its risks as the creature holds no affections for anything but itself.

Coastal Wanderers. One might find a stalking zuzu on any coast or in any watery area where humanoids are also present. Once one has sufficiently searched an area for prey it moves on, typically by shifting to another plane entirely. However, this isn't to say that the area it left is safe as they have been known to return to check for any humanoids that might have eluded it the first time.



Stalking Zuzu

Large monstrosity, chaotic evil

Armor Class 17 (natural armor)
Hit Points 204 (24d10 + 72)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	16 (+3)	19 (+4)	18 (+4)

Saving Throws Str +7, Int +7, Wis +8, Cha +8
Skills Athletics +7, Investigation +7, Perception +8, Stealth +6
Condition Immunities charmed, frightened
Senses truesight 120 ft., darkvision 120 ft., passive Perception 18
Languages Understands Abyssal and Infernal but can't speak.
Challenge 10 (5,900 XP)

Innate Spellcasting (Psionics). The zuzu's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The zuzu can innately cast the following spells, requiring no components:

At will: *detect thoughts, plane shift (self only)*
3/day each: *enlarge/reduce, misty step, pass without trace*
1/day each: *banishment, plane shift*

Rush of Talons. If the zuzu uses its Wild Sprinter feature, the next weapon attack it hits with that round is a critical hit.

Tight Grip. When the zuzu hits a target with its talons, it can use its bonus action to attempt to grapple the target. If successful, it can't use its Wild Sprinter feature or its talons on another target until this grapple ends.

Wild Sprinter (1/Short Rest). When the zuzu would move on its turn while on the ground, it can double its speed until the end of the turn.

Actions

Multiattack. The stalking zuzu makes three attacks; one with its talons, and two with its beak.

Beak. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If this damage would reduce a creature to 0 hit points, it dies and the zuzu steals its soul. While a creature's soul remains in the zuzu's possession, that creature can't be revived by anything short of the *wish* spell. The zuzu can store up to 3 souls at a time. These souls are released when the zuzu dies, or if the zuzu chooses to regurgitate one as a bonus action.

Talons. *Melee weapon attack:* +7 to hit, reach 10 ft., one target. *Hit:* 19 (3d10 + 3) slashing damage.

Psionic Scream (Recharge 5-6). The zuzu magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 36 (8d8) psychic damage and 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.

Stalking Zuzu

Softshell Mind-Eater

Tide Hopper

Large fey, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 104 (16d10 + 16)
Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	13 (+1)	15 (+2)	11 (+0)

Saving Throws Int +3, Wis +4
Senses darkvision 120 ft., passive Perception 12
Languages Understands sylvan but can't speak
Challenge 3 (700 XP)

Amphibious. The tide hopper can breathe both air and water.

Happy Traveller. The tide hopper ignores difficult terrain. Additionally, dragging a grappled creature doesn't reduce the tide hopper's movement.

Innate Spellcasting. The tide hopper's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The tide hopper can innately cast the following spells, requiring no components:

At will: *control water, druidcraft, minor illusion*
3/day each: *hypnotic pattern, sleet storm, water walk*
1/day: *control weather, mislead*

Actions

Bite. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the tide hopper can't bite another target.

Twin Tails. *Melee weapon attack:* +4 to hit, reach 10 ft., one target, or two targets within 5 feet of each other. *Hit:* 8 (2d6 + 2) bludgeoning damage.

Tide Hopper

The tide hopper is a magical creature originating from the Feywild. The hopper is a playful trickster, which can be both a blessing and a curse upon those that encounter it.

Able to hop along the tops of waves as well as swim beneath them, this semi-aquatic amphibian spends its days playing with the tides and searching for creatures to take part in its games.

Playful Pest. Tide hoppers enjoy any kind of play, but they especially enjoy a form of tag with fishermen's boats, returning dropped anchors to ships, and wrestling other large sea creatures. While this can be a source of amusement for bored sailors and other coastal workers, it can also be a nuisance when they find their nets torn up, anchors missing, sharks forced to beach themselves, and other odd coastal anomalies.

Throwing Tantrums. Creatures that refuse to participate in the amphibian's playtime can find themselves caught in strong currents that previously didn't exist, rapids that come and go, or at the mercy of large waves that can batter and overturn boats.

Coastal communities have been known to throw offerings into the water to placate a local tide hopper: gold, animals, toys and even the odd person. While this holds the tide hoppers interest for a time, should the offerings stop then its wrath is once again incurred, preventing fishermen from casting nets, making it rain for weeks on end, or even preventing rain when it is needed most.

Cowardly Combatant. Tide hoppers avoid physical combat at all costs and run across the tops of waves at break-neck speeds to avoid a pursuing ship or an incoming harpoon. If the creature is unable to outrun danger, and should the threat of bad weather not be enough to dissuade attackers, it falls back on illusions and tricks retained from its home in the Feywild.

Wanted

The town of Havenswater is being besieged by bizarre weather patterns, from blistering heat one day, to snowfall and ice the next.

Anyone willing to investigate this further should contact the Havenswater Town Hall and request an audience with the mayor as soon as possible. Reward shall be paid on completion of the investigation.

