



LOCATHAH RISING

Extra Life 2019

by Christopher Lindsay



A SUCCESSFUL adventure is REALLY more about the FRIENDS you make along the way, than it is the monsters you slay while you PLAY!

A fifth edition D&D adventure for 9th level locathah characters.
Rules for creating locathah characters are contained herein.



INTRODUCTION

THE SEA OF FALLEN STARS CONNECTS THE eastern and western sides of Faerûn. Many nations that border shorelines along its vast expanse also maintain major navies and trade fleets. A plethora of creatures and humanoid races typically found in the ocean depths live there, including sahuagin, sea elves, merfolk, and locathah.

This is a story about what happens when a normally peaceful species is pushed to the point of open conflict. As elemental forces threaten the safety of the nearby locathah communities, heroes rise from among their number to strike back and defend their homes and families.

Locathah Rising is a DUNGEONS & DRAGONS adventure designed for 9th-level characters. You can run this adventure for as few as three or as many as six players. Depending on your play style, this adventure may take several game sessions to complete, but by its conclusion the characters should advance to 10th level.

RUNNING THE ADVENTURE

To run this adventure, you need the D&D fifth edition core rulebooks: the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. The *Sword Coast Adventurer's Guide* is helpful but not necessary. The *Monster Manual* contains stat blocks for most of the creatures found in this adventure. All the necessary stat blocks are included there or in appendix A.

When a creature's name appears in **bold** type, that's a visual cue for you to look up the creature's stat block in the *Monster Manual*, unless the adventure's text instead refers you to the monster appendix in this adventure.

Spells and equipment mentioned in the adventure are described in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide*.

At various places, the adventure presents descriptive text that's meant to be read or paraphrased aloud to the players. This read-aloud text is offset in boxes like this one. Boxed text is most commonly used to describe locations or present bits of scripted dialogue.

ADJUSTING ENCOUNTERS

This adventure contains advice for adjusting encounters based on the number of characters in the party. You are empowered to modify the number of enemies in an encounter and their hit point totals as you see fit. If you need to adjust the difficulty of an encounter during combat, you can alter hit point totals without the player characters ever knowing and have enemies retreat or reinforcements arrive as needed.

THE ADVENTURE BEGINS

The adventure begins as the characters, a stalwart band of locathah, seek answers to the disturbance of wind and wave so close to their homes.

What they discover is a new risen node of elemental evil, pulsing with a power harvested by Gar Shatterkeel, an interloping surface-dweller who has become a prophet of Umberlee, the Queen of the Depths herself.

It's up to these normally quiet fish-folk to seal a rift Gar opened to draw power directly from the Elemental Plane of Water and put an end to his machinations.

ADVENTURE BACKGROUND

A few years ago, four elemental prophets led their respective cults in a quasi-unified effort to rain unprecedented destruction down upon the Sword Coast.

Gar Shatterkeel was one of these prophets. Dour and morose, Gar became the prophet of Olhydra, the elemental Princess of Evil Water, and the leader of the Crushing Wave cult. He was embittered by a life of suffering at the hands of others: pirates killed his family when he was young, he was forced into servitude aboard a merchant ship, and then another band of pirates left him to die on the open sea, where he lost his arm to a shark. Gar saw the elemental power of water as the only thing of value in his life and gathered others who felt similarly.

Gar wielded the elemental weapon Drown, a magical trident of great power, and his missing arm was replaced by an artificial limb in the shape of a crab's claw. As the leader of Olhydra's cult, he could channel her innate magic, which inspired awe and fear in the other Crushing Wave cultists.

Fortunately for the denizens of the Sword Coast, heroes discovered the collective plots of the elemental prophets and put an end to their machinations, defeating each of them in turn, and sending each prophet back to the evil elemental being they revered and served.

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On the Elemental Plane of Water, Gar raged in protest. Drown had been broken, and the Crushing Wave cult sundered. He faced Olhydra's displeasure, expecting to be destroyed by her wrath, and was astonished to awaken several years later, floating off the coast of Turmish in the Sea of Fallen Stars. He gripped a trident in one hand, though it was not Drown.

Gar discovered that the ancient weapon had been gifted to him by the sea goddess Umberlee who, in conjunction with Olhydra, managed to reinstate the prophet with power even more formidable than he previously enjoyed. The seas and the storms that raged above now heeded his commands, and—free of the original compact made with the other prophets—Gar could seek success unburdened by any past commitments.

Gazing upon the trident, Gar looked for signs of the power that he felt surging within and was shocked when the trident spoke to him, "I am WAVE, and we are ONE!"

With *Wave* in his possession, Gar Shatterkeel discovered and unlocked a node of elemental power deep beneath the waves, directly under the shipping lanes of those who transport themselves and other valuables across the Sea of Fallen Stars. There he opened a rift, drew on its power, and created a place where ships would be destroyed and dragged beneath the waves.

As ship after ship has been destroyed by wind and wave, they have come to rest in close proximity to where Gar has encouraged the preternatural growth of the coral and other such sea life to create his new lair. From his aquatic home, Gar Shatterkeel foments his plans to seek out and destroy all who dare to cross these waters without paying the proper tribute to Umberlee and Olhydra.

Unfortunately for Gar, his newfound power has drawn the attention of wizards of both Turmish and Thay. More fortunately for Gar, these two great nations are so embroiled in their own conflict with one another that neither has the resources to devote to exploring this newly charted area of danger. Instead, their ships choose to chart a course around the area, avoiding it altogether for the time being.

Who might stand against the might of the elemental prophet? Perhaps new heroes will come to surface and seek out the source of these calamities. Coming from a quiet race of fish-folk, the locathah are indeed alarmed at the violent turn the waves have taken so near their home. Even now, champions rise from their ranks to seek answers and make the Sea of Fallen Stars safe once more for their people.

This adventure includes the use of locathah as a playable character race, presented here for your enjoyment.

OLHYDRA VS. UMBERLEE

While it's clear that Olhydra is an evil entity, and Umberlee, while destructive, isn't always seen in an evil light, for the purpose of this adventure the character of the sea god Umberlee is biased toward her more evil aspect by the nature of her "Chosen," Gar Shatterkeel.

Gar is most definitely evil, and his plans target other creatures and NPCs as victims in this scenario, despite the fact that they're also evil. Because of this, the NPCs who come to understand the threat that Gar poses to them and their interests see the characters as an opportunity to strike back at their diabolical host, and will cooperate to the best of their ability.

THE DARKENING

At the beginning of the adventure, set the scene by reading following boxed text aloud:

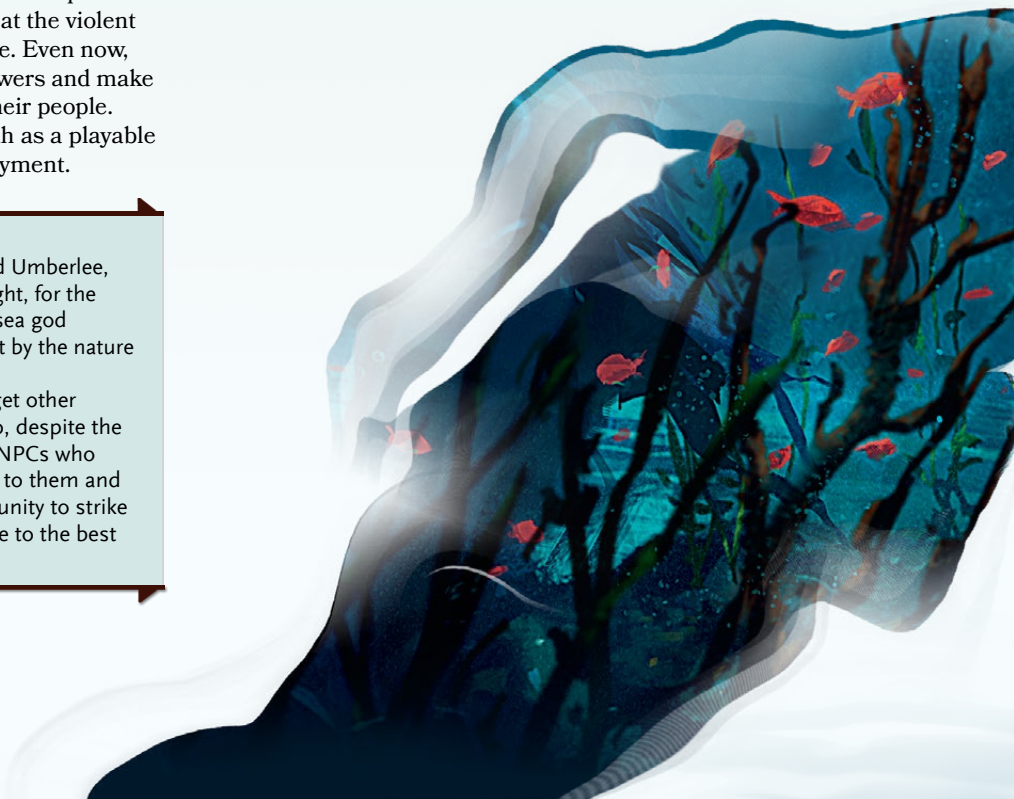
For the last few moon cycles, a war has waged among those who dwell above the waves. The lands called Turmish and Thay are at war. This conflict has become so violent and strange that it's even spread beneath the waves. Those from Thay summon foul undead beings to do their bidding, and even launched an assault on the sea elf city of Myth Nantar! Outrageous!

During these conflicts, each of you have assisted the Turmish in driving these foul undead creatures away, and in this endeavor you have experienced both glorious successes and dismal failures.

Recently, the waters in a nearby area have grown swift and angry, and the skies above show no blue or beautiful bright light. Many ships from the surface have sunk in this 'darkening' and the coral has quickly grown to envelope the remains, so quickly as to no doubt be unnatural.

The elders are worried, as the source of this strangeness remains unknown. The Turmish and Thayans are too busy with their conflicts to notice, and so it is up to you brave heroes to travel into the darkening and discover what evil has come to reside so near your shoals.

Whether you're playing with the pregenerated characters or your players have created locathah heroes of their own (see "Appendix B: Locathah Characters"), this is a great time for the players to introduce their characters and describe them to the group. Once they have completed their introductions, read or paraphrase the following boxed text:





After swimming for half the day, you see the “darkening” up ahead. It’s difficult to see anything clearly within its borders, though you can vaguely make out the outline of a mountain of sunken ships resting on the sea floor, grown over with coral. No other creatures can be seen within the darkness, and the silence here is broken only by the turbulence of the water around you.

EXTERIOR FEATURES

The presence of Gar Shatterkeel and the rift he opened (Umberlee’s Maw) have created an area in the ocean that acts like a beacon for strong, irregular currents and bad weather. Underwater, the effect manifests as a general darkness in an oddly specific area, surrounding the coral mountain that encases the many sunken ships that recently met an untimely demise.

Current. The current here is strong and constantly shifting. This effectively makes the area around the exterior of the coral mountain difficult terrain, even if you have a swim speed.

Light. There is almost no light here; the area is lightly obscured. Without some kind of light source or darkvision, all Wisdom (Perception) checks that rely on sight are made at disadvantage, and the encounter distance is reduced to 10 feet (see “Unusual Environments” in chapter 5 of the *Dungeon Master’s Guide*). Assuming the players have locathah characters, they’ll need to use some kind of magic to see inside the area.

A group consisting of two **sahuagin blademasters**, two **sahuagin deep divers**, and a **giant shark** are circling this area, giving the characters a wide berth. These creatures, which have darkvision, can see quite well into the “darkening.” While their baron has ordered them to investigate the area, they’re willing to wait and see what happens if the characters attempt to go in first.

If the characters manage to somehow spot the sahuagin party, who do their best to remain at least one hundred feet away from them, the sahuagin immediately attack. Otherwise, they follow and watch from a distance, allowing the characters to spring any potential traps or hazards.

To this end, the sahuagin are most likely to attack the characters just after the party enters combat with the undead in area 2.

