



# 5E MENAGERIE OCEANS OF BLOOD



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JHS  
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# FOREWORD

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Welcome to *Oceans of Blood* the first in Rogue Genius Games' line of 5e Monster Menagerie conversions. Each volume in this line presents a small set of monsters tied to a single theme, but spread over a range of CRs. For *Oceans of Blood*, the theme is threats of the sea, with an emphasis on monsters that bite, tear, and rend. Designer Rich Howard has converted Sam Hing's original aquatic adversaries into 5e, providing you with creatures ranging from the mindless CR 1 harpoon weed to the incomprehensible CR 14 anemone behemoth, with enough surprises in-between to spice up seaborne adventures of any level.

Oceangoing adventures have a long and famous history in adventure stories, from the Greek legends of the Odyssey or Jason and the Argonauts to the modern terrors of *Poseidon Adventure* and *Jaws*. Adventures at sea are often rife with exploration and horror, likely because the sea was the best known "final frontier" for centuries, representing a place in which you could get lost easily, find new things, or get killed just for visiting. We are creatures of the land, and the threats of the sea are always going to be a little stranger, and thus more frightening because of that.

GMs can find it difficult to simulate that fear in a roleplaying game setting where *fireballs* are common and *raise dead* is an option. This is especially true for experienced players, who can identify an aboleth from a single vague sentence, and quote the differences between merfolk and sahuagin by heart. So more than any environment, the untold depths of the vast oceans are begging to be inhabited by new, strange, and (for player and character alike) previously unknown threats that can get fear flowing once more. And that's enough to make any GM smile.

We're confident that you'll find something useful in this, our first 5e Monster Menagerie. We have chummed the pages to draw out the nastiest of swimming slayers, and they're ready to make your players afraid to go back to the beach. Dive in, and see how warm the red waters are.

Owen K.C. Stephens  
Winter 2016



# ANEMONE BEHEMOTH

*This massive horror has a rubbery humanoid body, with suction disks in place of feet. Its arms end in three thick fingers. In place of a head, the creature has a gaping, toothless mouth that is surrounded by long tentacles. The creature is brightly, almost garishly colored.*

## ANEMONE BEHEMOTH

*Huge aberration, neutral*

**Armor Class** 18 (natural)

**Hit Points** 290 (20d12+160)

**Speed** 40 ft., climb 40 ft., swim 30 ft.

Str 30 (+10) Dex 14 (+2) Con 26 (+8) Int 4 (-3) Wis 14 (+2) Cha 10 (+0)

**Damage Vulnerabilities** slashing

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poison

**Senses** blindsight 60 ft., passive Perception 12

**Languages** understands Deep Speech

**Challenge** 14 (11,500 xp)

**Amphibious.** The anemone behemoth may breathe both water and air.

**Immovable.** The behemoth gains advantage on ability checks involving grapples and shoves.

**Regeneration.** The behemoth recovers 10 of its hit points at the start of its turn if it has at least 1 hit point.

## ACTIONS

**Multiattack.** The behemoth may make four attacks: two with its tentacles and two with its slam.

**Tentacles.** Melee Weapon Attack: +15 to hit, reach 15 ft., one target. *Hit:* 15 (1d8+10) bludgeoning damage. The target must succeed on a DC 18 Constitution save or take 6 (1d10) poison damage and become poisoned for 1 minute. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained. The behemoth may only have up two creatures grappled at a time.

**Slam.** Melee Weapon Attack: +15 to hit, reach 15 ft., one target. *Hit:* 20 (2d10+10) bludgeoning damage.

**Swallow Whole.** As an action, the behemoth may swallow one grappled creature of size Large or smaller whole. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the behemoth, and it takes 14 (4d6) acid damage at the start of each of the behemoth's turns. The behemoth can have only one Large, two Medium, or four Small creatures swallowed at a time.

If the behemoth takes 30 points of damage or more from the swallowed creature(s) in a single turn, it must succeed on a DC 20 Constitution save or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the behemoth.

If the behemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement and exiting prone.