Watchlin

A watchlin is created when a ship's watchman goes mad, is thrown overboard as the result of a mutiny, lost at sea, or otherwise forsaken in the deeps. The watchlin yearns to be ever watchful again, and attaches itself to ships where it can climb aboard to consume their watchman in the hopes of replacing him. Slithering along the hull, across the deck and up the mast towards its quarry it lunges in silence to envelop the victims head and smother them.

Eyes of Many. A watchlin is made up of the eyes it has taken from those it has consumed, save for its original own that remain bulbous and hidden among the mound of stolen ones. The more victims a watchlin has consumed the larger its form.

Dreadful Doppelgangers. Watchlins do not have any ability to speak, therefore if a ship's watchman has been replaced by such a creature then simply asking him a question will give the watchlin away.

The only other way to tell a watchlin apart from a real watchman is their eyes, which are liable to change throughout the day in shape, size and colour.

Deserters in the Night. A watchlin in disguise will abandon its host the moment it sees a new one aboard another ship. A clueless crew might awaken one morning to find that their watchman is nothing more than a sack of skin and hair - the only remains of them after being host to a watchlin.

Rumor

"I saw eyes, I did!
Thousands of 'em, starin' at me from across the waves, just waitin' and watchin'..

This ship ain't safe. You mark my words.
Somethin's watching us, and it's hungry."

Watchlin

Small aberration (shapechanger), chaotic evil

Armor Class 16 (natural armor)
Hit Points 72 (16d6 + 16)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	12 (+1)	20 (+5)	8 (-1)

Skills Perception +7, Stealth +6
Senses darkvision 240 ft., passive Perception 17
Condition Immunities deafened, prone
Languages Understands common but can't speak
Challenge 2 (450 XP)

Aberrant Resistance. The watchlin has advantage on saving throws against magic and other magical effects. Additionally, magic can't put it to sleep.

Ever Watching. The watchlin doesn't need to breathe or sleep.

Monstrous Shapechanger. The watchlin can use its action to consume the corpse of a Medium or Small humanoid and magically polymorph into a living version of it, or back into its true form. The only thing it can't perfectly recreate is the eyes, which instead shift between the eyes of previous victims at random. 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.

Spider Climb. The watchlin can climb difficult surfaces, including upside down on ceilings or by clinging to the underside of a seafaring vessel without needing to make an ability check.

Actions

Multiattack. The watchlin makes two attacks with its tentacles.

Tentacles. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the watchlin can't use its tentacles on another target.

Smother. *Melee weapon attack:* +5 to hit, reach 5 ft., one Medium or smaller target grappled by the watchlin. *Hit:* 13 (3d6 + 3) bludgeoning damage, the grapple ends, and the watchlin attaches to the target by engulfing the target's head. The target is also blinded, and unable to breath or speak while the watchlin is attached in this way. The watchlin has advantage on attack rolls against a creature it is attached to. The watchlin's speed becomes 0, it can't benefit from any bonus to its speed, and it moves with the target. A creature can attempt to detach the watchlin by using its action to make a DC 13 Strength check. On a success, the watchlin is detached, and can use its reaction to move up to half its movement without provoking opportunity attacks. On its turn, the watchlin can detach itself as a bonus action.

Coastal Critter Scale Chart

This section of the coastal critter bestiary presents a visual scale representation of each creature found in this chapter. This is intended to give you an indication of how large a creature is in comparison to both a male and female human of average height.

Creature Reference Numbers

You can use the reference numbers noted above each creature's silhouette to identify it, using one of the two lists detailed below.

Scale Table (Alphabetical)

Creature	Reference Number
Abyssal Fireworm	29
Aqua Vespid	28
Atropos	32
Blood Lash	20
Burrow Worm (Adult)	21
Colossal Greenjacket	26
Corpse Harvester (Elder)	22
Death Leech	17
Deep Crawler Infant	23
Deep Crawler Matriarch	16
Driftwood Mimic	18
Drowned Spectre	30
Fata Morgana	5
Fossil Golem	7
Gibberfish	11
Infested Avian	2
Inflated Triodrodrilus	8
Lonely Husk	12
Macrophytic Ooze	15
Parasight	1
Sand Raptor	6
Sandwyrm	13
Schlorvakk	25
Sea Trident	9
Shredder	14
Shrieking Steps	24
Softshell Mind-Eater	4
Stalking Zuzu	10
Tide Hopper	27
Watchlin	19
Human Male	31
Human Female	3

Scale Table (Ascending)

Creature	Reference Number
Parasight	1
Infested Avian	2
Human Female	3
Softshell Mind-Eater	4
Fata Morgana	5
Sand Raptor	6
Fossil Golem	7
Inflated Triodrodrilus	8
Sea Trident	9
Stalking Zuzu	10
Gibberfish	11
Lonely Husk	12
Sandwyrm	13
Shredder	14
Macrophytic Ooze	15
Deep Crawler Matriarch	16
Death Leech	17
Driftwood Mimic	18
Watchlin	19
Blood Lash	20
Burrow Worm (Adult)	21
Corpse Harvester (Elder)	22
Deep Crawler Infant	23
Shrieking Steps	24
Schlorvakk	25
Colossal Greenjacket	26
Tide Hopper	27
Aqua Vespid	28
Abyssal Fireworm	29
Drowned Spectre	30
Human Male	31
Atropos	32

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Creature and Magical Item Index

Here you can find a list of all creatures, ships and magical items in this supplement. The creature tables are listed both alphabetically and by challenge rating for ease of navigation. The creature tables include the creature's stat block name, challenge rating, size, type and page number for their respective stat blocks. The ships and magical items are listed alphabetically, and include the item's type or school of magic, and page number.