UNDERWATER COMBAT

- When making a melee weapon attack, a creature that doesn’t have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.
- A ranged weapon attack automatically misses a target beyond the weapon’s normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).
- Creatures and objects that are fully immersed in water have resistance to fire damage.

UMBERLEE'S MAW

The coral mountain, comprised of recently sunken ships covered by a crunchy coral shell, is referred to as Umberlee's Maw by Gar Shatterkeel. Normally this would include his followers as well, but at the moment they consist of a pair of sea lions that are drawn to the divine power he possesses and the undead remains of those who lost their lives when their ships sunk.

The only way to enter Umberlee's Maw is through area 1. The coral mountain is otherwise sealed against intrusion.

1. CARAVEL EMERGENT

This ship was the last one to sink before Gar caused the coral to grow up around the entire mass. As such, the forecastle protrudes from the coral, creating a passage in and out of Umberlee's Maw.

The top deck of this protruding ship is completely exposed to the ravages of the open sea, though it tilts at a precarious forty-five degrees, with the aft end sunk deep into the surrounding coral. The masts have been completely torn off the ship.

There are three different ways to descend into the coral structure from this point. There is a gaping hole in the hull of the caravel at the fore that leads directly into the lower deck, and from there into Umberlee's Maw.

The characters can pass through the doors that would normally lead to the captain's cabin aft, to discover that the floor has collapsed there leaving a crude set of stairs as well as a gaping hole to swim through, also to the lower deck.

Lastly, the characters can attempt to smash their way through the metal grate affixed to the floor of the upper deck (AC 19, 27 hit points, and immunity to poison and psychic damage) that also leads directly to the lower deck. It hasn't been here long, so it has only just begun to corrode.

There are four padlocks keeping the grate bolted down. Each grate can be opened with a successful DC 15 Dexterity check using thieves' tools. Three of the four must be unlocked in order to open the grate wide enough for the characters to pass through.

Lastly, a character with a crowbar can attempt to pry the grate open with a successful DC 20 Strength (Athletics) check. If multiple characters have crowbars, and want to work together, then one of them can make a single check at advantage, representing their combined efforts.

2. WHAT IS DEAD MAY NEVER DIE

As the characters descend into the lower decks of this ship, read or paraphrase the following boxed text:

As you proceed belowdecks, it becomes much easier to swim as the hull protects you from the the strong currents outside. Many boxes and barrels are present here, somewhat waterlogged but largely intact.

This ship served as a tender vessel, bringing supplies to repair other warships as well as food, ale, medical supplies, and ammunition.

The fresh foodstuffs, including fruits, vegetables, breads, and hardtack, have been destroyed by sea water. Heavily salted meats that have been cured are salvageable, as is the ale, whose barrels are coated in a thick layer of tar to keep water out. Additionally, there are twenty healer's kits, closed in small iron boxes sealed with wax, 200 ballista bolts, 1000 yards of sailcloth, 500 feet of uncut silk rope, and four kegs of resin.

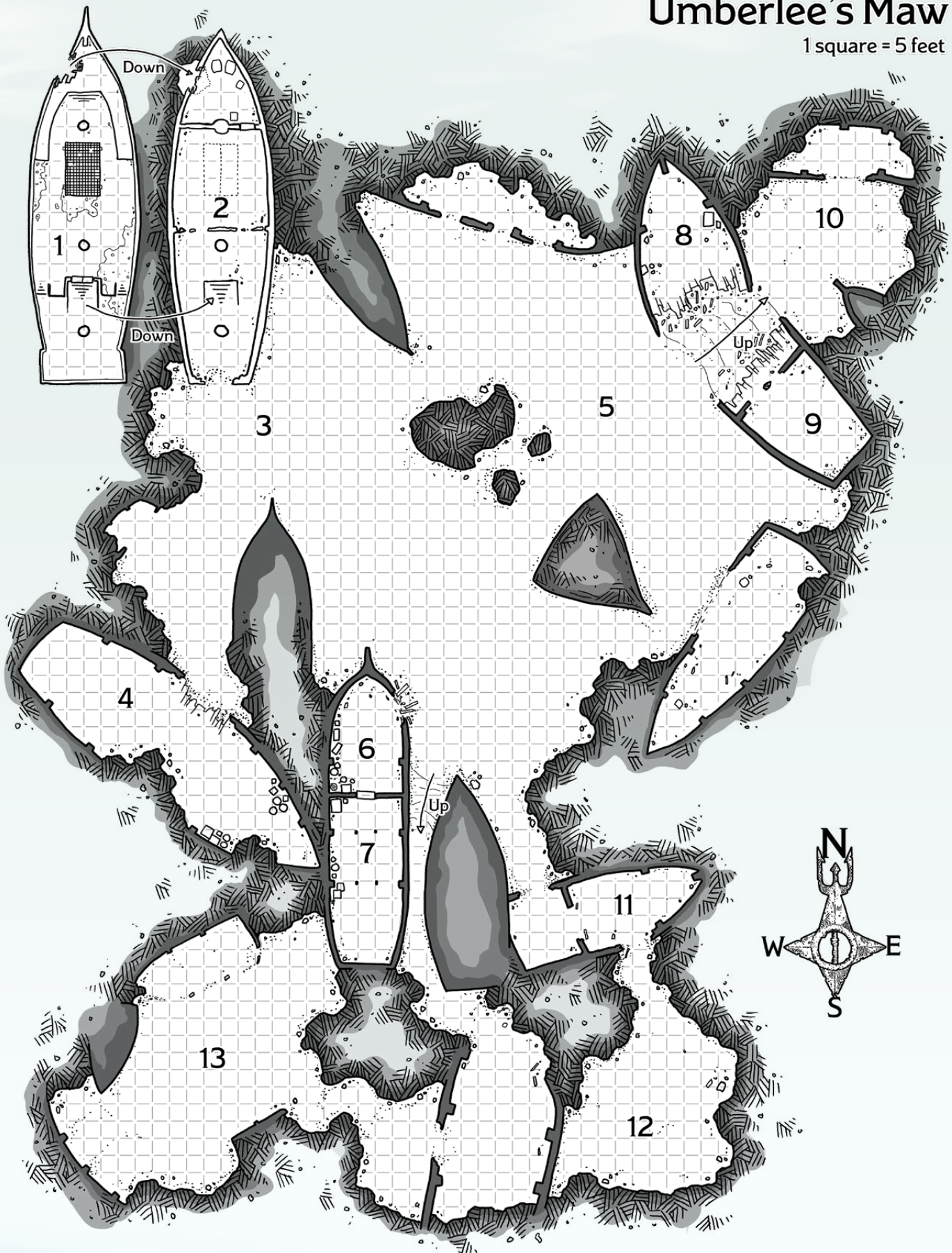
Two **drowned blades** and two **drowned ascetics** wait for intruders toward the ship's aft end on the lower deck of the caravel. As soon as any of the characters makes their way below deck, the undead attempt to ambush the party.

If the characters haven't encountered the sahuagin lurking outside the coral mountain, these creatures take this opportunity, joining the battle at the end of the the second round in the hopes of overwhelming the party. The giant shark is too big to get into the lower decks, and so may be excluded from this combat if the entire party is below.



Umberlee's Maw

1 square = 5 feet



INTERIOR FEATURES

This area has the following features.

Current. The water here is still, though it slowly filters through the coral that encompasses this area.

Light. There is no light here; the area that is heavily obscured. Characters without some kind of magical light or darkvision are considered blind. The encounter distance is reduced to 10 feet in these instances (see “Unusual Environments” in chapter 5 of the *Dungeon Master’s Guide*). For characters with a magical light source or darkvision, the water is considered to be clear.

Sea Floor. The sea floor here is compacted sand with some small stone outcroppings, though none big enough to stand on.

Ceiling Height. The ceiling of the coral mountain is approximately 50 feet above the sandy ocean floor.

Inside the ships that are part of the coral mountain, the ceilings are 8 feet high.

3. THE BONEYARD

As the characters emerge into this area, read or paraphrase the following boxed text:

This area extends well beyond where you can see, stretching into the darkness. Thousands of humanoid corpses (humans, elves, dwarves, halflings, gnomes, and the odd half-orc) are neatly arranged in lines along the sea floor beneath the ceiling of the coral mountain, in some kind of macabre underwater morgue. Most of them are dressed in uniforms common among surface-dwellers traveling at sea.

For the most part, the corpses are unmarred. Some bear the odd bump, bruise, or scrape, but it’s obvious that wasn’t the source of their demise. A successful DC 12 Wisdom (Medicine) check allows a character to recognize that these sailors died by drowning.

DEVELOPMENT

When he arrived, Gar Shatterkeel arranged the corpses into orderly lines, so that he might prepare them for transition into one of the living dead. He completed a ritual using a small amount of blood he had obtained from a kraken, animating a handful of these creatures.

Since then, he’s managed to dupe a pair of kraken priests into bringing a young kraken into the coral mountain, where they might “nurture it into maturity in relative seclusion.” Gar’s intent, of course, is to use the blood from the young creature in a much larger ritual, to animate what will certainly be a terrifying army of undead to assault the coastline of the Sea of Fallen Stars.

Treasure. If all of the corpses are thoroughly searched, they have a combined stash of 250 gp and 500 sp. Additionally, there are 1d10 pearls (worth 25 gp each) that adorn various earrings, necklaces, and the odd belly-button piercing.

4. TORTLE IN TORPOR

As the characters approach this ship, read or paraphrase the following boxed text:

The coral creates a passageway here that leads directly to another sunken ship which is nearly enveloped by the surrounding coral. About five feet from the sandy ocean floor there’s a sizeable hole, about fifteen feet in diameter, in its hull. A faint green light emanates from somewhere inside the lower decks of the ship.

The area inside the green glow is teeming with life. As the characters approach the opening, read or paraphrase the following boxed text:

Within the lighted area, there is life in abundance. Starfish of all shades grow on the coral, in the opening, and inside the hull of the ship. Tiny fish that flash silver and green swim in schools, and algae, seaweed and other underwater plants grow in abundance, all lit by the soft green glow.

If any character peers directly into the hole, read or paraphrase the following boxed text:

The source of the green light quickly becomes apparent. About ten feet from the aft of the lower deck, a large turtle, its head and limbs pulled in, floats in the middle of the rear cabin. The green light emanates directly from the creature’s shell.

This is **Amble**, a turtle druid who sought passage on this ship, and was on board when it sank. Amble was traveling to Turmish on the Sea of Fallen Stars, as they had heard of the war with Thay. Detesting undead and necromancy, Amble wants to help fight the Thayans in any way they can.

Due to their extremely strong connection with the Feywild, Amble was able to enter a protected state of suspended animation as the ship sunk, protecting them from drowning.

The undead will not willingly approach this ship, repelled by the power emanating from Amble, and Gar has yet to explore this passage inside the coral mountain.

At the moment, Amble is waiting for someone to wake them up. Any good-aligned character who touches the turtle will wake them. When this occurs, Amble is momentarily confused, and then gathering their wits, casts *water breathing* on themself.

Assuming the characters don’t act with hostility, Amble is very interested in hearing what the characters are doing. Amble can be a powerful ally for the party, though the turtle’s vow to never harm humanoids is not negotiable. Amble doesn’t necessarily expect others to follow this rule, but will encourage them to do so nonetheless.

ROLEPLAYING AMBLE

Amble speaks with a slow, deep resonance, and their head slowly gyrates when they get excited or want to make a point. The turtle has a gentle demeanor and loves to experience unfamiliar cultures that are peaceful. As a druid, Amble reveres both Selune and Eldath, and has a marked fondness for the Seldarine as well. It is important to note that as a turtle, Amble doesn't self-identify as either male or female. They are a member of the Circle of Dreams and has laid several clutches of eggs while traveling the Feywild.

