

ALISTER KONEZEGEL'S FIELD GUIDE

VOL II: AQUATIC TERRORS

10 New Science-Inspired Monsters
from Zeke Gonzalez



ALISTER KONZEGEL'S FIELD GUIDE VOL. II

AQUATIC TERRORS

Within the pages of this field guide are a handful of eerie and unusual water-dwelling or water-adjacent creatures inspired by weird animals from our own plane... See through the illusions of the arcanelure anglerfish; recoil from the acidic backplash of the giant nudibranch; flee before the pharyngeal jaws of the moray dragon drag you down its gullet; and much more!

10 New Monsters for Dungeons & Dragons 5th Edition.

by **Zeke Gonzalez**
cover art **DMsGuild Creator Resources**



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INTRODUCTION

“The calm placidity of the open ocean is a lie. Beneath the surface of the gently rolling waves and hiding amongst the swaying kelp lies a world of unspeakable terror and violence. Vicious creatures race through the water to rend the flesh of their prey; stealthy monsters lie in wait within secret places for an opportunity to strike; the living feast upon both the living and the dead with reckless abandon. Despite beautiful sunsets and the soothing salty air, the sea deceives with every exhalation of water striking its sandy shores. Take care never to underestimate the inhabitants of the sea, for they will not hesitate to tear apart the unwary or the overly confident...”

-A.Z.Z. Konezegel, *The Traveler's Guide to Tal'tura*, Fourth Edition

Alister Konezegel's Field Guide Volume II: Aquatic Terrors is a supplement containing 10 monsters designed for D&D 5th Edition. These monsters use rules, spells, and concepts from the Wizards of the Coast's D&D 5th Edition and are intended to supplement the *Ghosts of Saltmarsh* adventures.

This bestiary is a collection of new aquatic monsters inspired by scientific literature. The stat blocks and citations were first released on my twitter account @FantasyEcology, where you can find more monsters under #ScienceDnD and in Volume I of Alister's Field Guide: [Monstrous Arthropods](#). And remember, if you seek the truly bizarre and the deeply terrifying, look no further than beneath the waves...

CITATIONS

This field guild includes numerical references to the scientific literature which inspired these monsters. These references will look like this: (#). The number inside the parenthesis refers to a specific title from the *Works Cited*. I recommend the entries in this *Works Cited* section as further reading on the science of aquatic animals and the strange world of the open ocean. I hope you find these readings as fascinating as I do!

TIPS FOR THE DM

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

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

Have fun using these monsters! It was highly enjoyable to create these creatures and set them loose on my own players, and I hope that you can share in that experience!

AQUATIC TERRORS

ARCANELURE ANGLERFISH

Arcanelure anglerfish are abominably large and rotund fish. Their gaping jaws are filled with several rows of needle-thin and razor-sharp teeth. Emerging from their forehead is a fleshy tendril bearing a glowing light (the arcane focus for their illusory magic). Hanging from the enormous body of the female are the tiny males, sexual parasites which bite and fuse to the female's enormous form (7).

Astral Traveler. Ordinary anglerfish are transformed into these creatures by a mindflayer lich who dwells in the Eternal Spirals, a titan's corpse which is flooded by the Astral Sea. This ancient being experiments with magic in the hopes of creating a 10th level spell, creating a host of unusual beasts like the arcanelure anglerfish in the process.

ARCANELURE ANGLERFISH

Huge monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 126 (11d12 + 55)
Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	21 (+5)	1 (-5)	13 (+2)	5 (-3)

Skills Perception +5, Stealth +8
Senses darkvision 60 ft., blindsight 10 ft., passive Perception 15
Challenge 5 (1,800 XP)

Innate Spellcasting. The anglerfish's innate spellcasting ability is Wisdom (spell save DC 13). She can innately cast the following spells, requiring no components:

At will: *minor image*

3/day: *silent image*

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

Water Breathing. The anglerfish can breathe only underwater.

