

CALL FROM THE DEEP

MONSTERS & MAGIC ITEMS

JVC Parry Presents

A Call from the Deep supplement filled
with nautical monsters & magic items



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SYNOPSIS

MONSTERS & MAGIC ITEMS

This supplementary material is taken from the Call from the Deep Campaign. It contains 25 horrifying new creatures you might meet beneath the waves, or in the lairs of illithid villains, as well as 10 new magic items that seafaring adventurers should not go without! The mix of monsters and items here hints at the nature of the Call from the Deep Campaign, giving you a preview of what's inside that book!

A *DUNGEONS & DRAGONS* 5th Edition supplement.

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COVER ART



INTRODUCTION

The material presented here is from Appendixes B & C of *Call from the Deep*, a *DUNGEONS & DRAGONS* 5th Edition adventure for characters from 1st to 12th level. It contains new monster statistics and magic items that are well suited for a nautical campaign, and can be dropped straight into your Forgotten Realms game.

MONSTERS

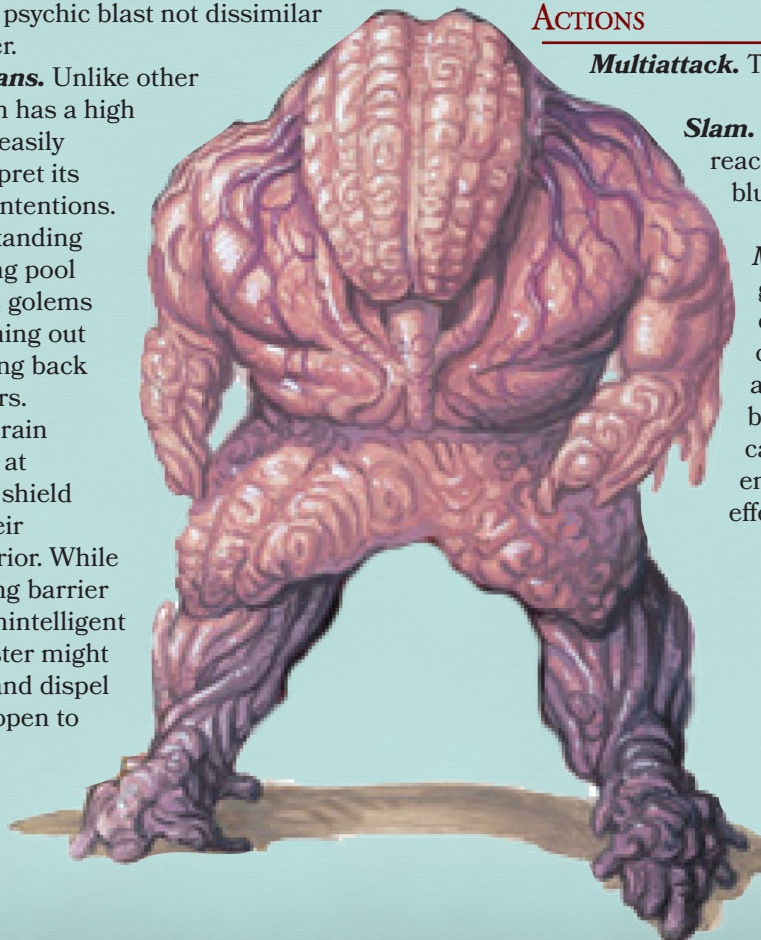
The following statistics are for monsters that you might encounter at sea, beneath the waves, or while facing off against mind flayers from the Astral Plane. They can be used in conjunction with monsters from the *Monster Manual* to supplement your seafaring adventures!

BRAIN GOLEM

A powerful elder brain that commands a sizable illithid colony can expand to great size with the weight of accumulated knowledge. In order to defend itself, an elder brain might bud off some of its excess brain matter in order to produce a brain golem. The budded section of brain becomes the head of a lumbering, vaguely humanoid lump of brain which stands 8 feet tall and 5 feet wide. Brain golems have enough strength to punch through walls, and can emit a psychic blast not dissimilar to that of a mind flayer.