Amble's Rule. The turtle will *never* attack a beast or humanoid with the intent to damage them. If such a creature is hostile, Amble will use magic to restrain them, and has a plethora of spells with which to accomplish this. Amble has no such restrictions with regard to hostile creatures of other types (undead, fiends, constructs, monstrosities, aberrations, etc.), and will fight to destroy them.

5. RAVENOUS RABBLE

When the characters can see this area, read or paraphrase the following boxed text:

The coral here glows with a light of its own. Red, orange, yellow, green, blue, indigo, and violet are all present in great swathes across the walls and ceiling here.

The chamber spans fifty feet across from the southwest (where you are) to the northeast, where you can see the wreckage of a massive ship that split in two when it was pulled beneath the waves.

The chamber is twice as long in the opposite direction, and the walls of both sides are split by holes that lead into adjoining chambers in the northwest and southeast.

Nestled into the cracks of the coral throughout this chamber are four **sahuagin hatchling swarms**. Characters with a passive Wisdom (Perception) of 15 or higher spot tiny movements hidden deep within the walls.

Likewise, characters who succeed on an active DC 15 Wisdom (Perception) check as they enter the chamber will also spot the movements. Let the players make this check if they wish, but don't prompt them to do so.

Otherwise, the characters are surprised as the sahuagin hatchling swarms attack when they enter the chamber.

6. AWAITING THE MASTER'S ORDERS

If any of the characters peer through the hole in the hull of this ship, read or paraphrase the following boxed text:

The inside of this cabin is fitted with hammock-style bunks affixed to the interior hull of the ship. Each hammock is a web of ropes and knot-work, lined with canvas. Nearby, there are several footlockers that have been broken open, their contents strewn about the floor of the cabin.

This area is occupied by three **drowned ascetics**. As they don't have anything to do until they receive orders from the drowned master, or directly from Gar Shatterkeel, they all lay inert in a bunk, covered with a pile of blankets—a force of habit from before they were undead.

It may not immediately be obvious that these creatures are in the cabin. Any character with a passive Wisdom (Perception) of 15 or higher, or a character who succeeds on a DC 15 Wisdom (Perception) check prior to entering will notice them. Otherwise, the characters may not recognize the threat until they've disturbed the creatures by making noise or by pulling back the blankets under which they lay.

Characters who are aware of the undead, or that want to remain undetected in general, must succeed on a DC 13 Dexterity (Stealth) check upon entering the cabin, to avoid "waking" the drowned ascetics. If the creatures are alerted, they attack immediately. Otherwise, the characters can proceed through this area without conflict, assuming they don't search the bunks or move the blankets.

The creatures were sailors when they were alive, so they are dressed in the uniforms commonly worn by sailors in the Turmish navy. Since they died suddenly from drowning, their clothing is only slightly worn from exposure to the briny depths.

Any conflict in this area will also attract the attention of the drowned undead in area 7, who join the fight at the end of the second round.

7. THE MASTER

Unless the characters punch a hole in the hull of this ship (possible, but unlikely), the only way into this area is through the door in area 6. When the characters can see this area, read or paraphrase the following boxed text:

The interior of this ship's hold has been converted into a war room. Water-resistant nautical maps, crafted with the treated hide of some aquatic creature, and detailing sections of the coastline in the Sea of Fallen Stars, have been pinned on one wall. Two creatures float upright, peering intently at the maps. While both are roughly humanoid, one of these creatures is completely encrusted in barnacles. The other creature's legs have split into shadowy tentacles, and it emanates a menacing inky aura.

The creatures, respectively, are one **drowned assassin** and one **drowned master**. Communicating with one another wordlessly through the link created by the drowned master, they are planning their departure from UMBERLEE'S MAW, once enough drowned have been created to pose a serious threat to settlements along the coastline. Until then, they await the command of their master, Gar Shatterkeel. The drowned master holds a short, slender metal wand in one hand and uses it to make marks on the maps on the wall.

Entering this area immediately draws the attention of both creatures, who attack immediately. If the characters managed to pass through area 6 without alerting the drowned ascetics therein, any conflict in this area will "wake" them. They join combat after two rounds have passed.

DEVELOPMENT

Any character who takes a minute or more to study the maps on the wall, and who makes a successful DC 13 Intelligence (Investigation) check, determines that they show detailed plans for a massive assault on key locations along the Turmish coastline. A character who exceeds the DC by 5 or more can tell from the strange markings and notes along the edges of the maps that someone intends to use the blood of a kraken to animate the legion of corpses inside the coral mountain.

8. KRAKEN KIBBLE

This half of the broken vessel is more accessible, so the characters can easily peer into this section as they approach. As the characters get close enough to see into this area, read or paraphrase the following boxed text:

This half of the broken ship is wide open. Lines with large hooks hang from the top of the inside, stretched from floor to ceiling and secured at either end. Large dead fish are impaled on many of these hooks.

At this end of the broken ship, the kraken priests that dwell nearby have stored food and supplies for themselves, as well as the young kraken that is their charge. They dutifully maintain the stores here while they work to carve a passage through the coral, which is turning out to be more difficult than originally thought. The intent is to have ready access to and from these chambers for the young kraken so it can exit and enter at will something it hasn't been able to do, as the creature has grown much larger than the opening currently available.

Unbeknownst to the kraken priests, part of Gar's plan is to keep them enclosed until he can perform his grand ritual and sacrifice the kraken to animate his undead army.

Trap. There are two ballistae traps hidden behind the fish in the back of this chamber. Thin tripwires have been strung up throughout the area, with the intent of protecting the stores from the nearby undead creatures that are sometimes attracted to any freshly caught fish. When entering the area, any character with a passive Wisdom (Perception) of at least 15, or a character that makes a successful DC 15 Intelligence (Investigation) check, notices the tripwires, and can avoid them. Failure means the trap is sprung.

The tripwires spring the trap, but the kraken priests in the chamber nearby also have hidden triggers that allow them to fire both ballistae once from their side.

BALLISTAE TRAP

Simple trap (level 5–10, dangerous threat)

Trigger. A creature that walks or swims through the tripwires triggers the trap.

Effect. The trap makes two attacks, one against the triggering creature, and one against another creature within ten feet of the triggering creature.

Ballistae Trap. *Ranged Weapon Attack:* +8 to hit, range 120/480 ft., one or two targets. *Hit:* 16 (3d10) piercing damage plus 9 (2d8) poison damage, and the target must succeed on a DC 12 Constitution saving throw or contract bluerot (see the "Bluerot" sidebar). This attack can't gain advantage or disadvantage.



9. QUARTERS OF THE KRAKEN PRIESTS

Fhenimore and Whymsee are two **kraken priests** working really hard to raise a young kraken.

Previously Thayan slaves, these two tough-as-nails women fled Thay after discovering they were both intended for execution and summary transformation into undead warriors in the dreaded Thayan army. On their way out of Thay, they were forced to take refuge on a broken-down skiff that drifted far out into the Sea of Fallen Stars. Both Fhenimore and Whymsee preferred death to becoming the immortal undead servitors of their wicked masters.

In their last weary moments, an aged kraken rose to the surface nearby, and spoke to them telepathically. The creature was actually on its final swim: a group of powerful adventurers sought it out for its treasure, and though they failed to slay the kraken, it was so badly wounded in the fight that the rest of the sea life around it began to strike at it, taking advantage of its greatly weakened state.

Just before passing away, though, it transformed Fhenimore and Whymsee into kraken priests so they could protect its only offspring. Thankful for another chance at some kind of life, the two have embarked on this mission with great enthusiasm and have spent the last ten years looking for a place where they might protect the young titan from the world, so that it might grow in power.



10. THE KRAKEN

As the characters approach this area, read or paraphrase the following boxed text:

The coral in this area is equally as beautiful as what you've seen elsewhere. The space opens up, rising about a hundred feet up to the coral ceiling above. Bits and pieces of coral lay scattered about the floor of this chamber, apparently broken off from the surrounding walls and ceiling.

Assuming Fhenimore and Whymsee were alerted to the characters' presence, they're in this chamber when the party approaches. When the characters move into the space between areas 8 and 9, Fhenimore speaks aloud to them, asking them to halt and turn around. She is strangely audible underwater.

Unless convinced otherwise, Fhenimore and Whymsee do their absolute best to keep from showing themselves, and remain protective of the area. If the characters want to proceed into area 10 without angering the kraken priests, they must succeed on DC 15 Charisma (Persuasion) check and promise not to harm Fhenimore and Whymsee, or any other creature in their care.

ROLEPLAYING FHENIMORE & WHYMSEE

If the characters stop and talk, Fhenimore and Whymsee will be evasive at first, only telling the characters who they've just recently made their home here. When they noticed the mountain of coral, it seemed like a great opportunity. If pressed, they'll warn the characters about the more powerful undead further into the mountain, and let them know that the master of the mountain also resides that way. They'll tell the characters his name is Gar Shatterkeel, and that he's a very powerful ocean dweller with a magical trident. That's pretty much all they know. That, and he was oddly welcoming, but they didn't want to question their luck.

Fhenimore is a tall, lanky human woman with a too-wide mouth filled with rows and rows of sharp teeth, like a shark. To accommodate her life underwater, Fhenimore's hands and feet are both webbed and, like a shark, she has an angular dorsal fin that protrudes from the middle of her back.

Whymsee is a shorter woman with broad shoulders. Her legs have been replaced with tentacles, and her upper torso is covered in some kind of tough, conical shell. When startled, she can tuck in her head and pull her tentacles up into the shell protectively, like a strange hermit crab.

When the characters peer into these chambers, read or paraphrase the following boxed text:

Past a dense curtain of sea shells that have been strung up to act as a kind of doorway, the area has been modified to provide comfortable accommodations.

Two hammocks are strung across the back of the chamber to serve as underwater beds, and a variety of hooks have been driven into the walls with netting attached to serve as shelving.

Caught up in the netting of the "shelves," there are all manner of odds and ends that might have been salvaged from the nearby sunken ships. Feel free to roll on the trinket table in the *Player's Handbook* to populate these chamber with two to three dozen oddities, or make them up to suit your own campaign.

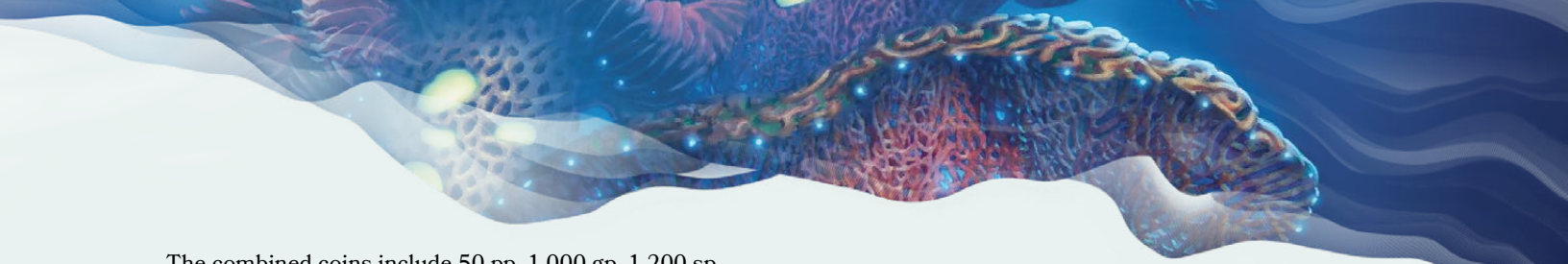
Unless the characters found a way to silently dispatch the sahuagin hatchling swarms, Fhenimore and Whymsee are aware of the party's presence and have prepared to surprise them. While the characters are in combat, they retreat from this chamber into area 10 and take refuge behind a coral outcropping.

Otherwise, as the characters pass between (or into) areas 8 and 9, one of the kraken priests triggers the ballistae trap, firing both siege weapons simultaneously, while the other casts *Evard's blank tentacles*, effectively blocking off the entrance to area 10. On the following round, the other kraken priest will also cast *Evard's black tentacles*, and the two of them will proceed to do whatever they can (such as casting *command*) to keep the characters caught up in those spell areas.