Creature Index (Alphabetical)

Name	Size	Type	CR	Pg
Abyss Maw (Greater)	Huge	Monstrosity	12	40
Abyss Maw (Lesser)	Huge	Monstrosity	7	41
Abyssal Fireworm	Medium	Fiend	4	139
Adult Burrow Worm	Medium	Beast	3	146
Aqua Vespid	Small	Elemental	1/4	141
Aqua Vespid Swarm	Large	Elemental	6	140
Atropos (Astral Body)	Medium	Aberration	2	143
Atropos	Tiny	Aberration	4	142
Bathyal Beholder	Large	Aberration	14	58
Bathyal Tyrant	Large	Aberration	20	59
Blood Lash	Small	Monstrosity	2	144
Colossal Greenjacket	Huge	Monstrosity	13	149
Corpse Harvester	Large	Monstrosity	5	151
Corpse Harvester Elder	Huge	Monstrosity	12	152
Death Crab Ophelia (Greater)	Tiny	Undead	15	73
Death Crab Ophelia (Lesser)	Tiny	Undead	9	74
Death Leech	Small	Undead	3	153
Deathjacket Swarm	Huge	Monstrosity	8	148
Deep Crawler Adult	Medium	Beast	6	155
Deep Crawler Infant	Small	Beast	1/4	155
Deep Crawler Matriarch	Large	Beast	12	156
Deep Dweller (Adult)	Gargantuan	Monstrosity	24	11
Deep Dweller (Juvenile)	Gargantuan	Monstrosity	13	12
Driftwood Mimic	Medium	Monstrosity	3	157
Drowned Spectre	Medium	Undead	2	159
Endraleth (Greater)	Gargantuan	Aberration	20	124
Endraleth (Lesser)	Gargantuan	Aberration	14	125
Fata Morgana	Medium	Fey	6	160
Fossil Golem	Medium	Elemental	5	161
Gibberfish	Small	Monstrosity	1/2	163
Greenjacket	Small	Monstrosity	1/4	148
Infested Avian	Small	Aberration	1/2	164
Inflated Triodrodrilus	Small	Beast	1	165
Lonely Husk	Small	Aberration	3	168
Macrophytic Ooze	Medium	Ooze	5	169
Mind Flayer Head	Tiny	Aberration	1	95
Parasight	Tiny	Aberration	1/2	170
Reef Swarm (Greater)	Gargantuan	Monstrosity	20	107
Reef Swarm (Lesser)	Gargantuan	Monstrosity	10	108
Sand Raptor	Large	Beast	4	172
Sandwyrm	Gargantuan	Monstrosity	14	174
Schlorvakk	Medium	Aberration	5	176
Sea Flayer (Greater)	Gargantuan	Aberration	23	91
Sea Flayer (Lesser)	Gargantuan	Aberration	13	92
Sea Trident	Small	Monstrosity	5	177
Shredder Swarm	Huge	Beast	10	178
Shrieking King	Huge	Monstrosity	15	181
Shrieking Step	Small	Beast	1/8	180
Softshell Mind-Eater	Tiny	Aberration	3	182
Stalking Zuzu	Large	Monstrosity	10	183
Swarm of Gibberfish	Large	Monstrosity	2	163
Swarm of Shrieking Steps	Large	Beast	6	180
Tide Hopper	Large	Fey	3	185
Umbrafang (Greater)	Huge	Aberration	12	25
Umbrafang (Lesser Variant)	Huge	Aberration	3	26
Watchlin	Small	Aberration	2	186
Young Burrow Worm	Tiny	Beast	1/4	145

Creature Index (By Challenge Rating)

Name	Size	Type	Pg
Challenge 1/8 (25 xp)			
Shrieking Step	Small	Beast	180
Challenge 1/4 (50 xp)			
Aqua Vespid	Small	Elemental	141
Deep Crawler Infant	Small	Beast	155
Greenjacket	Small	Monstrosity	148
Young Burrow Worm	Tiny	Beast	145
Challenge 1/2 (100 xp)			
Gibberfish	Small	Monstrosity	163
Infested Avian	Small	Aberration	164
Parasight	Tiny	Aberration	170
Challenge 1 (200 xp)			
Inflated Triodrodrilus	Small	Beast	165
Mind Flayer Head	Tiny	Aberration	95
Challenge 2 (450 xp)			
Atropos (Astral Body)	Medium	Aberration	143
Blood Lash	Small	Monstrosity	144
Drowned Spectre	Medium	Undead	159
Swarm of Gibberfish	Large	Monstrosity	163
Watchlin	Small	Aberration	186
Challenge 3 (700 xp)			
Adult Burrow Worm	Medium	Beast	146
Death Leech	Small	Undead	153
Driftwood Mimic	Medium	Monstrosity	157
Lonely Husk	Small	Aberration	168
Softshell Mind-Eater	Tiny	Aberration	182
Tide Hopper	Large	Fey	185
Umbrafang (Lesser)	Huge	Aberration	26
Challenge 4 (1,100 xp)			
Abyssal Fireworm	Medium	Fiend	139
Atropos	Tiny	Aberration	142
Sand Raptor	Large	Beast	172
Challenge 5 (1,800 xp)			
Corpse Harvester	Large	Monstrosity	151
Fossil Golem	Medium	Elemental	161
Macrophytic Ooze	Medium	Ooze	169
Schlorvakk	Medium	Aberration	176
Sea Trident	Small	Monstrosity	177