Attached Mates (1/Day). When a creature touches the anglerfish or hits her with a melee attack, the anglerfish may use her reaction to shake off her parasitic mates, summoning a **swarm of quippers**. The swarm appears in an unoccupied space within 5 feet of the summoner and act as an ally of the summoner.

Actions

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

COOKIECUTTER SHARK

The cookiecutter shark is a small but fearsome beast most readily identified by its brown, wrinkled sharkskin and maw of nearly transparent teeth. With a single bite, the cookiecutter shark is capable of removing perfectly circular plugs of flesh from its victims (6). Sometimes an unlucky victim finds they have lost a finger or toe to a well-timed bite by one of these fish, which swim quickly away after obtaining their meal.

Gnomesbane. Sea-focused artificers and tinkerers often curse these sharks and refer to them as "Gnomesbane" due to the fact that cookiecutter sharks have been known to assault *apparatuses of kwalish* and bring underwater explorations in clockwork devices to a screeching halt.

COOKIECUTTER SHARK

Small beast, unaligned

Armor Class 13
Hit Points 60 (17d6)
Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	10 (+0)	3 (-4)	10 (+0)	6 (-2)

Skills Perception +2, Stealth +6
Senses darkvision 60 ft., passive Perception 12
Challenge 4 (1,100 XP)

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

Swimby. The shark doesn't provoke an opportunity attack when it swims out of an enemy's reach.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. When the shark roll a 20 on this attack roll, roll another d20. If the shark rolls another 20, it bites off one of the target's fingers or toes, with the effect of such loss determined by the DM. If the creature has no fingers or toes to sever, the shark bites off a portion of its body instead.



GIANT FISHER SPIDER

Large monstrosity, unaligned

Armor Class 13 (15 with Spider Mother)

Hit Points 93 (16d8+16)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	3 (-4)	10 (+0)	4 (-3)

Skills Stealth +7

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

Challenge 2 (450 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Spider Mother. While a **swarm of spiders** occupies the same space as the spider, its AC increases by 2.

Water Walker. The spider can walk across water.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Reactions

Sexual Cannibalism (1/Day). When another spider that the giant fisher spider can see within 30 feet of it drops to 0 hit points, the giant fisher spider moves to it and rapidly consumes it, granting it the nutrition to summon a **swarm of spiders**. The swarm appears in an unoccupied space within 5 feet of the summoner and act as an ally of the summoner.



GIANT FISHER SPIDER

These unnaturally large spiders can be easily identified from other species of giant spider by their long legs and the hydrophobic hairs distributed across their bodies. These hairs repel water and allow the giant fisher spider to race across the surface of water, making them adept hunters in aquatic environments. Giant fisher spiders are capable of consuming prey as large as small sharks.

Devoted Mothers. The females of this species carry their brood on their backs. The offspring of the giant fisher spider crawl across their bloated bodies, during which time the mother takes additional defensive precautions in order to protect her young.

Dinner Date. This species of spider engages in a behavior commonly referred to as sexual cannibalism, whereby the females consumes the male following copulation (1). However, if the female witnesses her male counterpart fall in combat, she will race to his side and consume him. Sometimes this will grant the female just enough additional nutrients to magically give birth to a fresh brood of spiders.

Unholy Origins. It is believed that this species arose from a fearsome battle between a regiment of exiled drow elves and a bloodthirsty troop of Demogorgon-worshippers. The only survivor of the drow regiment was a drider who pledged her allegiance to the Demogorgon, who blessed her with a brood of fearsome giant fisher spiders. Since then, giant fisher spiders have been found in the service of sahuagin tribes, though an unlucky traveler may also encounter them on rocky coastlines.

GIANT NUDIBRANCH

Nudibranchs are sea slugs who are easily identified by their beautiful coloration and long fleshy appendages (papillae). They glide through coral reefs and along the sandy bottom of the sea searching for anemones, barnacles, and sea sponges to consume. The giant variant of these creatures can grow up to 5 feet long.