Once the characters emerge from those areas, or manage to remove the spells altogether, the kraken priests cast *lightning bolt* and then move to use their thunderous touch attack, as they have no choice but to engage in melee combat.

When both kraken priests have been reduced to half their hit points, they call for the **young kraken** to attack the characters. Likewise, if one or more of the kraken priests falls in combat, the creature emerges from its enclosure in the rear of the chamber to assault the party.

Treasure. The remnants of the parent kraken's possessions are piled up near the back corner of this chamber. The treasure fills and spills out of a pair of large chests that lay open so the young kraken could take stock at its whim.



The combined coins include 50 pp, 1,000 gp, 1,200 sp, and 1,800 cp. There are also ten large pearls (worth 50 gp each), and a pair of platinum chalices with intricately carved images of small fish swimming through a seaweed forest (worth 500 gp for the set).

Lastly, there is a *periapt of wound closure* and a *gem of seeing* amidst the rest of the hoard.

11. OLHYDRA'S CANAL

When the characters look into the wreckage of this small ship, read or paraphrase the following boxed text:

You see gently sloping sand, leading up the length of this sunken vessel to a larger breach in the front of its hull. Beyond, another sandy passage lined with barnacled walls continues to slope up and out of sight.

Unlike other sunken ships embedded in the coral nearby, this one has been cleared completely of debris, forming a seemingly easy path forward. Unfortunately, it's a trap. While there are no outward signs for characters to notice that might give this fact away, a detect magic spell will reveal that this area has a strong aura of both abjuration and evocation magic.

Trap. When a character crosses the threshold of the bulkhead between the back and the front of the ship, the trap is triggered. When that occurs, refer to the "Olhydra's Gambit" sidebar. *Dispel magic*, successfully cast against a 6th level spell, suppresses this trap for 1 minute.

OLHYDRA'S GAMBIT

Tendrils of water surge from the hull of the ship, attempting to seize intruders. Any creature inside the ship must succeed on a DC 15 Strength saving throw or become grappled and pulled to the closest wall inside the vessel, where they are restrained.

- Restrained characters can use an action on their turn to make either a DC 15 Strength (Athletics) check or a Dexterity (Acrobatics) check to escape the grapple.
- Unrestrained characters in the area must save against this effect at the beginning of their turn each round.

As the characters are being grappled, a freezing fog fills the inside of the ship. Creatures and objects within or beyond the fog are heavily obscured. A creature that enters the freezing cloud for the first time on a turn or starts its turn there takes 10 (3d6) cold damage, and its speed is reduced by 10 feet.

Last, but certainly not least, the openings at either end of the area ice over, and must be broken before characters can either enter or exit the area. Both icy barriers have AC 12, 30 hit points each, vulnerability to fire damage, and immunity to poison and psychic damage.

12. SHRINE TO OLHYDRA

When the characters enter or look into this area, read or paraphrase the following boxed text:

The coral walls of this chamber shimmer with a light of their own, beautifully cultivated into whirls, peaks, and valleys that resemble the open sea raging at the peak of a violent storm.

On the far wall, directly opposite the entrance, a coral altar emerges from the coral as if it grew there naturally. Likewise, a strange, upright X-shaped symbol, linked by a line across the bottom, has grown naturally from the altar's front-facing surface. A pair of ornate helms rest on the altar.

A male humanoid with aqua skin, large black eyes, and gauzy robes stands in front of the altar. He makes stabbing motions with his hands, apparently arguing with nobody as he peers directly into the face of one of the empty ornate helms on the altar.

This is **Shoalar Quaderil**, who was reincarnated by Gar to serve him in his new mission.

Once jovial and quick to laugh, Shoalar has grown quiet, bitter, and apprehensive. He doesn't understand how Gar can serve both Olhydra and UMBERLEE, and has developed an extreme mistrust of his morose benefactor. Because of this, it wouldn't take a great deal of effort to talk Shoalar down.

Any character who succeeds on a DC 13 Charisma (Intimidation) check can get Shoalar to not immediately attack the party. Likewise, a successful DC 15 Charisma (Persuasion) check will prompt the water genasi will tell the characters that he recently returned to life at the behest of his lord, Gar Shatterkeel. Shoalar can impart the following information to the characters:

- Gar once served as the elemental prophet of the elder elemental being known as Olhydra.
- In Gar's former career, he recruited Shoalar to help construct a temple and recruit other cultists.
- Adventurers found them, destroyed their sanctuary, and slew both of them. Shoalar doesn't understand how Gar is alive again, but he is thankful for the second chance.
- Shoalar knows that Gar plans to use the blood of the kraken to create an army of undead.
- Since returning to life, it has become clear to Shoalar that Gar's obeisance to UMBERLEE prevents him from truly serving Olhydra, and this has caused a rift between them.
- Shoalar truly believes that it's his mission to depose Gar, but knows he doesn't have the strength to accomplish this on his own.

If the characters are not hostile toward Shoalar, and express a desire to help him in this mission, the devotee of Olhydra will gladly join them.

If at any point the characters attack Shoalar, or if they say something to make him believe they cannot be allies, he will attack them. If this occurs, the two helms on the altar will rise up as a pair of **water elemental myrmidons** and assist Shoalar in fighting the characters.

Shoalar is already under the effect of the *mage armor* spell when the characters arrive. He begins combat by

casting *lightning bolt*, affecting as many characters as possible. He's likely to follow up with *watery sphere* to restrain troublesome characters so the water elemental myrmidons can attack while they're restrained.

Treasure. Shoalar possesses a *bowl of commanding water elementals*. If the characters defeat him, they'll find it on his person. If they befriend him, he'll offer it to them as assistance in the fight to come.

13. UMBERLEE'S CHOSEN

Accompanied by two **sea lion (monstrosities)** that he keeps as pets, Gar Shatterkeel resides in this underwater cave while he contemplates his next move and communes with Umberlee.

When the characters enter the chamber, read or paraphrase the following boxed text:

Seated on a rough throne made of an odd arrangement of coral, bones, and barnacles, is a man whose right arm has been replaced entirely with a large metal claw, much like a crab's.

His body is covered with clusters of barnacles, and in his left hand he idly grasps the haft of an exquisite trident, engraved with images of waves, shells, and sea creatures. On either side of the throne sit two massive creatures that are a strange hybrid of both fish and lion. They snarl in unison.



Gar's power has grown by no small measure since he last encountered adventurers. Though he remains sullen and morose, he simultaneously projects an air of strength and confidence.

With the exception of anyone under the effect of a *nondetection* spell, Gar is aware of every inhabitant within the coral mountain and has been tracking the characters' progress through his domain. While he doesn't know precisely what they've accomplished, outside of any creatures they might have killed or destroyed, he is ready for their arrival.

After everyone has entered the chamber, Gar surreptitiously (but rapidly) grows the coral over the entrance, blocking them in. If anyone is hesitant to enter, he'll beckon for them to come forward, asking them to converse with him. In this regard, his demeanor is regal, but gracious and non-hostile.

"Please. Come forward that we might speak in a more companionable manner."

With that, the man gestures with his left hand and the coral in the chamber grows a seat for each of you to perch upon, should you so desire.

"It has been too long since I've had a good conversation. Though your arrival is unexpected, your presence is much desired nonetheless. How can I help you?"

If the characters are peaceful and speak with Gar, he's happy to hear them out, listening intently, with no show of defensiveness or remorse for any accusations they might direct his way. Nor does he offer an apology or reparations for damages they might describe.

When they're done speaking, Gar will explain his newly found devotion to Umberlee, including his "resurrection" and newly discovered purpose. He'll even tell the characters what he plans to do, and how he plans to do it. While Gar doesn't gloat, he will speak of his intentions as though his success is inevitable.

- Once Gar has completely described his plans, he thanks the characters for listening to him, and disappears from the chamber.
- If at any point the characters act in a manner unbecoming to a peaceful conversation (cast a spell, move to attack, attempt to circle to his flank or behind him, etc.) Gar sighs, and disappears from the chamber.

In both instances, Gar teleports using the coral as a means of transport, similar to the *tree stride* spell. He casts no spell to do this, so *counterspell* cannot be used to prevent his departure.

THE FINAL COUNTDOWN

At this point it is extremely important that you keep track of how many rounds it takes the characters to complete this combat, and exit the chamber. While they're in combat here, Gar has proceeded to the final encounter that begins with his assault on the kraken priests. See below for more details.

When Gar leaves this area, the **sea lion (monstrosities)** attack the characters, and the entire room is flooded with magic that acts like an *entangle* spell of massive proportions.

Each round the characters are in the room, the coral attempts to grow up and around them, forcing them to make a DC 18 Strength saving throw or be restrained. A character who is restrained by the coral can use their action to make a DC 18 Strength (Athletics) check or Dexterity (Acrobatics) check to free themselves. The sea lions are immune to this effect.

A character who successfully casts *dispel magic* against a 6th level spell suppresses this effect for 1 minute.

To leave this chamber, the characters will have to cut their way out or move through the coral blocking the entrance. The coral covering the entrance has AC 15, 40 hit points, immunity to psychic and poison damage, and resistance to piercing and slashing damage.

It's possible to push through the coral, but doing so requires a successful DC 18 Dexterity saving throw. A creature who fails this saving throw takes 7d8 slashing damage, or half as much on a success. The wall is 5 feet thick and every 1 foot costs 5 feet of movement. Characters stuck in the wall are considered restrained until they push through, and are required to make the above Dexterity saving throw on their turn each round.

THE FINAL COUNTDOWN

Now is the time for the characters, and any allies they've managed to acquire, to face off against Gar Shatterkeel and his drowned minions. Time is of the essence and events progress while the characters are attempting to free themselves from area 13, so it's best to keep track of the number of rounds it takes for the characters to break through the coral and find their way back to area 5 to confront Gar. It might take them a few rounds to find out where he is, as he gave no indication as to where he was going when he disappeared.

AMBLE

If Amble has joined the characters, the turtle remains a steadfast ally in the fight to come. Amble will focus any attacks on the drowned, leaving Gar to the characters. If things get tough, Amble can also act as a backup healer for the party. Note that dealing damage to Gar does not break Amble's rule, as the turtle believes that Gar is some kind of aberrant being. Because of this, Amble will not intercede when the characters attack Gar.

FHENIMORE AND WHYMSEE

While they've been voted "*most likely to die before the characters even show up*," the manner of their demise may depend on whether the characters managed to befriend them. Below are a number of possibilities.

Not Allies. Perhaps the characters killed Fhenimore and Whymsee without being consumed by the young kraken, or the characters failed to negotiate with them and were driven from the area, or the characters simply never visited this area of the coral mountain.

This scenario also works even if the characters did befriend the kraken priests, but never learned of Gar's plan to use the kraken's blood—or if they did learn his plan, but never told Fhenimore and Whymsee about it.

Regardless of the reason, the kraken priests are not alarmed or on guard when Gar Shatterkeel arrives. In this instance, Gar's plans unfold as shown in the "Killing Fhenimore and Whymsee" sidebar.

KILLING FHENIMORE AND WHYMSEE

Round 1. Not suspecting treachery, the kraken priests aren't prepared when Gar casts *charm person* as a 2nd level spell, charming them both.

Round 2. Gar and the two priests swim to area 6, outside the range of the young kraken's telepathy.

Round 3 (and 4). If the drowned ascetics are still in area 6, they attack the kraken priests. If the characters destroyed the drowned ascetics in this area, Gar will require an additional round to slay both in melee combat using his claw and *Wave*.

Round 4. Gar swims back.

Round 5. Upon returning to the young kraken, Gar casts *charm monster* on the creature. It fails its saving throw and believes Gar to be a friend.

Round 6. Gar surprises the kraken, hitting it twice with *Wave* before the creature can react, and achieving a critical hit both times. The kraken is slain, and Gar begins the process of drawing blood from the creature, storing it in massive five-gallon bladders he brought along for this purpose.