Name	Size	Type	Pg
Challenge 6 (2,300 xp)			
Aqua Vespid Swarm	Large	Elemental	140
Deep Crawler Adult	Medium	Beast	157
Fata Morgana	Medium	Fey	160
Swarm of Shrieking Steps	Large	Beast	180
Challenge 7 (2,900 xp)			
Abyss Maw (Lesser)	Huge	Monstrosity	41
Challenge 8 (3,900 xp)			
Deathjacket Swarm	Huge	Monstrosity	148
Challenge 9 (5,000 xp)			
Death Crab Ophelia (Lesser)	Tiny	Undead	74
Challenge 10 (5,900 xp)			
Reef Swarm (Lesser)	Gargantuan	Monstrosity	108
Shredder Swarm	Huge	Beast	178
Stalking Zuzu	Large	Monstrosity	183
Challenge 12 (8,400 xp)			
Abyss Maw (Greater)	Huge	Monstrosity	40
Corpse Harvester Elder	Huge	Monstrosity	152
Deep Crawler Matriarch	Large	Beast	156
Umbrafang (Greater)	Huge	Aberration	25
Challenge 13 (10,000 xp)			
Colossal Greenjacket	Huge	Monstrosity	149
Deep Dweller (Juvenile)	Gargantuan	Monstrosity	12
Sea Flayer (Lesser)	Gargantuan	Aberration	92
Challenge 14 (11,500 xp)			
Bathyal Beholder	Large	Aberration	58
Endraleth (Lesser)	Gargantuan	Aberration	125
Sandwyrm	Gargantuan	Monstrosity	174
Challenge 15 (13,000 xp)			
Death Crab Ophelia (Greater)	Tiny	Undead	73
Shrieking King	Huge	Monstrosity	181
Challenge 20 (25,000 xp)			
Bathyal Tyrant	Large	Aberration	59
Endraleth (Greater)	Gargantuan	Aberration	124
Reef Swarm (Greater)	Gargantuan	Monstrosity	107
Challenge 23 (50,000 xp)			
Sea Flayer (Greater)	Gargantuan	Aberration	91
Challenge 24 (60,000 xp)			
Deep Dweller (Adult)	Gargantuan	Monstrosity	11

Magical Items and Ship Index (Alphabetical)