Defense Secretions. Nudibranchs possess several adaptations which help them to avoid predators and attackers, many of which take the form of acidic secretions that painfully deter those who would cause them harm (9). This acid can be harvested from the corpse of a giant nudibranch, but rogues beware: their slippery, mucous-covered bodies makes extracting this acid a particularly difficult affair.

GIANT NUDIBRANCH

Medium beast, unaligned

Armor Class 14

Hit Points 127 (23d8 + 23)

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances acid

Senses blindsight 10 ft., passive perception 10

Challenge 4 (1,100 XP)

Acid Splash. When the giant nudibranch takes damage of any type but psychic, each creature within 5 feet of the giant nudibranch takes 9 (2d8) acid damage.

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

Water Breathing. The giant nudibranch can breathe only underwater.

Actions

Papillae Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (3d8) acid damage.

KELP BLIGHT

While their land-bound cousins are created by the evil will of a Gulthias tree, kelp blights are granted life by a Gulthias anemone or a corrupted kelp forest. These creatures, when moving, resemble humanoids but are created entirely by twisting and writhing strands of giant kelp which teem with poison to deter herbivores (8).

Light-Drinkers. Despite the circumstances of their birth, kelp blights retain certain qualities of the plant from which they are born. When struck with burning radiance, they are able to transform that light into energy and restore their wounds.

KELP BLIGHT

Medium plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 88 (16d8 + 16)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	12 (+1)	5 (-3)	10 (+0)	4 (-3)

Condition Immunities blinded, deafened

Senses blindsight 60 ft.

Languages understands Common but can't speak
Challenge 3 (700 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from giant kelp.

Photosynthetic. Whenever the kelp blight is subjected to radiant damage, it takes no damage and regains a number of hit points equal to the radiant damage dealt.

Actions

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage, and the target must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points.



MERFOLK PRISMBRINGER

Medium humanoid (merfolk), neutral

Armor Class 12

Hit Points 150 (20d8 + 60)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	15 (+2)	16 (+3)	20 (+5)	12 (+1)

Saving Throws Con +6, Wis +9, Cha +5

Skills Arcana +7, History +7, Perception +9, Persuasion +5, Survival +9

Senses darkvision 120 ft., truesight 30 ft., passive Perception 19

Languages Aquan, Common

Challenge 9 (5,000 XP)

Amphibious. The merfolk can breathe air and water.

Illumination. The merfolk sheds bright light in a 30-foot radius and dim light in an additional 30 ft.

Innate Spellcasting. The merfolk's innate spellcasting ability is Wisdom (spell save DC 17). The merfolk can innately cast the following spells, requiring no components:

At will: *dancing lights*, *light*, *lightning lure*

3/day: *shatter*, *lightning bolt*

2/day: *cone of cold*, *wall of light*

1/day: *chain lightning*, *prismatic spray*

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the merfolk can't use their tentacles on another target.

MERFOLK PRISMBRINGER

In the deepest, darkest ocean, merfolk are locked in constant battle with sahuagin & other dark denizens of the sea. These merfolk eke out a harsh existence and struggle to maintain enough light to fend off their constant attackers. But once every thousand years, a special merfolk is born. Instead of the fish tail and scales of their fellows, these merfolk are born with rubbery purple skin, a shock of white hair, and a fan of cephalopod-like tentacles. The most immediately recognizable trait of these special merfolk, called the prismbringers, are the bright light that they emit from their bodies, bringing hope and radiance to their dark homes.

Across the Spectrum. Merfolk prismbringers often become powerful arcane casters, channeling their biological ability to produce light (2) into magic that manipulates and refracts white light into colors from the entire visible spectrum. Merfolk prismbringers often learn to channel light and electricity to powerful effect, especially against waterbound foes.