Allies. In this scenario, the characters have befriended the kraken priests, learned of Gar's plans from either the map in area 7 or from Shoalar Quaderil, and have convinced the kraken priests that Gar means to kill their charge. Fhenimore and Whymsee are on alert when Gar arrives, and things play out very differently. In this instance, Gar's plans unfold as shown in the "Fighting Fhenimore and Whymsee" sidebar.

FIGHTING FHENIMORE AND WHYMSEE

Round 1. Gar activates the *cube of force* function on *Wave*, so that living creatures may not harm approach him. Fhenimore and Whymsee will both cast *lightning bolt* on Gar, who will succeed at on only one saving throw only, but then use his Legendary Resistance feature to save on the other. Gar takes 28 hit points lightning damage.

Round 2. Gar casts *conjure animals* as a 7th level spell, summoning six **swarms of quippers** and directing them to slay and consume the kraken priests.

Rounds 3 and 4. The kraken priests are consumed by the swarms while Gar uses Umberlee's Wake on the young kraken (who fails its saving throw) before charging to attack with *Wave* as a legendary action. Gar will hit with a critical hit, reducing the creature to 91 hit points. Gar then takes 17 bludgeoning damage from the kraken (reducing him to 99 hit points) and is grappled.

Round 5. Gar casts *freedom of movement*, escaping the grapple, and then uses a legendary action to attack the creature. He will score a critical hit, slaying the kraken.

Round 6. Gar casts *heal* on himself, bringing him back to his hit point maximum, and begins the process of drawing blood from the kraken, storing it in massive five-gallon bladders he brought along for this purpose.

Shoalar Quadril-Ally. If the characters met Shoalar and allied with the devotee of Olhydra, Shoalar accompanies them from his lair to area 13, bringing the two water elemental myrmidons with him. This makes the fight in that area easier and may allow the characters to interrupt Gar in the actions described above.

Otherwise, if Shoalar is dead or simply hasn't encountered the characters, neither he nor his elementals will be present at this fight.



FIGHTING GAR SHATTERKEEL

Whatever the opposition looks like, and regardless of which allies they bring with them, when the characters encounter Gar Shatterkeel they're in for the fight of their lives.

Each round after the young kraken is slain, Gar can harvest five gallons of blood from the creature. It takes another two rounds for him to switch from a full bladder to an empty one, so for twenty bladders it will take Gar a total of 60 rounds (6 minutes) to complete his work with the kraken's corpse. He'll only need ten bladders of blood to animate the corpses present in the coral mountain, but he hopes to perform the ritual again at a later date.

The state they find Gar in, as well as what resources he has to fight them with, depends largely on when the characters arrive and who their allies are (or were). In any case, it's safe to say that Gar will open combat with his *Umberlee's Wake* ability, catching as many characters and allies in its massive area as he can. In addition to the impressive assortment of powers and abilities listed in his stat block, Gar can employ lair actions (see the "Lair Actions" sidebar) while he's within the coral mountain.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Gar Shatterkeel takes a lair action to cause one of the following effects; Gar can't use the same effect two rounds in a row.

- Gar may teleport anywhere within the coral mountain, bringing up to five willing creatures with him.
- The coral in a 60-foot radius grows rapidly around creatures inside the coral mountain. Each creature must succeed on a DC 18 Strength saving throw or become restrained. Restrained creatures can take an action on their turn to make a DC 18 Strength (Athletics) or Dexterity (Acrobatics) check to free themselves. This effect lasts for 1 minute

unless dispelled (it counts as a 6th level spell), and doesn't require Gar to maintain concentration. Gar Shatterkeel and any creatures he designates are immune to this effect.

- Up to five corpses that Gar can see within 60 feet rise up as **drowned blades** and attack anyone Gar directs them to on his turn.

DEVELOPMENT

Win or lose, this is a tough encounter, one that the characters may very well be forced to flee from. If the characters do run from Gar, he completes the ritual to animate an army of the drowned, fortifies his position at the coral mountain further, and begins a campaign of terror across the coastal settlements of the Sea of Fallen Stars.

Gar is aware of Thay's power with regards to the undead, so he isn't so foolish as to challenge them with this army. Though, he might be open to an alliance with the Red Wizards that could benefit them both.

It is possible, however, to defeat Gar Shatterkeel. As noted in his stat block, when Gar drops to 0 hit points his body collapses into a pool of inky water that rapidly disperses. Except for *Wave* and his claw, anything he was wearing or carrying is left behind.

If this happens, the characters are victorious! They could, with no small amount of cleanup, to turn the coral mountain into a beautifully misshapen but habitable home for many locathah who have been displaced by recent attacks and other conflicts.

Accomplishing this would not only cement the characters' status as heroes, but elevate them to a position of prestige as potential future leaders of the locathah tribes. The details of their acclaim are up to you, though it is entirely possible—even likely even—that Gar will someday return to take his revenge.

APPENDIX A: CREATURE STATISTICS

This appendix details creatures that are encountered in this adventure.

AMBLE

Medium humanoid (turtle), neutral good

Armor Class 18 (natural armor, ring of protection)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	10 (+0)	18 (+4)	14 (+2)

Saving Throws Str +3, Dex +1, Con +4, Int +5, Wis +9, Cha +3

Skills Animal Handling +8, Insight +8, Medicine +8, Perception +8, Survival +8

Senses passive Perception 18

Languages Aquan, Common, Druidic

Challenge 10 (5,900 XP)

Hearth of Moonlight and Shadow. At the start of a short or long rest, Amble can touch a point in space, and an invisible, 30-foot-radius sphere of magic appears, centered on that point. Total cover blocks the sphere.

While within the sphere, Amble and their allies gain a +5 bonus to Dexterity (Stealth) and Wisdom (Perception) checks, and any light from open flames in the sphere isn't visible outside it.

The sphere vanishes at the end of the rest or when Amble leaves the sphere.

Hold Breath. Amble can hold their breath for up to 1 hour at a time.

Spellcasting. Amble is a 12th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Amble has the following druid spells prepared:

Cantrips (at will): *guidance, mending, shape water, shillelagh*

1st level (4 slots): *absorb elements, cure wounds, entangle, speak with animals*

2nd level (3 slots): *darkvision, hold person, lesser restoration, moonbeam*

3rd level (3 slots): *conjure animals, dispel magic, water breathing*

4th level (3 slots): *charm monster, freedom of movement*

5th level (2 slots): *greater restoration, mass cure wounds*

6th level (1 slot): *conjure fey*

ACTIONS

Change Shape (2/Day). Amble magically polymorphs into a beast with a challenge rating of 1 or less, and can remain in this form for up to 6 hours. Amble's equipment melds with their new form. Amble reverts to their true form if they die or fall unconscious. Amble can revert to their true form using a bonus action on their turn.

Amble's game statistics are replaced by the statistics of the beast, but they retain their alignment, personality, and Intelligence, Wisdom, and Charisma scores. Amble also retains all their skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as Amble and the bonus in its stat block is higher, use the creature's bonus instead of Amble's.

When Amble transforms, they assume the beast's hit points and Hit Dice. When Amble reverts to their normal form, they return to the number of hit points they had before they transformed. However, if Amble reverts as a result of dropping to 0 hit points, any excess damage carries over their normal form.

Amble can't cast spells, and their ability to speak or take any action that requires hands is limited to the capabilities of their beast form. Transforming doesn't break Amble's concentration on a spell they've already cast however, or prevent them from taking actions that are part of a spell.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Club. *Melee Weapon Attack:* +6 to hit (+8 to hit with shillelagh), reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh.

BONUS ACTIONS

Balm of the Summer Court (12d6). Amble can choose one creature they can see within 120 feet of them and spend up to 6d6 of their die pool. Roll the spent dice and add them together. The target regains a number of hit points equal to the total. The target also gains 1 temporary hit point per die spent. Amble regains all expended dice when they finish a long rest.

Hidden Paths (4/Day). Amble may teleport up to 60 feet to an unoccupied space they can see.

DROWNED ASCETIC

Medium undead, chaotic evil

Armor Class 13

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	3 (-4)	9 (-1)	5 (-3)

Saving Throws Dex +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 3 (700 XP)

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

Bound Together. The drowned ascetic shares its mind with every other drowned one within 1 mile of it, and can communicate its thoughts and observations to them instantaneously and without limitation.

Undead Fortitude. If damage reduces the drowned ascetic to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the drowned ascetic drops to 1 hit point instead.

ACTIONS

Multiattack. The drowned ascetic makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 12 Constitution saving throw or contract bluerot (see the "Bluerot" sidebar).

REACTIONS

Dexterous Target. The drowned ascetic adds 3 to its AC against one ranged attack that would hit it. To do so, the drowned ascetic must see the attacker.

DROWNED BLADE

Medium undead, chaotic evil

Armor Class 10

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	3 (-4)	9 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 2 (450 XP)

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

Bound Together. The drowned blade shares its mind with every other drowned one within 1 mile of it, and can communicate its thoughts and observations to them instantaneously and without limitation.

Undead Fortitude. If damage reduces the drowned blade to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the drowned blade drops to 1 hit point instead.

ACTIONS

Multiattack. The drowned blade makes two rusted longsword attacks.

Rusted Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, and the target must succeed on a DC 12 Constitution saving throw or contract bluerot (see the "Bluerot" sidebar).

BLUEROT

This disease targets humanoids. While afflicted with bluerot, a victim grows grotesque blue boils on their face and back. This disease is carried by undead, and victims most often acquire it through wounds caused by infected creatures.

The disease's boils manifest in 1d4 hours, reducing the victim's Constitution and Charisma scores by 1d4 each, to a minimum of 3. This is quickly followed by a fever and tingling in the extremities. An infected creature is vulnerable to radiant damage and gains the ability to breathe underwater.

At the end of each long rest, an infected creature must make a DC 12 Constitution saving throw. On a success, the victim regains 1 point of Constitution and 1 point of Charisma lost to the disease. If the infected creature regains all the points lost to the disease, it is cured. Other effects that raise the victim's ability scores do not cure the disease. On a failed saving throw, the victim takes 18 (4d8) necrotic damage as the boils burst and spread. A creature reduced to 0 hit points by this damage cannot regain hit points until the disease is cured, though it can be stabilized as normal.

DROWNED ASSASSIN

Medium undead, chaotic evil

Armor Class 14 (leather armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

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

Saving Throws Dex +5, Con +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 4 (1,100 XP)

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

Bound Together. The drowned assassin shares its mind with every other drowned one within 1 mile of it, and can communicate its thoughts and observations to them instantaneously and without limitation.

Undead Fortitude. If damage reduces the drowned assassin to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the drowned assassin drops to 1 hit point instead.

ACTIONS

Multiattack. The drowned assassin makes two hand crossbow attacks or two dagger attacks. It can then take the Dash, Disengage, or Hide action.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or contract bluerot (see the "Bluerot" sidebar).

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 9 (2d8) poison damage, and the target must succeed on a DC 12 Constitution saving throw or contract bluerot (see the "Bluerot" sidebar).

Reveal (1/Day). The drowned assassin removes its mask, revealing its rotting face. Each creature of the assassin's choice within 30 feet of it that can see the assassin must succeed on a DC 13 Wisdom saving throw or be frightened until the end of its next turn.

DROWNED MASTER

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 157 (21d8 + 63)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	9 (-1)	14 (+2)	12 (+1)

Saving Throws Con +7, Wis +6

Skills Perception +10

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 20

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

Challenge 9 (5,000 XP)

Bound Together. The drowned master shares its mind with every other drowned one within 1 mile of it, and can communicate its thoughts and observations to them instantaneously and without limitation.

Cold Aura. At the start of each of the drowned master's turns, each creature within 5 feet of it takes 5 (1d10) cold damage. A creature that touches the drowned master or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage.