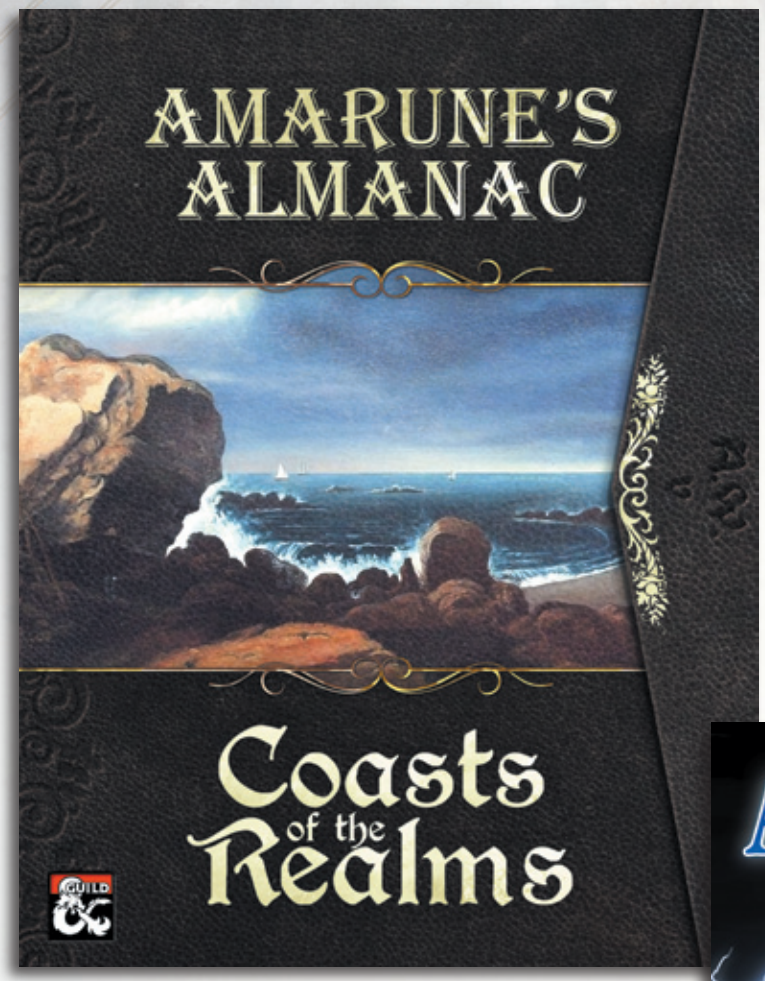
Name	School of Magic	Item Type	Rarity	Attunement	Pg
Abyss Arrowhead	Transmutation	Weapon (arrow)	Uncommon	No	44
Abyss Ring	Enchantment	Wondrous item	Very Rare	Yes	44
Amulet of the Deep	Transmutation	Wondrous item	Uncommon	Yes	128
Armor of Cyclopean Strength	Enchantment	Armor (splint)	Very Rare	Yes	128
Baked Bathyal Steak	Transmutation	Wondrous item	Rare	No	61
Bathyal Arrow	Evocation	Weapon (arrow)	Common	No	61
Bathyal Bolt	Evocation	Weapon (bolt)	Common	No	61
Bathyal Elixir	Enchantment	Potion	Very Rare	No	62
Bathyal Leather	Abjuration	Armor (studded leather)	Rare	No	62
Bathyal Plate	Abjuration	Armor (half plate)	Rare	No	62
Bow of the Deep Reef	Transmutation	Weapon (any bow)	Very Rare	Yes	111
Bracelet of Watchful Eyes	Divination	Wondrous item	Rare	Yes	77
Breathless Bowstring	Illusion	Weapon (any bow)	Very Rare	Yes	128
Charm of the Flayer	Enchantment	Wondrous item	Rare	No	95
Charm of the Maw	Transmutation	Wondrous item	Rare	No	44
Charmless Heart	Enchantment, Illusion	Wondrous item	Very Rare	Yes	128
Cloak of the Flayer	Enchantment	Wondrous item	Rare	Yes	95
Concentrated Anti-Venom	Abjuration	Potion	Rare	No	29
Coral Wand	Transmutation	Wand	Very Rare	Yes	63
Crab Jerky	Transmutation	Wondrous item	Uncommon	No	77
Crabshell Canoe	Transmutation	Wondrous item	Uncommon	No	77
Deep Blade	Illusion	Weapon (any longsword, shortsword, scimitar or rapier)	Rare	No	14
Deep Dweller Leather	Illusion	Armor (leather)	Rare	No	14
Deep Dweller Shield	Illusion	Armor (shield)	Uncommon	No	14
Deep Fang Daggers	Illusion	Weapon (dagger)	Rare	Yes	15
Deepblood Poison	Enchantment	Potion	Rare	No	15
Digestive Whip	Evocation	Weapon (whip)	Rare	Yes	111
Dweller Arrowhead	Illusion	Weapon (arrow)	Uncommon	No	15
Dweller Axe	Illusion	Weapon (any axe)	Rare	Yes	15
Dweller Skin Coating	Abjuration	Ship upgrade (hull)	Very Rare	No	16
Elixir of Deep Knowledge	Enchantment	Potion	Very Rare	No	128
Elixir of Otherworldly Thought	Divination, Enchantment	Potion	Very Rare	No	129
Endraleth Blade	Enchantment	Weapon (any blade)	Very Rare	Yes	129
Endraleth Heartstone	Abjuration, Enchantment	Ship upgrade (hull, internal)	Very Rare	No	129
Endraleth's Forge Dust	Enchantment	Wondrous item	Rare	No	129
Endraleth's Hide of Resistance	Abjuration	Armor (hide)	Rare	Yes	129
Endraleth's Mind Shard	Enchantment	Potion	Very Rare	No	129

Name	School of Magic	Item Type	Rarity	Attunement	Pg
Ethereal Wraps	Conjuration	Wondrous item	Rare	No	44
Figurine of Wondrous Power (Flayer-Kin)	Transmutation	Wondrous item	Very Rare	No	95
Flayer Arrow	Abjuration	Weapon (arrow)	Rare	No	95
Flayer Bolt	Abjuration	Weapon (bolt)	Rare	No	95
Flayer Leather	Enchantment	Armor (studded leather)	Rare	Yes	95
Flayer's Bowstring	Evocation, Illusion	Weapon (any bow)	Rare	Yes	95
Flayer's Crossbow	Enchantment	Weapon (light or heavy crossbow)	Rare	Yes	95
Frostburn Potion	Enchantment	Potion	Uncommon	No	29
Gibber-Steak	Transmutation	Wondrous item	Uncommon	No	162
Gillotine	Enchantment	Weapon (scimitar)	Rare	Yes	129
Githyanki Submersible	N/A	Vehicle (construct)	N/A	N/A	101
Grasping Fluid	Evocation	Potion	Uncommon	No	16
Grasping Gloves	Enchantment	Wondrous item	Rare	Yes	96
Hardened Hull	Abjuration	Ship upgrade (hull)	Rare	No	111
Heaven's Cry	N/A	Vehicle (ship)	N/A	N/A	119
Helmet of Sanity	Enchantment	Wondrous item	Rare	Yes	129
Hunter's Hope	N/A	Vehicle (ship)	N/A	N/A	86
Iron Mind Potion	Enchantment	Potion	Very Rare	No	44
Juggernaut Plate	Abjuration	Armor (plate or half plate)	Very Rare	No	111
Lance of the Death Crab	Evocation, Necromancy	Weapon (lance)	Very Rare	No	77
Longfang Blowgun	Evocation	Weapon (blowgun)	Uncommon	No	29
Macrophytic Jelly	Abjuration	Potion	Uncommon	No	169
Mask of the Reef	Enchantment	Wondrous item	Rare	Yes	111
Maw Wand (Black)	Conjuration	Wand	Rare	Yes	44
Maw Wand (Blue)	Abjuration, Transmutation	Wand	Rare	Yes	44
Maw Wand (White)	Evocation	Wand	Very Rare	Yes	44
Maw Wand (Yellow)	Transmutation	Wand	Rare	Yes	45
Maw-Tooth Necklace	Transmutation	Wondrous item	Rare	Yes	45
Mechanical Pereiopods	Transmutation	Ship upgrade (movement)	Rare	No	78
Medicinal Tape	Enchantment	Wondrous item	Rare	No	16
Mindspike Potion	Enchantment	Potion	Rare	No	16
Narfell's Legacy	N/A	Vehicle (ship)	N/A	N/A	87
Necromancer's Plate	Enchantment, Necromancy	Armor (plate)	Very Rare	Yes	78
Notched Dweller Whip	Illusion	Weapon (whip)	Rare	Yes	16
Notched Leather	Abjuration	Armor (leather)	Uncommon	No	111
Ocean Strider's Cloak	Enchantment	Wondrous item	Very Rare	Yes	111
Ocean Warden's Charm	Abjuration	Ship upgrade (mast)	Rare	No	62
Ophelia's Eye	Necromancy	Wondrous item	Very Rare	Yes	78