MORAY DRAGON

The moray dragon is a fearsome beast with a sinuous and scaly body that propels itself through the water with large, powerful fins. Its eyes and scales are often bright and vibrant colors which help it blend into the coral reefs it calls home. These dragons possess a second set of jaws within their throat which aid the creature in swallowing large prey (4).

Reef Lairs. These evil creatures seek out and dig burrows into coral reefs. The water-bound dragons are known for attacking aquatic vessels and dashing them on reefs. Once they have sunk a ship, a moray dragon will hunt down and consume survivors. Then the monster will spend several days carefully foraging through the shipwreck for treasure, which they will then transport to their lair. Some moray dragons are said to have accumulated a great deal of wealth and treasure... An ample reward for heroes brave enough to face such a beast.

MORAY DRAGON

Large dragon, chaotic evil

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., burrow 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	8 (-1)	11 (+0)	14 (+2)

Saving Throws Dex +3, Con +7, Wis +3
Skills Perception +6, Stealth +3
Senses blindsight 10 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 8 (3,900 XP)

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

Amphibious. The moray dragon can breathe air and water.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two attacks: one with its bite and two with its fins.

Frightful Presence. Each creature of the dragon's choice that is within 30 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's frightful presence for the next 24 hours.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 4) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the dragon can't bite another target.

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

Pharyngeal Jaw. The dragon makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 21 (6d6) acid damage at the start of each of the dragon's turns. The dragon can have only one target swallowed at a time. If the dragon takes 30 damage or more on a single turn from a creature inside it, the dragon must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the dragon. If the dragon dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 ft. of movement, exiting prone.



RAHAB

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 255 (34d10+68)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+2)	14 (+2)	14 (+2)	12 (+1)	8 (-1)

Saving Throws Dex +7, Wis +6

Skills Stealth +7, Survival +6, Perception +6

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing From nonmagical attacks

Damage Immunities acid

Condition Immunities poisoned

Senses blindsight 120 ft., passive Perception 14

Languages Abyssal, Common, Sahuagin, telepathy 60 ft.

Challenge 15 (13,000 XP)

Amphibious. The rahab can breathe air and water

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

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

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

Slime Discharge (3/day). When a creature touches the rahab or hits it with a melee attack while within 5 feet of it, the rahab may use its reaction to cover them with a suffocating slime. The target must succeed on a DC 18 Dexterity saving throw or become engulfed by the slime. While engulfed, the target is restrained and unable to breathe, and takes 14 (4d6) acid damage at the start of each of its turns. A creature, including the target, can take its action to pull the target free by succeeding on a DC 18 Strength check.

Actions

Multiattack. The rahab makes four attacks: two claw attacks, one constrict attack, and one toothed tongue attack.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) slashing damage.

Constrict. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 13 (3d6 + 3) bludgeoning damage plus 7 (2d6) acid damage, and the target is grappled (escape DC 18). Until this grapple ends, the creature is restrained and takes 13 (3d6 + 3) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns, and the rahab can't constrict another target.

Toothed Tongue. Ranged Weapon Attack: +7 to hit, range 10/35 ft., one target. Hit: 9 (2d6 + 3) piercing damage.

RAHAB

The rahab is a demon with a humanoid upper body attached to a thick, slimy, and muscular lower body like that of a hagfish. The upper body of the creature bears spiny, powerful arms tipped with vicious claws and an unnaturally large head. The visage of a rahab features two large and unseeing eyes as well as a tentacled mouth bearing a long, toothed tongue that possesses the dexterity of a tentacle. These fiendish creatures hail from the briny waters of the 88th level of the Abyss and are considered powerful servants of the Demogorgon.

Mucousal Masters. These demons are particularly nefarious due to their ability to generate a thick acidic slime that coats their body, which makes it difficult to pin a rahab down during a fight. In fact, when the rahab is attacked by a melee combatant, it is capable of immersing its attacker in slime, not only knocking them out of the fight but also leaving their quarry suffocating beneath the disgusting coating of ooze (10).