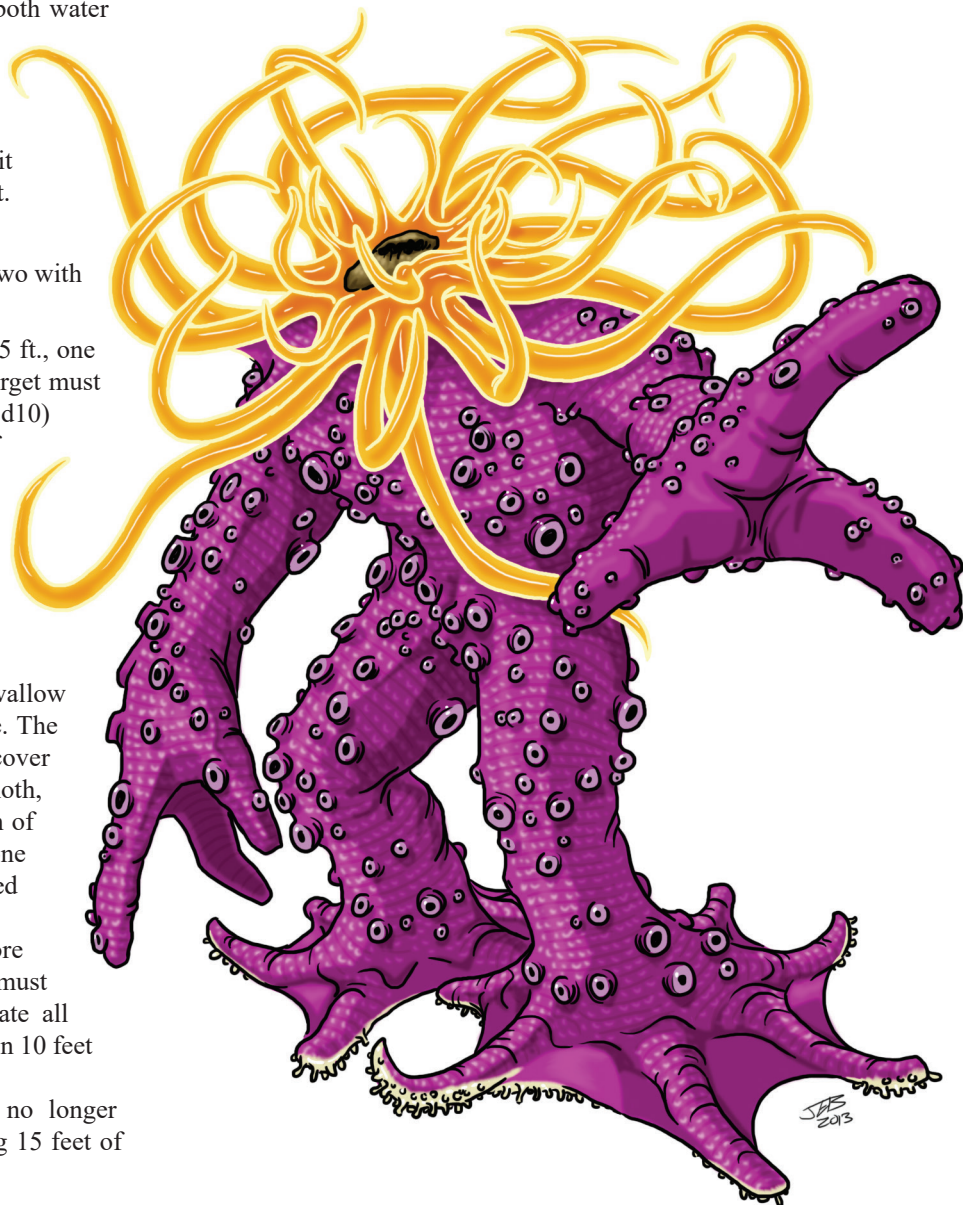
Anemone behemoths live in nearly any part of the sea. They can use their suction disks to walk up the side of sheer cliff faces, and they often hang above caves, waiting to strike at creatures leaving. They come in any color from deep blue green, to bright crimson, to black with silvery highlights.

## MINDLESS PURPOSE

Anemone behemoths are disturbing creatures of alien nature. They wander the seas aimlessly, and on rare occasions they attack seaside towns before disappearing back beneath the waves. Although the creatures display little actual intelligence, sometimes they have been found placing huge stones in strange geometric patterns that some sages claim mirror the stars above the waves.

## NIGHTMARE OF THE DEEP

Anemone behemoths attack with direct brutality, attempting to snatch up as many creatures as they can with their tentacles, and stuff them into their yawning maw. Their pulpy flesh is damage resistant, with most weapons bouncing harmlessly off and projectiles sticking uselessly between the fibers. As slashing weapons are rare under the waves, this makes the behemoth a fearsome creature for sea-dwelling races.



# DRACOPUS

This creature appears to be made up from a dragon's head melding into a bulbous octopus body. Eight long tentacles writhe about, with retractable claws sliding out of each sucker, and its eyes glow with malicious glee.