Name	School of Magic	Item Type	Rarity	Attunement	Pg
Ophelia's Hatred	Evocation	Weapon (short swords)	Very Rare	Yes	78
Ophelia's Malice	Evocation, Necromancy	Weapon (heavy crossbow)	Rare	Yes	78
Orb of Incapacitation	Enchantment	Wondrous item	Very Rare	Yes	130
Patch of the Tyrant	Enchantment	Wondrous item	Rare	Yes	62
Planestrider Leather	Abjuration	Armor (leather)	Rare	Yes	45
Planestrider Shield	Abjuration	Armor (shield)	Rare	Yes	45
Planestrike Blade	Conjuration	Weapon (any bladed melee weapon)	Very Rare	Yes	46
Potion of Corrosion	Evocation	Potion	Very Rare	No	111
Potion of Regrowth	Enchantment	Potion	Very Rare	No	96
Potion of the Planeskipper	Abjuration	Potion	Rare	No	46
Pulsing Charm	Abjuration	Wondrous item	Rare	No	130
Reef Cutter Rope	Enchantment	Wondrous item	Uncommon	No	112
Reef Dagger	Evocation	Weapon (dagger)	Uncommon	No	112
Reef-Touched Thread	Enchantment	Wondrous item	Uncommon	No	112
Reflective Mantle	Abjuration	Wondrous item	Very Rare	Yes	130
Refractive Rope	Transmutation	Wondrous item	Rare	No	29
Robes of Necrosis	Necromancy	Wondrous item	Rare	Yes	78
Robes of Ophelia's Presence	Enchantment, Illusion	Wondrous item	Rare	Yes	78
Sanity's Hunger	Divination	Weapon (dagger)	Very Rare	Yes	130
Sea Blade	Enchantment	Weapon (any sword or axe)	Rare	Yes	96
Sea Flayer Arm Guards	Abjuration	Wondrous item	Uncommon	No	96
Sea Flayer Shield	Abjuration	Armor (shield)	Rare	No	97
Sea Flayer Wand	Conjuration	Wand	Very Rare	Yes	97
Sea Flayer's Breath	Transmutation	Potion	Uncommon	No	97
Sea Shard of Seeing	Enchantment	Wondrous item	Rare	Yes	97
Sea's Bane	Evocation	Weapon (warhammer)	Rare	Yes	79
Seaborne Bagh Nakh	Enchantment	Weapon (daggers)	Rare	Yes	112
Seafarer's Compass	Enchantment	Wondrous item	Rare	No	97
Seafarer's Splint	Abjuration	Armor (splint)	Rare	No	97
Seastrider Armor	Enchantment	Armor (any medium armor)	Uncommon	No	62
Shards of the Lich Queen	Enchantment	Wondrous item	Very Rare	Yes	79
Shield of Anti Necrosis	Abjuration, Necromancy	Armor (shield)	Rare	Yes	79
Singeing Scimitar	Necromancy	Weapon (scimitar)	Very Rare	No	112
Spined Reef Flail	Enchantment, Evocation	Weapon (flail)	Rare	Yes	112
Staff of the Death Crab	Enchantment, Illusion	Staff	Very Rare	Yes	79
Stone Piercer	Transmutation	Weapon (dagger)	Uncommon	No	130
Swarming Sails	Abjuration	Ship upgrade (sails)	Very Rare	No	112
Swarmling Buckler	Abjuration	Armor (shield)	Rare	No	112
Swarmling Figurehead	Evocation	Ship upgrade (figurehead)	Very Rare	No	112