SCORPIONFISH DEVIL

These infernal creatures have the appearance of an emaciated, quadrapedal creatures with gray flesh and spine-encrusted skin (as depicted on page 2). Their sallow eyes glow with sulfurous light and they are known as some of the most dangerous inhabitants of the River Styx in the Nine Hells.

Infernal Poison. Scorpionfish devils possess a deadly toxin within their blood that they are able to inject into others via their vicious bite and their insidious spines. Once within the victim's bloodstream, this venom causes incredible pain and immediate swelling and inflammation of the affected area (5). This swelling is known to make even the simplest of movements more difficult and can bring even the most dextrous individuals to their knees.

SCORPIONFISH DEVIL

Medium fiend (devil), unaligned

Armor Class 16 (natural armor)
Hit Points 110 (30d8 + 28)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	11 (+0)	13 (+1)	16 (+3)

Skills Perception +5, Stealth +7
Damage Resistances fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities cold
Condition Immunities poisoned
Senses blindsight 15 ft., darkvision 60 ft., passive Perception 15
Languages Infernal, telepathy 30 ft.
Challenge 10 (5,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Limited Spines. The devil has twelve dorsal spines. Used spines regrow by the time the devil finishes a long rest.

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

Actions

Multiattack. The devil makes three attacks: one with its bite and two with its claws or three with its dorsal spine.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or take 21 (6d6) poison damage and become poisoned, or half damage on a successful save. While poisoned this way, a creature has disadvantage on Dexterity checks and saving throws.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Dorsal Spine. Ranged Weapon Attack: +7 to hit, range 20/80 ft., one target. Hit: 10 (3d4 + 3) piercing damage plus 10 (3d6) poison damage.

WINTER TOAD

The winter toad has skin with the color and texture of freshly fallen snow, allowing it to hide well during the snowy months.

Frozen. The winter toad has taken the natural ability of amphibians to survive through cold winters (3) to terrifying heights. These toads can freeze their prey into solid ice. Signs in arctic regions often warn travelers of winter toads.

WINTER TOAD

Armor Class 13
Hit Points 78 (17d8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+2)	11 (+0)	4 (-3)	11 (+0)	5 (-3)

Skills Stealth +4, Perception +2
Damage Immunities cold
Condition Immunities petrified
Senses tremorsense 30 ft., passive perception 10
Challenge 3 (700 XP)

Snow Camouflage. The toad has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Medium monstrosity, unaligned

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) piercing damage. The target is grappled (escape DC 11) Until this grapple ends, the target is restrained, and the toad can't bite another target.

Frostbite (Recharge 5-6). The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target takes an additional 10 (3d6) cold damage and is injected with freezing toxins, and the grapple ends. The target must make a DC 12 Constitution saving throw. On a failed save, the creature magically begins to turn to ice and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

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Cover Art, Page 2, 3, 4, 5, 6, 6, 7, 8, 9, 11 - DMsGuild Creator Resources

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LOOKING FOR LICHES?

Are you curious about the Green Hand, a mysterious trio of lichens who created and employ some of these aquatic terrors? Do you wish to seek the mindflayer lich who within the flooded Eternal Spirals? If you seek this information or more, keep an eye out for *Pretty Little Liches*, coming out on the DMs Guild in Fall 2019.

Pretty Little Liches contains the background information and stat blocks for three unique lichens as well as maps of their respective lairs. Each lair will include traps, puzzles, monsters, treasure, and NPCs appropriate for Tier 3 & 4 characters in 5th Edition Dungeons & Dragons!

MONSTERS BY CR

CR 2

Giant Fishing Spider

CR 3

Kelp Blight
Winter Toad

CR 4

Cookiecutter Shark
Giant Nudibranch

CR 5

Arcanelure Anglerfish

CR 8

Moray Dragon

CR 9

Merfolk Prismbringer

CR 10

Scorpionfish Devil

CR 15

Rahab