## DRACOPUS

*Huge aberration, neutral evil*

**Armor Class** 17 (natural)

**Hit Points** 189 (18d12+72)

**Speed** 30 ft., swim 50 ft.

Str 26 (+8) Dex 14 (+2) Con 18 (+4) Int 18 (+4) Wis 21 (+5) Cha 21 (+5)

**Skills** Perception +9, Stealth +10

**Damage Immunities** acid

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 19

**Languages** Aquan, Common, Deep Speech, Draconic

**Challenge** 12 (8,400 xp)

**Amphibious.** The dracopus may breathe both water and air.

**Jet (Recharge 5-6).** The dracopus may spend a bonus action to take the Dash action. Attacks of opportunity made during any round in which the Jet ability is used are made at disadvantage.

### ACTIONS

**Multiattack.** The dracopus may make four tentacle attacks and one bite, or two tentacle attacks and a disarm.

**Tentacles.** Melee Weapon Attack: +12 to hit, reach 20 ft., one target. *Hit:* 12 (1d6+8) bludgeoning damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained. The dracopus may have up four creatures grappled at one time.

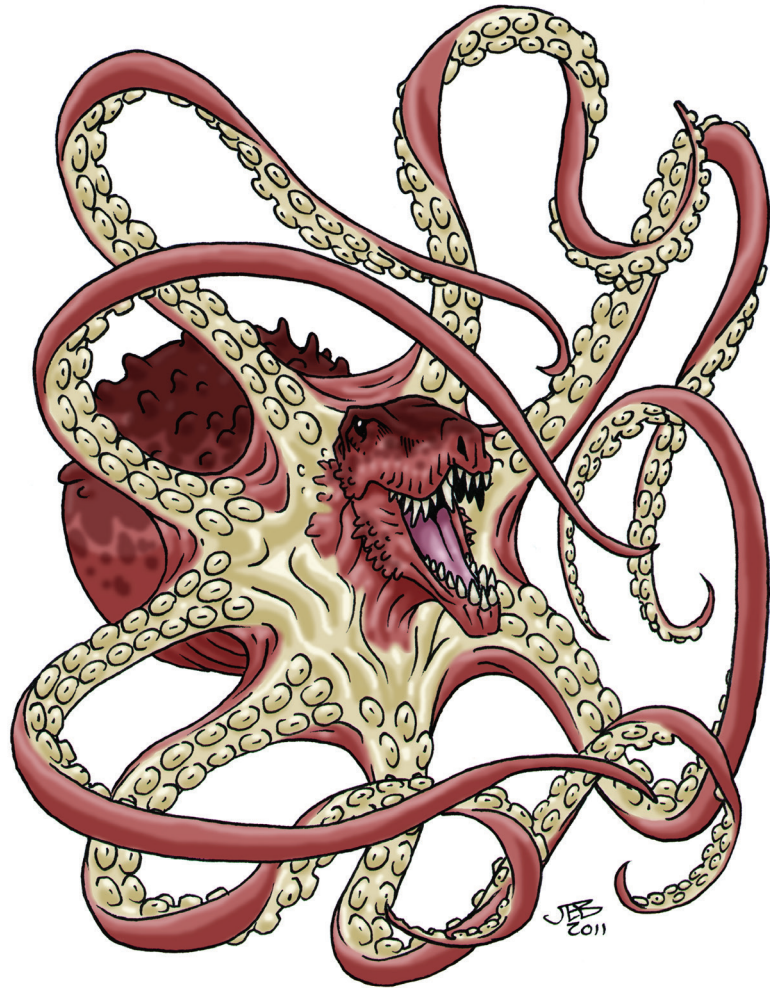
**Bite.** Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 14 (1d10+8) piercing damage.

**Acid Cloud.** The dracopus can expel a cloud of toxic ink in a 60 ft. sphere centered on itself, with a duration of 1 minute. The area covered by the cloud becomes heavily obscured for 5 rounds, after which it becomes lightly obscured until the duration ends. Creatures that enter the area or start their turn there must make a DC 17 Constitution saving throw, taking 35 (10d6) acid damage on a failed save or half as much damage on a successful one. The damage decreases by 4 (1d6) hit points per round. The dracopus may not use this power again until it takes a short rest.

**Disarm.** A dracopus may attempt to disarm one opponent with the restrained condition that is within range of its tentacles. The target must succeed on a DC 17 Strength saving throw or drop whatever it is holding.