Name	School of Magic	Item Type	Rarity	Attunement	Pg
Swarmling Tower Shield	Abjuration	Armor (shield)	Rare	No	113
Tendril Jerky	Enchantment	Wondrous item	Uncommon	No	113
The Black Hull	Abjuration, Necromancy	Ship upgrade (hull)	Very Rare	No	79
The Mage's Hand	N/A	Vehicle (ship)	N/A	N/A	118
The Rising Tide	N/A	Vehicle (ship)	N/A	N/A	21
The Spider's Journey	N/A	Vehicle (ship)	N/A	N/A	137
Tome of Deepsight	Divination	Wondrous item	Rare	Yes	130
Tyrant Blade	Enchantment	Weapon (battleaxe, glaive, greataxe, greatsword, halberd or longsword)	Very Rare	Yes	62
Tyrant's Gaze	Enchantment	Potion	Very Rare	No	62
Tyrant's Plate	Abjuration	Ship upgrade (hull)	Very Rare	No	62
Tyrant's Resolve	Enchantment	Potion	Very Rare	No	63
Umbra Arrowhead	Evocation	Weapon (arrow)	Uncommon	No	29
Umbra Mantle	Abjuration	Wondrous item	Rare	No	29
Umbra Whip	Transmutation	Weapon (whip)	Rare	No	29
Umbra's Resilience	Abjuration	Potion	Rare	No	29
Umbrafang Jerky	Transmutation	Wondrous item	Rare	No	29
Umbrafang Kyoketsu	Enchantment	Weapon (dagger)	Rare	No	30
Umbrafang Poison	Necromancy	Potion	Rare	No	30
Umbrafang Tunic	Abjuration	Armor (studded leather)	Rare	No	30
Umbrahead Dart	Evocation	Weapon (dart)	Common	No	30
Undeath Bane's Ammunition	Evocation	Weapon (any ammunition)	Very Rare	No	80
Unholy Bone Powder	Abjuration	Wondrous item	Rare	No	80
Unholy Lacquer	Necromancy	Wondrous item	Very Rare	No	80
Vial of Disintegration	Necromancy	Potion	Very Rare	No	113
Vial of Regeneration	Necromancy	Potion	Very Rare	No	97
Vial of Undeath's Bane	Evocation	Wondrous item	Very Rare	No	80
Wand of Charming	Enchantment	Wand	Rare	Yes	63
Wand of Desiccation	Necromancy	Wand	Very Rare	Yes	63
Wand of Dissection	Necromancy	Wand	Very Rare	Yes	64
Wand of Drowning	Necromancy	Wand	Very Rare	Yes	64
Wand of Erosion	Evocation	Wand	Very Rare	Yes	64
Wand of Restriction	Enchantment	Wand	Rare	Yes	64
Wand of Transmuting	Transmutation	Wand	Very Rare	Yes	64
Watchful Crest	Necromancy	Ship upgrade (figurehead)	Very Rare	No	63
Weeping Wand	Illusion	Wand	Rare	Yes	131

More From The Creators



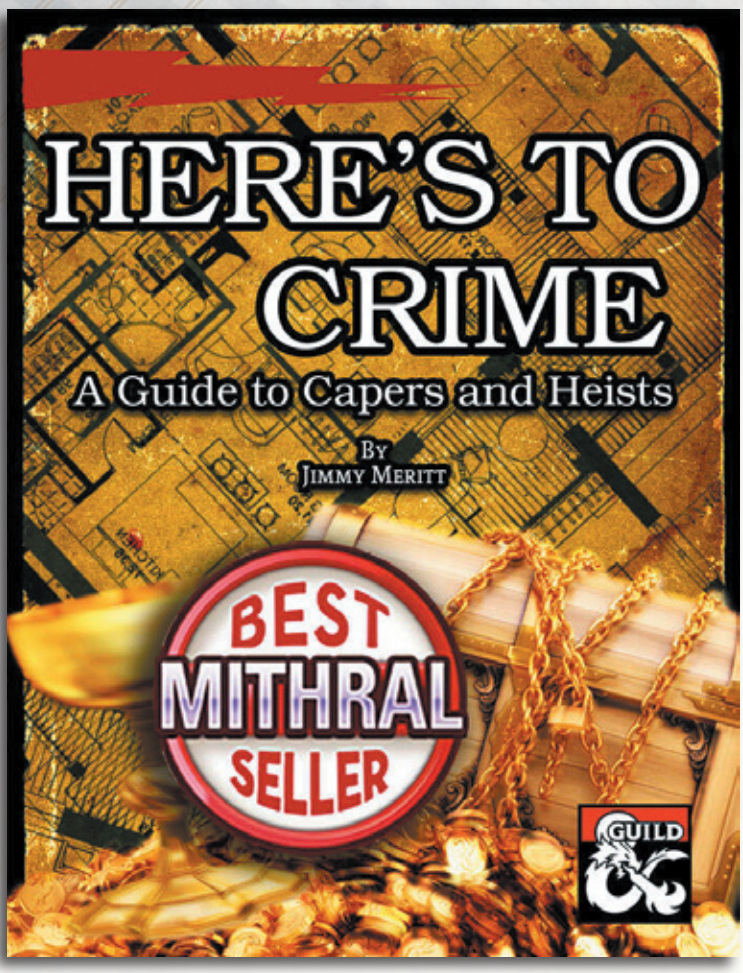
Amarune's Almanac: Coasts of the Realms is the fifth release in a multi-part series exploring the eight biomes of Dungeons & Dragons within the Forgotten Realms campaign setting, closely following on the heels of the wildly popular Amarune's Almanac: Forests of the Realms.