Undead Fortitude. If damage reduces the drowned master to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the drowned master drops to 1 hit point instead.

ACTIONS

Multiattack. The drowned master makes two attacks: one with its greatsword and one with its Life-Draining Tentacle.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or contract bluerot (see the "Bluerot" sidebar).

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 14 (4d6) cold damage, and the target must succeed on a DC 12 Constitution saving throw or contract bluerot (see the "Bluerot" sidebar).

Life-Draining Tentacle. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this effect reduces its hit point maximum to 0. This reduction lasts until the target finishes a long rest. On a failed save, the target also contracts bluerot (see the "Bluerot" sidebar).

Necrotic Ink (Recharge 5–6). The drowned master discharges foul ink in front of itself in a 30-foot cone. Each creature caught in the ink must make a DC 15 Constitution saving throw, taking 27 (6d8) necrotic damage on a failed save or half as much damage on a successful one. A creature that fails this saving throw is blinded until the end of its next turn and contracts bluerot (see the "Bluerot" sidebar).

GAR SHATTERKEEL

Medium humanoid, neutral evil

Armor Class 17 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	12 (+1)	20 (+5)	14 (+2)

Skills Nature +11, Perception +10, Survival +10

Damage Resistances cold

Senses passive Perception 20

Languages Aquan, Common

Challenge 15 (13,000 XP)

Amphibious. Gar can breathe air and water.

Legendary Resistance (3/Day). If Gar fails a saving throw, he can choose to succeed instead.

Spellcasting. Gar is a 13th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *frost bite*, *mending*, *resistance*, *shape water*, *thunderclap**

1st level (4 slots): *create or destroy water*, *charm person*, *cure wounds*, *thunderwave*

2nd level (3 slots): *darkvision*, *hold person*, *mirror image**, *misty step**, *pass without trace*, *protection from poison*

3rd level (3 slots): *conjure animals*, *dispel magic*, *tidal wave*, *water breathing**, *water walk**

4th level (3 slots): *charm monster*, *control water**, *dominate beast*, *freedom of movement**, *watery sphere*

5th level (2 slot): *conjure elemental**, *maelstrom*, *scrying**, *tree stride*

6th level (1 slot): *heal*

7th level (1 slot): *plane shift*

*Circle spells don't count against spells prepared.

Water Walk. Gar can stand and move on liquid surfaces as if they were solid ground.

Watery Fall. When Gar drops to 0 hit points, his body collapses into a pool of inky water that rapidly disperses. Except for Wave and his claw, anything he was wearing or carrying is left behind.

ACTIONS

Multiattack. Gar makes two melee attacks, one with his claw and one with Wave.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 16). Until the grapple ends, Gar can't attack other creatures with his claw.

Wave. Melee or Ranged Weapon Attack: +11 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 9 (1d6 + 6) piercing damage or 10 (1d8 + 6) piercing damage when used with two hands. If Gar scores a critical hit with this weapon, the target takes extra necrotic damage equal to half its hit point maximum.

Umberlee's Wake (Recharge 5–6). Power ripples out in a 60-foot radius sphere from a point within range (150 ft.) as the will of Umberlee affects all in her watery embrace. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save. This only affects targets that are submerged or floating in water. Gar Shatterkeel and any undead serving him are immune to this effect.

LEGENDARY ACTIONS

Gar 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. Gar regains spent legendary actions at the start of his turn.

Move. Gar moves up to his speed without provoking opportunity attacks.

Claw. Gar makes one attack with his claw.

Wave (Costs 2 Actions). Gar makes one attack with Wave with advantage.

WAVE

Weapon (trident), legendary (requires attunement by a creature that worships a god of the sea)

This trident is an exquisite weapon engraved with images of waves, shells, and sea creatures. Although you must worship a god of the sea to attune to this weapon, Wave happily accepts new converts.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. If you score a critical hit with it, the target takes extra necrotic damage equal to half its hit point maximum.

The weapon also functions as a trident of fish command and a weapon of warning. It can confer the benefit of a cap of water breathing while you hold it, and you can use it as a cube of force by choosing the effect, instead of pressing cube sides to select it.

Sentience. Wave is a sentient weapon of neutral alignment, with an Intelligence of 14, a Wisdom of 10, and a Charisma of 18. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Aquan. It can also speak with aquatic animals as if using a speak with animals spell, using telepathy to involve its wielder in the conversation.

Personality. When it grows restless, Wave has a habit of humming tunes that vary from sea chanteys to sacred hymns of the sea gods.

Wave zealously desires to convert mortals to the worship of one or more sea gods, or else to consign the faithless to death. Conflict arises if the wielder fails to further the weapon's objectives in the world.

The trident has a nostalgic attachment to the place where it was forged, a desolate island called Thunderforge. A sea god imprisoned a family of storm giants there, and the giants forged Wave in an act of devotion to—or rebellion against—that god.

Wave harbors a secret doubt about its own nature and purpose. For all its devotion to the sea gods, Wave fears that it was intended to bring about a particular sea god's demise. This destiny is something Wave might not be able to avert.

Trident of Fish Command. This trident is a magic weapon. It has 3 charges. While you carry it, you can use an action and expend 1 charge to cast dominate beast (save DC 15) from it on a beast that has an innate swimming speed. The trident regains 1d3 expended charges daily at dawn.

Weapon of Warning. This magic weapon warns you of danger. While the weapon is on your person, you have advantage on initiative rolls. In addition, you and any of your companions within 30 feet of you can't be surprised, except when incapacitated by something other than nonmagical sleep. The weapon magically awakens you and your companions within range if any of you are sleeping naturally when combat begins.

Cap of Water Breathing. While wearing this cap underwater, you can speak its command word as an action to create a bubble of air around your head. It allows you to breathe normally underwater. This bubble stays with you until you speak the command word again, the cap is removed, or you are no longer underwater.

Cube of Force. This cube is about an inch across. Each face has a distinct marking on it that can be pressed. The cube starts with 36 charges, and it regains 1d20 expended charges daily at dawn.

You can use an action to press one of the cube's faces, expending a number of charges based on the chosen face, as shown in the Cube of Force Faces table. Each face has a different effect. If the cube has insufficient charges remaining, nothing happens. Otherwise, a barrier of invisible force springs into existence, forming a cube 15 feet on a side. The barrier is centered on you, moves with you, and lasts for 1 minute, until you use an action to press the cube's sixth face, or the cube runs out of charges. You can change the barrier's effect by pressing a different face of the cube and expending the requisite number of charges, resetting the duration.

If your movement causes the barrier to come into contact with a solid object that can't pass through the cube, you can't move any closer to that object as long as the barrier remains.

Chgs	Effect
1	Gases, wind, and fog can't pass through the barrier.
2	Nonliving matter can't pass through the barrier. Walls, floors, and ceilings can pass through at your discretion.
3	Living matter can't pass through the barrier.
4	Spell effects can't pass through the barrier.
5	Nothing can pass through the barrier. Walls, floors, and ceilings can pass through at your discretion.
0	The barrier deactivates.

The cube loses charges when the barrier is targeted by certain spells or comes into contact with certain spell or magic item effects, as shown in the table below.

Spell or item	Charges Lost
<i>Disintegrate</i>	1d12
<i>Horn of blasting</i>	1d10
<i>Passwall</i>	1d6
<i>Prismatic spray</i>	1d20
<i>Wall of fire</i>	1d4

GIANT SHARK

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

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

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 22 (3d10 + 6) piercing damage.

KRAKEN PRIESTS

FHENIMORE (KRAKEN PRIEST VARIANT)

Medium humanoid (human), neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

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

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 15

Languages Aquan, Common

Challenge 5 (1,800 XP)

Amphibious. Fhenimore can breathe air and water.

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

Innate Spellcasting. Fhenimore's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *command*, *create or destroy water*

3/day each: *control water*, *darkness*, *water breathing*, *water walk*

1/day each: *Evard's black tentacles*, *lightning bolt*

ACTIONS

Multiattack. Fhenimore can attack once with her bite attack and once with Thunderous Touch.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 8 (1d10 + 3) piercing damage.

Thunderous Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) thunder damage.

WHYMSEE (KRAKEN PRIEST VARIANT)

Medium humanoid (human), neutral evil

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 15

Languages Aquan, Common

Challenge 5 (1,800 XP)

Amphibious. Whymseer can breathe air and water.

Innate Spellcasting. Whymseer's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *command*, *create or destroy water*

3/day each: *control water*, *darkness*, *water breathing*, *water walk*

1/day each: *Evard's black tentacles*, *lightning bolt*

ACTIONS

Thunderous Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) thunder damage.

Ink Cloud. While underwater, Whymseer can expel an ink cloud in a 20-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than kraken priests or a kraken. Each creature other than a kraken priest or a kraken that ends its turn there must succeed on a DC 14 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of Whymseer's next turn.

Shell Defense. Whymseer withdraws into her shell. Until she emerges, she gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws. While in her shell, Whymseer is prone, her speed is 0 and can't increase, she has disadvantage on Dexterity saving throws, it can't take reactions, and the only action she can take is a bonus action to emerge.

YOUNG KRAKEN

Huge monstrosity (titan), chaotic evil

Armor Class 16 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	20 (+5)	19 (+4)	15 (+2)	17 (+3)

Saving Throws Str +12, Dex +5, Con +10, Int +9, Wis +7

Damage Immunities lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, paralyzed

Senses truesight 120 ft., passive Perception 14

Languages Abyssal, Celestial, Infernal, Primordial, Telepathy 60 ft. but can't speak

Challenge 14 (11,500 XP)

Amphibious. The kraken can breathe air and water.

ACTIONS

Multiattack. The kraken makes two tentacle attacks, each of which it can replace with one use of Fling.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage. If the target is a Medium or smaller creature grappled by the kraken, 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 kraken, and it takes 21 (6d6) acid damage at the start of each of the kraken's turns. One Medium or two smaller creatures can be swallowed at the same time.

If the kraken takes 35 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in spaces within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage, and the target is grappled (escape DC 20). Until the grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

Fling. One Medium or smaller object held, or creature grappled, by the kraken is thrown up to 40 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Strike. The kraken magically creates a bolt of lightning, which can strike a target the kraken can see within 90 feet of it. The target must make a DC 18 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

SAHUAGIN BLADEMASTER

Medium humanoid (sahuagin), lawful evil

Armor Class 20 (plate armor, shield)

Hit Points 97 (15d8 + 30)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Str +6, Con +5

Skills Athletics +6, Intimidation +4

Senses darkvision 120 ft., passive Perception 10

Languages Sahuagin

Challenge 6 (2,300 XP)

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

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

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of him, using a limited telepathy.

ACTIONS

Multiattack. The blademaker makes three attacks with its wavecutter blade, or one attack with its bite and two with its claws.

Wavecutter Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

SAHUAGIN DEEP DIVER

Medium humanoid (sahuagin), lawful evil

Armor Class 15 (Natural Armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	12 (+1)	13 (+1)	9 (-1)

Saving Throws Con +4, Wis +3

Skills Perception +5, Stealth +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 4 (1,100 XP)

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

Brine Lurker. The deep diver has advantage on Dexterity (Stealth) checks made while submerged in water.

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

Lure. The deep diver can cause its lure to light up or darken at will. While the lure is lit, the deep diver sheds bright light in a 30-foot radius centered on itself and dim light for an additional 20 feet.

Shark Telepathy. The deep diver can magically command any shark within 120 feet of him, using a limited telepathy.

ACTIONS

Multiattack. The deep diver makes two attacks with its glaive, or one attack with its bite and two with its claws.

Glaive. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target.
Hit: 13 (2d10 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 7 (1d10 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) slashing damage.

Light of Sekolah. The deep diver pulses magical light from its lure. Any creature within 30 feet of the deep diver that can see the light must succeed on a DC 11 Wisdom saving throw or be charmed until the end of its next turn. A creature charmed in this way is incapacitated as it stares at the light.