### DRACONIC GREED

Dracopi collect treasure with as much greed as a true dragon (usually gathered in a sea cave or hidden beneath a large growth of coral) and they sit for days, stroking and counting loot with sensitive tentacles.



A dracopus (plural dracopi) is a skulking tyrant, dominating any creatures weaker than itself and hiding from or allying itself with beings more powerful. Dracopi dislike fair fights, preferring to attack from ambush with bullied minions leading the charge. They enjoy crunching bodies in their massive jaws, preferably while the victim is still alive. They use their tentacles to strip foes of their weapons before moving in for the kill.

### MINION OR MASTER

Clever humanoids with an evil bent can appeal to a dracopus's vanity, which, along with a substantial bribe, can convince one to become a "general" of their forces with comparative ease. Sahuagin frequently have a dracopus leading small companies of lesser beings, with the strongest sahuagin forces gathering behind the dracopus.



# HARPOON WEED

*This plant is a deep green color. It floats on the calm sea, forming a spherical shape.*

## HARPOON WEED

*Medium plant, neutral*

**Armor Class** 13 (natural)

**Hit Points** 44 (8d8+8)

**Speed** swim 10 ft.

Str 14 (+2) Dex 14 (+2) Con 12 (+1) Int 1 (-5) Wis 10 (+0) Cha 5 (-3)

**Damage Immunities** fire

**Senses** blindsight 30 ft., passive Perception 10

**Languages** -

**Challenge** 1 (200 xp)

## ACTIONS

**Multiattack.** The harpoon weed may make two attacks.

**Blade Frond.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d3+2) piercing damage.

**Harpoon Frond.** Ranged Weapon Attack: +4 to hit, range 20 ft., one target. *Hit:* 4 (1d3+2) piercing damage. If the target is a creature, it is grappled (escape DC 13; successful escape attempt results in an additional 4 (1d3+2) piercing damage). Until this grapple ends, the target is restrained. A creature grappled by a harpoon frond must succeed on a DC 10 Strength check or be pulled 10 feet toward the harpoon weed. A harpoon weed may have up to 4 creatures grappled at one time.

Harpoon weeds are roughly shaped balls of floating seaweed. Although they possess gas bladders that allow directed movement, they typically float where the tides and winds take them.

## QUIET THREAT

The tips of their fronds are hard and sharp, and the plant can fire them at passing creatures by compressing gas bladders inside its fronds. Impaled targets are hauled in, stabbed repeatedly with its other fronds, and then slowly dissolved.

Harpoon weeds have no concept of the size of creatures moving near them, and they often fire on beings far bigger than themselves, or at passing ships. Although the seaweed itself is inedible, the cord it produces is the equivalent to silk rope, and each harpoon weed yields about 50 feet of cord.



# LASHRAY

*This massive stingray has six long tails, each armed with a barbed stinger.*

## LASHRAY

*Large monstrosity, neutral*

**Armor Class** 15 (natural)

**Hit Points** 90 (12d10+24)

**Speed** swim 40 ft.

Str 16 (+3) Dex 14 (+2) Con 14 (+2) Int 4 (-3) Wis 12 (+1) Cha 10 (+0)

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands Deep Speech

**Challenge** 6 (11,500 xp)

**Water Breathing.** The lashray can breathe only underwater.

### ACTIONS

**Multiattack.** The lashray may make three lash attacks.

**Lashes.** Melee Weapon Attack: +6 to hit, reach 10 ft., one target.

**Hit:** 7 (1d6+3) piercing damage and the creature must succeed on a DC 15 Constitution save or gain the poisoned condition for 1 minute. If a creature fails a poison save against a lash attack while it is poisoned by the lashray, the duration of the poison effect resets to 1 minute and the target suffers the following effects. These effects are cumulative.

2<sup>nd</sup> failed save: Creature takes 11 (2d10) poison damage.

3<sup>rd</sup> failed save: Creature's speed is reduced to half while the poisoned condition persists.

4<sup>th</sup> failed save: Creature becomes confused (as the spell) while the poisoned condition persists.

5<sup>th</sup> and succeeding failed saves: Creature becomes paralyzed while the poisoned condition persists.

A creature may repeat the poison saving throw at the end of each of its rounds to end the poisoned condition.