Intelligent Guardians. Unlike other golems, a brain golem has a high intelligence, and can easily understand and interpret its creators wishes and intentions. Rather than simply standing guard around a resting pool or brain library, these golems actively patrol, searching out intruders and reporting back to their illithid creators.

Psionic Armour. Brain golems are protected at all times by a psionic shield designed to fortify their otherwise fleshy exterior. While this lightly shimmering barrier serves well against unintelligent foes, a canny spellcaster might notice the forcefield and dispel it, leaving the golem open to attacks.



BRAIN GOLEM

Large construct, neutral

Armour Class 10 (13 with *mage armour*)

Hit Points 123 (13d10 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	15 (+2)	10 (+0)	5 (-3)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

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

Languages telepathy 60 ft. (only with creator)

Challenge 7 (2,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Inertial Armour. The golem is considered to be under the effect of a *mage armour* spell. A *dispel magic* spell can remove this effect until the golem's next Short Rest.

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Mind Blast (Recharge 5-6). The golem magically emits psychic energy in a 60-foot cone. Each creature that area must succeed on a DC 13 Intelligence saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

COELENITE

A coelenite (pronounced *SEE-Ien-ite*) is a roughly humanoid coral-like creature made of hundreds of thousands of tiny organisms no larger than a pebble. The tiny creatures that make up a coelenite are brightly coloured and amorphous, but when they group together in a colony they harden like coral and take on a more structured form. These bodies have crushing claws akin to those of a giant crab and almost impenetrable armour. In addition, their colonial nature makes them resistant a wide variety of spells and conditions.

Water Dependant. Despite their tough exoskeleton, the interior of a coelenite colony is amorphous and mushy. This interior requires a near constant supply of water to remain hydrated. Many sailors claim that the easiest way to kill a coelenite is to lure it inside a cabin and lock it in overnight.

Mass Minds. Should enough coelenites come together, they can produce an intelligence above that of a regular colony. These mass minds are capable of commanding other coelenite colonies and even manifesting magical effects. Luckily, if enough of the organisms that form the mass mind are killed, it loses these cognitive qualities.

COELENITE

Medium monstrosity, neutral evil

Armour Class 17

Hit Points 22 (3d8 + 9)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	5 (-3)	7 (-2)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralysed, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 1 (200 XP)

Colony Resistance. The coelenite has advantage on saving throws against spells and magical effects that target only it.

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

ACTIONS

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, or 5 (1d6 + 2) bludgeoning damage if the swarm has half its hit points or fewer. A target hit by the attack is grappled (escape DC 12). The coelenite has two claws, each of which can grapple one target.

COELENITE MASS MIND

Large monstrosity, neutral evil

Armour Class 17

Hit Points 59 (7d10 + 21)

Speed 30 ft., swim 40 ft.

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

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralysed, stunned

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

Languages Coelenite

Challenge 4 (1,100 XP)

Colony Resistance. The coelenite has advantage on saving throws against spells and magical effects that target only it.

Colony Weakness. If the coelenite has half its hit points or fewer its Intelligence score drops to 5 (-3), it can't use its Innate Spellcasting, Limited Telepathy, or Psychic Crush.

Innate Spellcasting (Psionics). The coelenite's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *shape water*

3/day each: *jump, create or destroy water*

1/day each: *hold person, phantasmal force*

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

Limited Telepathy. The coelenite can magically transmit simple messages and images to any creature within 60 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond unless that creature is a coelenite.

ACTIONS

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage, or 6 (1d6 + 3) bludgeoning damage if the coelenite has half its hit points or fewer. A target hit by the attack is grappled (escape DC 15). The coelenite has two claws, each of which can grapple only one target.

Psychic Crush (Recharge 5-6). The coelenite targets one creature that it can sense within 60 feet of it. The target must make a DC 12 Intelligence saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one.