SEA LION (MONSTROSITY)

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages --

Challenge 5 (1,800 XP)

Amphibious. The sea lion can breathe air and water.

Keen Smell. The sea lion has advantage on Wisdom (Perception) checks that rely on smell.

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

Swimming Leap. With a 10-foot swimming start, the sea lion can long jump out of or across the water up to 25 feet.

ACTIONS

Multiattack. The sea lion makes three attacks: one bite attack and two claw attacks.

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 12 (2d8 + 3) piercing damage.

SHOALAR QUADERIL

Medium humanoid (water genasi), lawful evil

Armor Class 11 (14 with mage armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	14 (+2)	10 (+0)	18 (+4)

Skills Arcana +5, Deception +7, Insight +3, Persuasion +7

Damage Resistances acid, lightning, thunder

Senses passive Perception 10

Languages Aquan, Common

Challenge 6 (1,100 XP)

Amphibious. Shoalar can breathe air and water.

Innate Spellcasting. Shoalar's innate spellcasting ability is Constitution (spell save DC 14, +6 to hit with spell attacks). He can innately cast the following spells:

At will: *shape water*

1/day: *create or destroy water*

Spellcasting. Shoalar is a 7th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He knows the following sorcerer spells:

Cantrips (at will): *acid splash, chill touch, light, prestidigitation, ray of frost*

1st level (4 slots): *disguise self, mage armor, shield*

2nd level (3 slots): *hold person, misty step*

3rd level (3 slots): *lightning bolt, tidal wave*

4th level (1 slot): *watery sphere*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

WATER ELEMENTAL MYRMIDON

Large elemental, neutral

Armor Class 18 (plate)

Hit Points 127 (17d8 + 51)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (-1)	10 (+0)	10 (+0)

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

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 7 (2,900 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

ACTIONS

Multiattack. The myrmidon makes three trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Freezing Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) cold damage. A target that is hit by one or more of these attacks has its speed reduced by 10 feet until the end of the myrmidon's next turn.

APPENDIX B: LOCATHAH CHARACTERS

Featured in *Ghosts of Saltmarsh*, these resilient and proud fish-folk have endured war, slavery, and mistreatment at the hands of other aquatic creatures. They dwell in submerged tribal communities along seacoasts, and hunt both above and below the water.

LOCATHAH TRAITS

Your locathah character has an assortment of inborn abilities, part and parcel of locathah nature.

Ability Score Increase. Your Strength score increases by 2 and your Dexterity score increases by 1.

Age. Locathah mature to adulthood by the age of 10 but have been known to live up to 80 years.

Alignment. Most locathah are true neutral or have some aspect of neutrality in their alignment. They tend toward good, coming from a culture where compassion for the downtrodden is a commonality.

Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your AC is 12 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Observant & Athletic. You have proficiency in the Athletics and Perception skills.

Leviathan Will. You have advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Limited Amphibiousness. You can breathe air and water, but you need to be submerged at least once every 4 hours to avoid suffocating.

Size. Locathah stand between 5 and 6 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swim speed of 30 feet.

Languages. You can speak, read, and write Aquan and Common.



Barnacle

CHARACTER NAME

Fighter 9

CLASS & LEVEL

Locathah

RACE

Defender

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

Milestone

EXPERIENCE POINTS

STRENGTH

18

+4

DEXTERITY

12

+1

CONSTITUTION

18

+4

INTELLIGENCE

10

+0

WISDOM

12

+1

CHARISMA

12

+1

INSPIRATION

+4

PROFICIENCY BONUS

- +8 Strength
- +1 Dexterity
- +8 Constitution
- +0 Intelligence
- +1 Wisdom
- +1 Charisma

SAVING THROWS

- +5 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +8 Athletics (Str)
- +1 Deception (Cha)
- +0 History (Int)
- +5 Insight (Wis)
- +5 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +5 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +0 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +5 Survival (Wis)

SKILLS

18

ARMOR CLASS

+1

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 94

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Crossbow, Light +5 1d8+1 piercing

+2 Trident +10 1d6+6 piercing

Unarmed Strike +8 5 bludgeoning

Light Crossbow.
Range 80/320, Loading-bonus action

Trident.
Thrown Range 20/60, Versatile 1d8+6 piercing damage when held in two hands while attacking

Extra Attack.
You can attack twice whenever you take the Attack action on your turn.

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

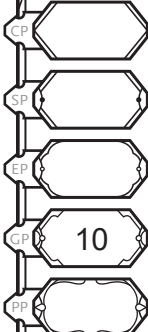
Armor.
All Armor and Shields

Weapons.
Martial Weapons, Simple Weapons

Tools.
Smith's Tools, Weaver's Tools, Woodcarver's Tools

Languages.
Aquan, Common

OTHER PROFICIENCIES & LANGUAGES



Shield
+1 Breastplate
Light Crossbow
+2 Trident
Crossbow Bolts (20)
Crossbow Bolt Case

Backpack.
Bedroll, Mess Kit, Rations (10 days), 50 ft. Hempen Rope, Keoghtom's Ointment

EQUIPMENT

Fighting Style-Protection.

While wielding a shield and a creature you can see attacks a target other than you within 5 ft., you can use your reaction to impose disadvantage on the attack roll.

Second Wind.

Once per short rest, you can use a bonus action to regain 1d10 + 9 HP.

Action Surge.

You can take one additional action on your turn. This can be used 1 times per short rest.

Indomitable.

You can roll a saving throw that you fail - you must use the new roll. You can use this 1 time per long rest.

Know Your Enemy.

If you spend at least 1 minute observing or interacting with another creature outside combat, you can learn information about its capabilities compared to your own: Strength score, Dexterity score, Constitution score, Armor Class, current HP, total class levels (if any), fighter class levels (if any).

Combat Superiority.

You learn maneuvers that are fueled by superiority dice. Maneuvers enhance an attack in some way. You have 5d8 superiority dice per short rest.

Commander's Strike (Maneuver).

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct an ally that can see and hear you to strike using its reaction, adding the superiority die to the damage roll.

Evasive Footwork (Maneuver).

When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

Lunging Attack (Maneuver).

When you make a melee weapon attack on your turn, you can expend one superiority die to add the total to the damage roll and to increase your reach for that attack by 5 feet.

Riposte (Maneuver).

When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against it (add the superiority die to the attack's damage roll on a hit).

Trip Attack (Maneuver).

When you hit with a weapon attack, you can expend one superiority die to add the total to the damage roll, and if the target is Large or smaller, it must make a STR saving throw (DC 16). On failure, you knock the target prone.

FEATURES & TRAITS



Barnacle

CHARACTER NAME

43

AGE

Yellow

EYES

6 ft.

HEIGHT

Olive Green

SKIN

180 lbs.

WEIGHT

n/a

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Natural Armor.

When you aren't wearing armor, your AC is 12 + your Dexterity modifier. A shield's benefits apply as normal.

Limited Amphibiousness.

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

Athletic and Observant.

You have proficiency in both the Athletics and Perception.

Leviathan Will.

You have advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Rustic Hospitality.

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Bubbles

CHARACTER NAME

32

AGE

Yellow

EYES

5 ft. 10 in.

HEIGHT

Mud Green

SKIN

170 lbs.

WEIGHT

n/a

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Natural Armor.

When you aren't wearing armor, your AC is 12 + your Dexterity modifier. A shield's benefits apply as normal.

Limited Amphibiousness.

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

Athletic and Observant.

You have proficiency in both the Athletics and Perception.

Leviathan Will.

You have advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Steady.

You can move twice the normal amount of time (up to 16 hours) each day before being subject to the effect of a forced march. Additionally, you can automatically find a safe route to land a boat on shore, provided such a route exists.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Gl'ulp

CHARACTER NAME

Monk 9

CLASS & LEVEL

Locathah

RACE

Fisher

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

Milestone

EXPERIENCE POINTS

STRENGTH

10

+0

DEXTERITY

18

+4

CONSTITUTION

14

+2

INTELLIGENCE

10

+0

WISDOM

16

+3

CHARISMA

10

+0

INSPIRATION

+4

PROFICIENCY BONUS

- +4 Strength
- +8 Dexterity
- +2 Constitution
- +0 Intelligence
- +3 Wisdom
- +0 Charisma

SAVING THROWS

- +8 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +0 Arcana (Int)
- +4 Athletics (Str)
- +0 Deception (Cha)
- +4 History (Int)
- +7 Insight (Wis)
- +0 Intimidation (Cha)
- +0 Investigation (Int)
- +3 Medicine (Wis)
- +0 Nature (Int)
- +7 Perception (Wis)
- +4 Performance (Cha)
- +0 Persuasion (Cha)
- +0 Religion (Int)
- +4 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +7 Survival (Wis)

SKILLS

19

ARMOR CLASS

+4

INITIATIVE

45 ft.

SPEED

Hit Point Maximum 66

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+8

1d6+4 Piercing

Net

+4

0 Bludgeoning

Unarmed Strike

+8

1d6+4 Bludgeoning

Thrown Dagger.
Range 20/60

Thrown Net.
Range 5/15, DC 10 Strength to break free, 5 slashing damage (AC 10) also frees the creature

Extra Attack.
You can attack twice, instead of once, whenever you take the Attack action on your turn.

Ki-Empowered Strikes.
Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity.

ATTACKS & SPELLCASTING

17

PASSIVE WISDOM (PERCEPTION)

Weapons.
Shortsword, Simple Weapons

Tools.
Brewer's Supplies, Weaver's Tools

Languages.
Aquan, Common, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

Dagger

SP

Net

EP

Bracers of Defense

EP

Traveler's Clothes

CP

Backpack.

CP

10

PP

Bedroll, Fishing Tackle,
Mess Kit, Rations (10 days),
50 ft. Hempen Rope,
Alchemy Jug, Driftglobe,
Potion of Vitality

EQUIPMENT

Unarmored Defense.

While not wearing armor and not using a shield, your AC equals 10 + DEX modifier + WIS modifier.

Martial Arts.

While you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield, you can use DEX instead of STR for the attack and damage rolls, you can roll your Martial Arts damage die in place of the normal damage, and when you use the Attack action on your turn, you can make one unarmed strike as a bonus action.

Ki.

You can spend Ki Points to fuel ki features. You have 9 points per short rest and your Ki save DC is 15.

Flurry of Blows (Ki).

After you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense (Ki).

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind (Ki).

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Deflect Missiles (Ki).

You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 4 + 9. If you reduce damage to 0 and have a free hand, you can spend 1 ki point to make a ranged attack (as with a monk weapon) with range 20/60.

Stunning Strike (Ki).

When you hit with a melee weapon attack, you can spend 1 ki point to make the target stunned until the end of your next turn if it fails a CON saving throw (DC 15).

Slow Fall.

You can use your reaction when you fall to reduce any falling damage you take by 45.

Evasion.

When you are subjected to an effect that allows you to make a DEX saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind.

You can use an action to end one effect on yourself that is causing you to be charmed or frightened.

FEATURES & TRAITS



Gl'ulp

CHARACTER NAME

50

AGE

Yellow

EYES

5 ft. 4 in.

HEIGHT

Seaweed Green

SKIN

140 lbs.

WEIGHT

n/a

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Unarmored Movement Improvement.

You can move along vertical surfaces and across liquids on your turn without falling during the move.

Drunken Technique.

Whenever you use Flurry of Blows, you gain the benefit of the Disengage action, and your walking speed increases by 10 ft. until the end of the current turn.

Tipsy Sway.

When you're prone, you can stand up by spending 5 ft. of movement, rather than half your speed. When a creature misses you with a melee attack roll, you can spend 1 ki point as a reaction to cause that attack to hit one creature of your choice, other than the attacker, that you can see within 5 ft.

Natural Armor.

When you aren't wearing armor, your AC is 12 + your Dexterity modifier. A shield's benefits apply as normal.

Limited Amphibiousness.

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

Athletic and Observant.

You have proficiency in both the Athletics and Perception.