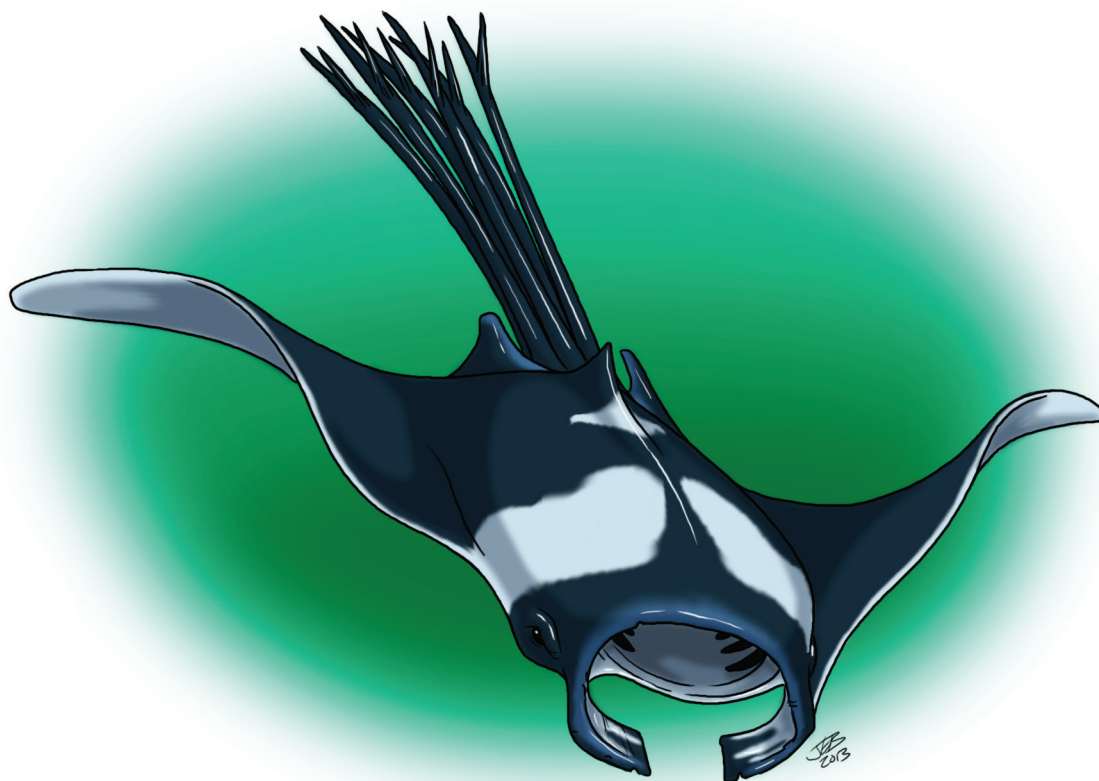
Lashrays are shallow water dangers, attacking anything that moves near them out of fear. They are filter feeders with rudimentary bone-ridge-lined mouths, making their preferred diet shellfish and krill. They are paranoid creatures, seeing everything as a potential predator, even assuming creatures too small to harm them mean to try.

### VENOM-FED ECOLOGY

Lashrays attack with a chaotic flurry of tail attacks. The exact elements of lashray venom are unknown; if removed from the ray it becomes inert and useless. Though their venom is highly effective and potentially deadly, a lashray will most often leave a target alone once it's no longer a threat. The real danger of provoking a lashray isn't the creature itself, but the local predators that have learned to benefit from the creature's mode of defense. A lash ray that has one of its tails cut off grows a new one in 4 to 6 weeks.

### PARANOID GUARDIANS

Lashrays give birth to live young, and unborn rays are worth a great deal to undersea races. If taken before they are born, they can sometimes be trained to be loyal guardians. Such lash rays often think of themselves as oddly shaped members of whatever race raised them. Lashrays born naturally seem to acquire their racial paranoia within minutes of being free of their mother's body.





# PIRANHA-MAN

*This fish humanoid has shining silver-green scales, and a crimson belly. It wears no clothing or armor, and has no weapons. It snaps its mouth open repeatedly, displaying rows of gleaming white triangular teeth.*

## PIRANHA-MAN

*Small monstrosity, neutral*

**Armor Class** 18 (natural)

**Hit Points** 48 (6d6+24)

**Speed** 30ft., swim 40 ft.

Str 10 (+0) Dex 20 (+5) Con 18 (+4) Int 8 (-1) Wis 14 (+2) Cha 10 (+0)

**Skills** Perception +4, Stealth +12

**Senses** blindsight 30 ft., darkvision 60 ft, passive Perception 14

**Languages** Aquan

**Challenge** 1 (200 xp)

**Amphibious.** Piranha-men can breathe both water and air.

**Bloodscent.** Piranha-men have advanced nasal filters capable of detecting minute changes in the temperature and chemical composition of surrounding water. They have blindsight to a range of 30 ft while in water and gain advantage on Wisdom (Perception) checks involving scent.