COLOSSAL OCTOPUS

Larger even than the giant octopus, a colossal octopus grows to the size of a fishing boat and lives in the darkest depths of the ocean. Many colossal octopi serve as the emissaries of krakens, exploring waters beyond the territory of the master and reporting back. It's said that a colossal octopus can pull the mast out of a ship from beneath the hull, but that seeing on and survival is a blessing from the gods.

Ship Sinkers. Colossal octopi are renowned for sinking even large ships, using their powerful tentacles to tear apart hulls, rip siege weaponry from their bases, and fling crew members across the deck with ease. Sailors typically utter prayers to Umberlee or other gods of the ocean to protect them from the beasts while out at sea.

COLOSSAL OCTOPUS

Huge beast, unaligned

Armour Class 14 (natural armour)

Hit Points 133 (14d12 + 42)

Speed 20 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	13 (+1)	10 (+0)	4 (-3)

Skills Athletics +9, Perception +5, Stealth +6

Senses darkvision 60ft., passive Perception 15

Languages Aquan

Challenge 5 (1,800 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

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

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Multiattack. The octopus makes four tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 25 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 18). Until the grapple ends, the octopus can't use this tentacle on another target. The octopus has eight tentacles.

Tentacle Slam. The octopus slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 18 Strength saving throw or take 22 (4d8 + 4) bludgeoning damage and be stunned until the end of the octopus's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Ink Cloud (Recharges after a Short or Long Rest). A 30-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

EYE OF THE DEEP

An eye of the deep is an aquatic version of the more infamous land-based beholder. These monsters dwell in the deepest reaches of the oceans, but rise to the surface to menace those who dwell above the waves. These hateful and cruel creatures are fond of creating illusions of shipwreck survivors, small islands, mermaids, or whatever else they think might lure their victims closer. Some eyes of the deep can be found in relatively shallow waterways far underground.

Sunken Lairs. Eyes of the deep typically lair in undersea caves, shipwrecks, or coral mazes. Unlike a true beholder, eyes of the deep have a limited ability to alter their environs as they lack the disintegration eye ray. Because of this, eyes of the deep often search for new, larger lairs as they grow as a hermit crab searches for ever larger shells. When a suitable lair is found, an eye of the deep bedecks it with a certain treasure they find appealing; gemstones, jewellery, statuary or the like.

Tricky Illusionists. The central eye of an eye of the deep is capable of producing an impressively realistic illusion to lure prey to its lair. When close enough, the eye of the deep swaps from using the illusory magic to a bright flash capable of blinding its prey. The eye of the deep can then paralyse the target, and close in for the kill.

EYE OF THE DEEP

Large aberration, lawful evil

Armour Class 18 (natural armour)

Hit Points 180 (19d10 + 76)

Speed 0 ft., fly 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Skills Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages Deep Speech, Aquan

Challenge 10 (5,900 XP)

Amphibious. The eye of the deep can breathe air and water.

Baleful Flash. Any creature that starts its turn within 5 feet of the eye of the deep must succeed on a DC 16 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

This feature doesn't function while the eye of the deep is maintaining concentration on a spell.

Innate Spellcasting. The eye of the deep's spellcasting ability is Intelligence (spell save DC 18). The eye of the deep can innately cast the following spells, requiring only verbal components:

At will: *major image*



ACTIONS

Multiattack. The eye of the deep makes two pincer attacks. If the eye of the deep is grappling a creature, the eye of the deep can also use its bite once.

Pincer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage. The target is grappled (escape DC 16) if it is a Large or smaller creature and the eye of the deep doesn't have two other creatures grappled.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Rays. The eye of the deep shoots one of the following magical eye rays, which have a range of 60 feet:

1. **Holding Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be paralysed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2. **Freezing Blast.** Each creature in a cone must make a DC 16 Constitution saving throw. A creature takes 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.

GRAVEN IMAGE

Some of the darkest cults in the world have devised a way to sculpt idols in the image of Elder Evils and Far Realm deities. These idols, if fashioned correctly, can act as conduits for these beings on the Material Plane. A graven idol is typically made of semi-precious stone such as jet or jade and has hideous abilities that are terrifying to witness.