Leviathan Will.

You have advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Harvest the Water.

You gain advantage on ability checks made using fishing tackle. If you have access to a body of water that sustains marine life, you can maintain a moderate lifestyle while working as a fisher, and you can catch enough food to feed yourself and up to ten other people each day.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Sandlot

CHARACTER NAME

Cleric 9 (Eldath)

CLASS & LEVEL

Locathah

RACE

Anthropologist

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

Milestone

EXPERIENCE POINTS

STRENGTH
12
+1

DEXTERITY
14
+2

CONSTITUTION
14
+2

INTELLIGENCE
12
+1

WISDOM
18
+4

CHARISMA
10
+0

INSPIRATION

+4 PROFICIENCY BONUS

SAVING THROWS

- +1 Strength
- +2 Dexterity
- +2 Constitution
- +1 Intelligence
- +8 Wisdom
- +4 Charisma

SKILLS

- +2 Acrobatics (Dex)
- +8 Animal Handling (Wis)
- +1 Arcana (Int)
- +5 Athletics (Str)
- +0 Deception (Cha)
- +5 History (Int)
- +8 Insight (Wis)
- +0 Intimidation (Cha)
- +1 Investigation (Int)
- +8 Medicine (Wis)
- +1 Nature (Int)
- +8 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +5 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +4 Survival (Wis)

18 ARMOR CLASS

+2 INITIATIVE

30 ft. SPEED

Hit Point Maximum 66

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Light Crossbow	+6	1d8+2 Piercing
Dagger	+6	1d4+2 Piercing
Unarmed Strike	+5	2 Bludgeoning

Light Crossbow.
Range 80/320, Loading-bonus action

Thrown Dagger.
Range 20/60

Spellcasting-Divine Domain (Nature).
You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 16, Spell Attack +8) and prepared cleric spells as rituals if they have the ritual tag. You can use a holy symbol as a spellcasting focus.

Channel Divinity (2/Short Rest).
You can channel divine energy to fuel magical effects.

Channel Divinity-Turn Undead.
As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

Destroy Undead (CR 1).
When an undead fails its saving throw against your Turn Undead feature, it is instantly destroyed if its CR is 1 or lower.

Channel Divinity-Charm Animals and Plants.
As an action, you can use Channel Divinity and present your holy symbol to charm for 1 minute each beast or plant creature that can see you within 30 ft. if it fails a WIS saving throw (DC 16).

Dampen Elements.
When you or a creature within 30 ft. takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

18 PASSIVE WISDOM (PERCEPTION)

Armor.
All Armor and Shields

Weapons.
Simple Weapons

Languages.
Aquan, Common, Deep Speech, Elvish

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CP Shield
- SP Dagger
- EP Light Crossbow
- CP Crossbow Bolts (20)
- EP Crossbow Bolt Case
- CP Scale Mail of Lightning Resist.
- EP Periapt of Wound Closure
- CP 10
- PP Traveler's Clothes
- CP Bag of Holding.
- PP Rations (10 days), Alms Box, Vestments, Holy Symbol

FEATURES & TRAITS

Sandlot

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK BONUS

0

CANTRIPS

- Guidance
- Mending
- Sacred Flame
- Spare the Dying
- Shape Water

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- Animal Friendship
- Speak with Animals
- Bless
- Cure Wounds
- Healing Word
- Protection from Evil and Good

2

3

- Barkskin
- Spike Growth
- Augury
- Lesser Restoration
- Prayer of Healing

3

3

- Plant Growth
- Wind Wall
- Dispel Magic
- Revivify
- Spirit Guardians

4

3

- Dominate Beast
- Grasping Vine
- Control Water
- Freedom of Movement

5

1

- Insect Plague
- Tree Stride
- Mass Cure Wounds

6

7

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9

SPELLS KNOWN

Shanty

CHARACTER NAME

Bard 9

CLASS & LEVEL

Locathah

RACE

Sage

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

Milestone

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

14

+2

CONSTITUTION

12

+1

INTELLIGENCE

16

+3

WISDOM

10

+0

CHARISMA

16

+3

INSPIRATION

+4

PROFICIENCY BONUS

- +1 Strength
- +6 Dexterity
- +1 Constitution
- +3 Intelligence
- +0 Wisdom
- +7 Charisma

SAVING THROWS

- +6 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +7 Arcana (Int)
- +5 Athletics (Str)
- +5 Deception (Cha)
- +11 History (Int)
- +2 Insight (Wis)
- +5 Intimidation (Cha)
- +7 Investigation (Int)
- +2 Medicine (Wis)
- +11 Nature (Int)
- +4 Perception (Wis)
- +5 Performance (Cha)
- +7 Persuasion (Cha)
- +7 Religion (Int)
- +4 Sleight of Hand (Dex)
- +6 Stealth (Dex)
- +2 Survival (Wis)

SKILLS

14

ARMOR CLASS

+4

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 57

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Dagger +6 1d4+2 Piercing

Unarmed Strike +5 2 Bludgeoning

Thrown Dagger.
Range 20/60

ATTACKS & SPELLCASTING

Spellcasting.

You can cast known bard spells using CHA as your spellcasting modifier (Spell DC 15, Spell Attack +7) and known bard spells as rituals if they have the ritual tag. You can use a musical instrument as a spellcasting focus.

Bardin Inspiration (3/Short Rest).

As a bonus action, a creature (other than you) within 60 ft. that can hear you gains an inspiration die (1d8). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

Song of Rest.

If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d8 hit points.

Countercharm.

As an action, you can perform until the end of your next turn. During that time, you and any friendly creatures within 30 ft. that can hear you gain advantage on saving throws against being frightened or charmed.

Cutting Words.

As a reaction when a creature (that's not immune to being charmed) you can see within 60 ft. makes an attack roll, ability check, or damage roll, you can expend one use of Bardic Inspiration, roll the die, and subtract the number from the creature's roll. You can do so after the roll but before knowing the result.

14

PASSIVE WISDOM (PERCEPTION)

Armor.
Light Armor

Weapons.
Hand Crossbow, Longsword, Rapier, Shortsword, Simple Weapons

Tools.
Flute, Horn, Shavn

Languages.
Aquan, Common, Deep Speech, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

Daggers (2)
Common Clothes

SP

Backpack.
Bedroll, Mess Kit, Rations (10 days), 50 ft. Hempen Rope, Shawm, Small Knife, Horn of Blasting, Pipes of Haunting, Elixir of Health

EP

CP

15

PP

EQUIPMENT

FEATURES & TRAITS



Bard

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0

CANTRIPS

- Light
- Message
- Vicious Mockery

3

3

- Catnap
- Dispel Magic
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SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

PREPARED

SPELL NAME

- Cure Wounds
- Dissonant Whispers
- Identify
- Shield
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- Charm Monster
- Dimension Door
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- Cloud of Daggers
- Misty Step
- See Invisibility
- Shatter
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- Hold Monster
- Synaptic Static
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SPELLS KNOWN

Undertow

CHARACTER NAME

Ranger 9

CLASS & LEVEL

Locathah

RACE

Outlander

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

Milestone

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

16

+3

CHARISMA

10

+0

INSPIRATION

+4

PROFICIENCY BONUS

- +5 Strength
- +7 Dexterity
- +2 Constitution
- +1 Intelligence
- +3 Wisdom
- +0 Charisma

SAVING THROWS

- +3 Acrobatics (Dex)
- +7 Animal Handling (Wis)
- +1 Arcana (Int)
- +5 Athletics (Str)
- +0 Deception (Cha)
- +1 History (Int)
- +3 Insight (Wis)
- +0 Intimidation (Cha)
- +5 Investigation (Int)
- +3 Medicine (Wis)
- +5 Nature (Int)
- +7 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +1 Religion (Int)
- +3 Sleight of Hand (Dex)
- +7 Stealth (Dex)
- +7 Survival (Wis)

SKILLS

18

ARMOR CLASS

+3

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 76

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Hand Crossbow +7 1d6+3 Piercing

+2 Shortsword +9 1d6+7 Piercing

Unarmed Strike +5 2 Bludgeoning

Hand Crossbow.
Range 30/120, Loading-bonus action

Extra Attack.
You can attack twice whenever you take the Attack action on your turn.

Fighting Style (Dueling).
When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon (already figured in).

ATTACKS & SPELLCASTING

17

PASSIVE WISDOM (PERCEPTION)

Armor.
Light Armor, Medium Armor, and Shields

Weapons.
Martial Weapons, Simple Weapons

Tools.
Herbalism Kit, Poisoner's Kit

Languages.
Aquan, Common, Deep Speech, Elvish, Sahuagin

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

CP

CP

CP

CP

PP

10

+1 Shield
Hand Crossbow
+2 Shortsword
Crossbow Bolts (20)
Crossbow Bolt Case

Backpack.
Bedroll, Mess Kit, Rations (10 days), 50 ft. Hempen Rope, Goggles of Night

EQUIPMENT

Favored Enemy (Beasts).

You have advantage on Survival checks to track your favored enemies, as well as on INT checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Natural Explorer (Coast, Swamp).

You have favored terrain types. Your proficiency bonus is doubled for proficient skills when you make an INT or WIS check related to it. While traveling for an hour or more in your chosen terrain, difficult terrain doesn't slow your group's travel, your group can't become lost except by magical means, you remain alert to danger even when you are engaged in another activity, you can move stealthily at a normal pace (while alone), you find twice as much food while foraging, and while tracking creatures, you learn the exact number, sizes, and how long ago they passed through the area.

Primeval Awareness.

As an action, you can expend one ranger spell slot (1 minute per level of spell slot) to sense whether any aberrations, celestials, dragons, elementals, fey, fiends, or undead are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain). This feature doesn't reveal the creatures' location or number.

Land's Stride.

Moving through nonmagical difficult terrain costs you no extra movement and you can also pass through nonmagical plants without being slowed by them and without taking damage from them. You have advantage on saving throws against plants that are magically created or manipulated to impede movement.

Ranger's Companion.

You gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. The beast obeys your commands and takes its turn on your initiative. On your turn, you can command the beast where to move (no action required by you) or take the Attack, Dash, Disengage, or Help action. If you don't issue a command, the beast takes the Dodge action.

You can make one weapon attack yourself when you command the beast to take the Attack action. If you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself. The beast never requires your command to use its reaction, such as when making an opportunity attack.

Exceptional Training.

On any of your turns when your beast companion doesn't attack, you can use a bonus action to command the beast to take the Dash, Disengage, or Help action on its turn. In addition, the beast's attacks now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

FEATURES & TRAITS



Undertow

CHARACTER NAME

28

AGE

Yellow

EYES

6 ft. 2 in.

HEIGHT

Venom Green

SKIN

170 lbs.

WEIGHT

n/a

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

FLUFFER (Sea Lion)
Large beast, unaligned

Armor Class 20 (natural armor)
Hit Points 36 (2d10+4)
Speed 15 ft., swim 30 ft.

STR DEX CON INT WIS CHA
17(+3) 10(+0) 14(+2) 5(-3) 10(+0) 12(+1)

Saving Throws DEX +6, CON +8
Skills Athletics +9, Perception +6
Senses Passive Perception 16
Languages --

Hold Breath. The sea lion can hold its breath for 15 minutes.

Actions
Fluffer may either attack with its bite OR with its claws at Sandlot's direction.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 1d8 + 7 piercing damage.

Claws. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 1d4 + 7 slashing damage, and the target is pushed up to 5 feet away from the sea lion.

Possessions.
Collar of Water Breathing (acts like the cap of the same name)

ANIMAL COMPANION

Natural Armor.

When you aren't wearing armor, your AC is 12 + your Dexterity modifier. A shield's benefits apply as normal.

Limited Amphibiousness.

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

Athletic and Observant.

You have proficiency in both the Athletics and Perception.

Leviathan Will.

You have advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Wanderer.

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

ADDITIONAL FEATURES & TRAITS

TREASURE