### ACTIONS

**Bloodfrenzy.** A piranha-man may make two bite attacks against any target that does not have full hit points.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d4+5) piercing damage.

Piranha-men are primitive jungle humanoids with little culture and a violent reputation. They disdain weapons and armor, trusting in their vicious teeth and scales. They wear crude jewelry and belts made of dried strips of flesh to carry their few belongings. They have no fixed villages, instead traveling tropical rivers in nomadic swarms.

### FEEDING FRENZY

Piranha-men rush headlong into combat, straining for the taste of blood. They view their blood frenzy as a religious glory. They have no remorse for members of their own swarm that fall to the teeth of their swarm mates; they believe that those not strong enough to survive don't deserve to live. Piranha-men feast on the fallen, both enemy and ally, directly after battle.

Many jungle races, particularly lizardfolk, see piranha-man flesh as a delicacy and actively hunt them. Some river-dwelling sahuagin tribes successfully enslave piranha-men, using them as shock troops and spies.

### PIRANHA-MAN RACE

Rarely, an unusually intelligent, wise, curious, or fool hearty piranha-man will rise to lead their people or choose to wander the land.

### PIRANHA-MEN TRAITS

**Ability Score Increase.** Your Dexterity increases by 2, and Constitution increases by 1.

**Age.** Piranha-men lead fast and violent lives, reaching maturity by the age of 5 and rarely living longer than 40 years.

**Alignment.** Piranha-men tend toward no particular alignment. Many tribes have a balance of lawful and chaotic elements, so are often perceived as neutral.

**Size.** Piranha-men range from 3-4 ½ ft. in height. Your size is Small.

**Speed.** Your base walking speed is 30 ft. You have a swim speed of 40 feet.

**Amphibious.** You can breathe both air and water.

**Darkvision.** You have darkvision to a range of 60 ft.

**Natural Attack.** Your natural attacks deal 1d4 slashing (claw) or 1d4 piercing (bite) damage. Whenever you use an Attack action, you may make a natural attack as a bonus action against a target within 5 ft. that has less than full hit points.

**Bloodscent.** You gain advantage on Wisdom (Perception) checks involving smell.

**Languages.** You speak, read and write Aquan as well as one other language (typically Common)

### CLASS PREFERENCES

Player character piranha-men are drawn to wild-focused martial classes such as barbarian or ranger, or nature-oriented divine classes such as druids, or clerics with domains that draw on nature, storms, or war. Arcane casters are extremely rare, though sorcerers with oceanic or elemental bloodlines have been seen.

### BACKGROUND PREFERENCES

Backgrounds that focus on a piranha-man's unusual origins are far more common than academic, social, or cosmopolitan backgrounds. Piranha-men that find themselves living in or near large river communities may have criminal, gladiatorial, soldier, sailor, or slave backgrounds, while those that have recently left their wilder cousins may have a background that reflects their outlander status.



# RAZOR SHOAL

*This fish humanoid has shining silver-green scales, except for its crimson belly. It wears no clothing or armor, and it has no weapons. It snaps its mouth open repeatedly, displaying rows of gleaming white triangular teeth.*

## RAZOR SHOAL

*Large swarm of tiny beasts, unaligned*

**Armor Class** 13 (natural)

**Hit Points** 48 (6d10+12)

**Speed** 0ft., swim 40 ft.

Str 2 (-4) Dex 16 (+3) Con 14 (+2) Int 1 (-5) Wis 10 (+0) Cha 3 (-4)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 60 ft, passive Perception 10

**Languages** -

**Challenge** 2 (450 xp)

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

**Water Breathing.** The swarm can breathe only underwater.

## ACTIONS

**Feeding Frenzy.** The razor shoal may make one attack on every creature in its space if at least one of those creatures has less than full hit points. If there is only one creature in the shoal's space with less than full hit points, the shoal instead makes two attacks against that target.

**Razor Fin.** Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 18 (5d6) piercing damage. The razor shoal deals only 10 (3d6) piercing damage if it is at half hit points or less.

Razor shoals are small silvery fish that travel in schools of a thousand or more. Where normal fish bunch up in hopes of escaping attack, a razor shoal surrounds attackers, slicing with the sharp blades that run down their sides. Most predators flee from the stinging wounds or they are gashed badly enough that they bleed to death. Some fall to sharks attracted to blood in the water.