Coasts of the Realms gives an overview of Faerûn's coasts, and expands on them further by including a host of new creatures, spells, magical items and additional rules for the druid and ranger.

Want more locations to populate with your Legendary Hunts: Coastal Encounters foes? Look no further than Coasts of the Realms!

This collection of magical weapons comes packed with 50 options, each one with unique and interesting powers, a detailed personality and backstory for each weapon, and incredible artwork that changes as the weapon evolves into later forms. Whether starting a new campaign or about to face off against the BBEG, these swords are the perfect gift for any party member who feels left behind by their fellow adventurers, or just wants to feel like a badass on the battlefield!

Use the new Awakening system to grow your bond with these swords by taking actions that further your connection. Watch them grow and change form as the weapon evolves and unleash their devastating True Awakening upon your enemies.



Your guide to running "Ocean's 11" style capers and heists in 5th Edition D&D!

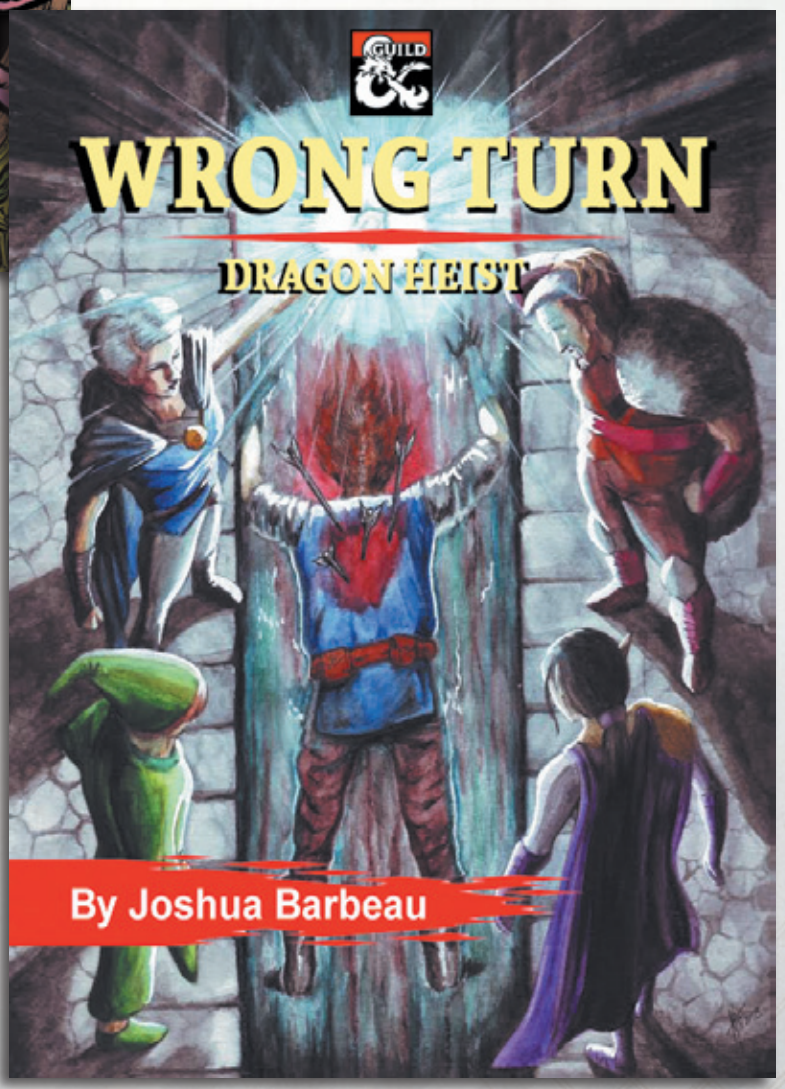
We all love watching Caper films, but it's hard to capture that same excitement at the gaming table. Planning sessions can devolve into tedium, and the caper itself feels like a normal dungeon crawl, without any twists or surprises.

Capture the energy and mood of our favorite heist movies with this special rules supplement, which is strongly informed by the new classic RPG "Blades in the Dark", by John Harper and Evil Hat Productions. This guidebook hacks the "Blades in the Dark" approach for 5e, reaching a middle ground between John Harpers heavy narrative focus, and the mechanical robustness of 5e.

Florian Jonak is a freelance illustrator and concept artist, specializing in creature art for tabletop games, multimedia, film and rpg supplements.

Part of Vall Syrene's best selling monster hunts series, Tier 1 Monster Hunts features a collection of new creatures from CR 1 - 5, complete with harvesting tables, magical items, and of course - monster hunts!

Whether you're a new DM just learning the ropes, or a grizzled veteran looking to start afresh with a new campaign, Tier 1 Monster Hunts aims to provide you with quick and easy bounties to throw into your taverns, inns, ports and cities quickly and efficiently with minimal prep time. Face off against the deadly and evasive Named One, or fill your players with dread, terror and...confusion? with Anguish, the Jinxed Dragon!



Wrong Turn: Dragon Heist is the first volume in a series of supplements that aim to give Dungeon Masters a guide for those moments when player decisions or dice rolls take things in an unintended direction. In this book, Joshua Barbeau crams a chock-ton of supplementary content for use in your Dragon Heist game to help you steer the ship when players inevitably take you off the rails!

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