## FISHERMEN'S FOLLY

Fishermen, whose nets are shredded by the fish, hate razor shoals. Blades can be removed from the fish and made into a workable knife with the same statistics as a dagger.





# SARCOPHAGUS CLAM

This shellfish is roughly the shape of a coffin and is the size of a small wagon.

## SARCOPHAGUS CLAM

Large beast, unaligned

**Armor Class** 16 (natural)

**Hit Points** 60 (8d10+16)

**Speed** 0 ft.

Str 24 (+7) Dex 1 (-5) Con 14 (+2) Int 1 (-5) Wis 10 (+0) Cha 4 (-3)

**Damage Resistances** acid, fire, piercing, slashing

**Condition Immunities** charmed, exhaustion, frightened, prone

**Senses** blindsight 30 ft., passive Perception 10

**Languages** -

**Challenge** 4 (1,100 xp)

**Camouflage.** A sarcophagus clam appears as a normal, if large, specimen of clam. A DC 15 Wisdom (Survival) or Intelligence (Nature) check reveals that the sarcophagus clam is both unusual and dangerous.

**Water Breathing.** The sarcophagus clam can breathe only underwater.

### ACTIONS

**Tentacles.** Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 11 (1d6+7) bludgeoning damage. If the target is a creature, it is grappled (escape DC 14) and must succeed on a DC 14 Strength saving throw or be pulled 10 ft. toward the clam. Until this grapple ends, the target is restrained. The sarcophagus clam may only have one creature grappled at a time.

**Swallow Whole.** As an action, the sarcophagus clam may swallow one grappled creature of size Medium or smaller whole. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the clam, and it takes 11 (3d6) acid damage at the start of each of the clam's turns. The clam can have only one creature swallowed at a time and may not make a tentacle attack while it has a creature swallowed.

If the behemoth takes 20 points of damage or more from the swallowed creature in a single turn, it must succeed on a DC 20 Constitution save or regurgitate the swallowed creature, which fall prone in a space within 10 feet of the clam.

If the clam dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement and exiting prone.



A sarcophagus clam is a deadly hazard to creatures that travel the sea floor. They appear to be unremarkable giant clams until prey passes within reach. Their foot has evolved into a powerful tentacle that grapples targets and pulls them into its thick shell. Once its victim is inside, the clam snaps shut and begins to flood its interior with acid, while the foot drags the victim over the razor sharp protrusions of its inner shell. The average sarcophagus clam can hold a Medium creature, although much larger specimens are known to exist.

Sarcophagus clams are normally found singularly, often in shallow water and natural harbors, though merfolk legends tell of great beds of hundreds of sarcophagus clams that are capable of swallowing entire armies within seconds.

### DANGEROUS RESOURCE

Frequently, indigestible materials are found within the clam's shell after it is slain, and rarely, high quality pearls are within the clam as well. Some races fashion plate armor and heavy shields out of unbroken sarcophagus clam shells.

# TOOTHWRAITH

An impressive set of sharks jaws rests on the sea floor below you. Silently it drifts upward, gaping to attack.

## TOOTHWRAITH

Huge undead, chaotic evil

**Armor Class** 17 (natural)

**Hit Points** 125 (10d12+60)

**Speed** fly 60 ft., swim 60 ft.

Str 24 (+7) Dex 14 (+2) Con 22 (+6) Int 10 (+0) Wis 19 (+4) Cha 22 (+6)

**Skills** Intimidate +14, Perception +8, Stealth +10

**Damage Resistances** bludgeoning, piercing, and slashing damage from non-magical weapons

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poison, prone

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 18

**Languages** understands Aquan

**Challenge** 11 (7,200 xp)

**Camouflage.** An inactive toothwraith appears as a normal, if large, set of articulated jaws.

**Create Spawn.** Creatures reduced to 0 hit point maximum by a toothwraith's draining bite or as a result of being swallowed rise as lacedons (aquatic ghouls) at the next high tide. The toothwraith has no special control over or care for its spawn, though neither will attack the other under normal circumstances.

**Incorporeal Movement.** The toothwraith's body is incorporeal except for its jaws. It may move through spaces as if it were a Medium creature. A *shatter* spell affects the toothwraith as if it were a crystalline creature.

**Draining Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 25 (4d8+7) piercing damage. The target must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. On a critical hit, any target of Large size or smaller is swallowed whole.

**Swallow Whole.** A creature swallowed whole by a toothwraith is pulled along behind the creature's jaws as if trapped within its incorporeal body. The swallowed target is restrained (but not blinded) and does not have cover against attacks outside the toothwraith's body. The toothwraith can have only one Large, two Medium, or four Small creatures swallowed at a time.

At the start of each of the toothwraith's rounds, swallowed creatures take 18 (4d8) necrotic damage and must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by a amount equal to the damage taken. Creatures swallowed by a toothwraith may attempt a DC 17 Wisdom saving throw at the end of each of their rounds to break free of the creature. This does not free any other creature(s) swallowed.

If the toothwraith dies, a swallowed creature is no longer restrained by it.

Toothwraiths are apex predators that refused to release their grip on life. Originally massive sharks (or more rarely great crocodiles or dragon turtles), a toothwraith has willed itself into existence, and it is equipped with a malign intelligence it might not have possessed in life. Where once it hunted for food and perhaps pleasure, it now exists to destroy all living things.

### AMBUSH

Toothwraiths rest in out of the way areas, waiting for prey. When they sense living creatures, they attack from ambush. When inactive, a toothwraith appears as a simple set of articulated jaws; when attacking it gains a shimmering outline of its original form, with glowing crimson sparks for eyes. Although a toothwraith can move through the air as easily it does the water, it prefers to keep this fact secret as long as possible by "swimming" out of the waters only when doing so allows it to catch prey that thinks it has escaped.

### SMUGGLER'S NIGHTMARE

Toothwraiths attack in a frenzy, attempting to swallow as many creatures as possible. The withered corpses of its victims fall through its "belly," and they eventually reanimate as the starving dead. A toothwraith's hunting areas are often coastlines used by smugglers and vast ship graveyards of matted kelp and seaweed in the deep ocean. These areas might become infested with lacedons, their numbers growing both from their own efforts and the toothwraith's.

### FEARLESS AND FRAGILE

Toothwraiths are fully aware of how hard they are to destroy, and they are almost fearless because of this. If a foe seems to understand how to truly damage them, they flee and attempt to stalk the foe from a distance, attacking when least expected.





# WAVE HORSE

A stallion made of water gallops over the sea. The light of the moon shines silver through the creature's translucent body. A wave rises in its wake, rushing in your direction.

## WAVE HORSE

Large elemental, neutral

**Armor Class** 15 (natural)

**Hit Points** 84 (8d10+40)

**Speed** 70 ft., swim 70 ft.

Str 22 (+6) Dex 16 (+3) Con 20 (+5) Int 8 (-1) Wis 10 (+0) Cha 16 (+3)

**Damage Resistances** acid; bludgeoning, piercing, and slashing damage from non-magical weapons

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aquan

**Challenge** 7 (2,900 xp)

**Water Form.** A wave horse can move through a hostile creature's space. It can move through a space as narrow as 1 inch wide without squeezing. When swimming below the surface of the water, a water horse has advantage on Dexterity (Stealth) checks.

**Water Walking.** Wave horses may move at full speed across the surface of any body of water without sinking.

## ACTIONS

**Multiattack.** A wave horse may attack twice, once with its bite and once with its hooves.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (1d6+6) piercing damage.

**Hooves.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8+6) bludgeoning damage.

**Running Wave.** When taking the Dash action across the surface of a body of water, a wave horse causes a 5 ft. high wave to form behind it. Any creature that the water horse passes within 5 ft. of on its turn must succeed on a DC 15 Strength save or take 12 (2d10) bludgeoning damage and be sucked up to 10 ft. below the surface. Two or more wave horses that start their turn adjacent to one another may choose to act on the same Initiative count and take the Dash action simultaneously. If they do, and remain within 5 ft. of one another during their move, the save DC increases by 1 and the damage increases by 12 (2d10) for each wave horse involved. In addition, the height of the wave and depth that targets are pulled below the surface increase by 5 ft. for each wave horse involved.



Wave horses are passionate fighters, striking with their hooves and biting. They use the waves they create to swamp foes, and herds can capsize even the largest ships when their ire is raised.

## BLESSING OR CURSE

Wave horses are magnificent elemental creatures that live on the surface of great waterways. They are proud creatures, and they do not suffer threats to their herd lightly. They typically ignore other creatures unless they are disturbed, and then they flee or attack viciously, depending on the nature of their foe. They often run for sheer pleasure across the water during storms, and witnessing the galloping herds amid crashing waves and flashing lightning is viewed as an ill omen by many sailors.

## ALLIES IN WAITING

Although fierce, wave horses are also fair. Some stories describe them rescuing shipwrecked sailors and becoming the mounts of legendary heroes.

## CREDITS

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