Ritual Made. Each graven image must be fashioned over a period of months by one who has seen into the beyond, and gained the knowledge of the form of an Elder Evil or similar entity. The holder of this knowledge must then sculpt the form from precious material, and birth it into the world in a ritual which typically requires human sacrifice.

Otherworldly Powers. A graven image has several unique abilities that make it terrifying to encounter. Their very nature is madness-inducing, causing even the staunchest warriors to fumble and lose their way. They can teleport through the material plane at will, disappearing from one space and reappearing in another as easily as walking across a room. They can fire beams of energy that sap a creature's will and even humanity, or curse a creature to exist in an entirely other form, akin to a cloud of vapour.

GRAVEN IMAGE

Tiny construct, chaotic evil

Armour Class 17 (natural armour)

Hit Points 90 (12d4 + 60)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	20 (+5)	14 (+2)	18 (+4)	20 (+5)

Saving Throws Dex +7, Int +7, Wis +9, Cha +10

Skills History +7, Perception +9, Religion +7

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

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

Languages telepathy 120 ft.

Challenge 10 (5,900 XP)

False Appearance. While the graven image remains motionless, it is indistinguishable from a normal statuette.

Foment Madness. Any creature that starts its turn within 30 feet of the graven image must succeed on a DC 20 Wisdom saving throw, or it hears a faint buzzing in its head for a moment and has 1 disadvantage on its next attack roll, saving throw, or ability check.

If the saving throw against Foment Madness fails by 5 or more, the creature is instead subjected to the *confusion* spell for 1 minute (no concentration required by the graven image). While under the effect of that *confusion*, the creature is immune to Foment Madness.

Immutable Form. The graven image is immune to any spell or effect that would alter its form.

Innate Spellcasting. The graven image's innate spellcasting ability is Charisma (spell save DC 20). It can innately cast the following spells, requiring no material components:

At will: *dimension door*

3/day each: *fear*, *phantasmal force*

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

ACTIONS

Multiattack. The graven image makes two demoralising beam attacks.

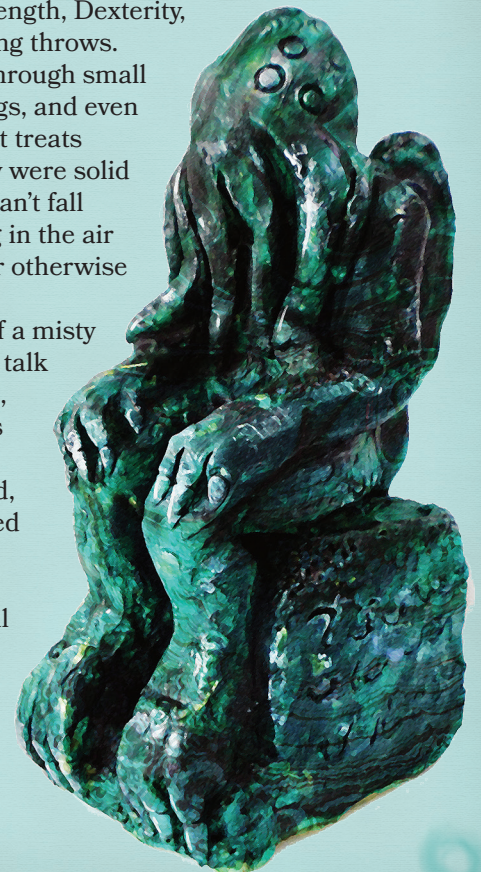
Demoralising Beam. *Ranged Weapon Attack:* +10 to hit, range 60 ft., one target. *Hit:* 16 (2d10 + 5) force damage. If the target is a humanoid, it's Charisma score is reduced by 1d4. This reduction lasts until the target finishes a short or long rest. The target dies if this reduces its Charisma to 0.

Gaseous Curse (Recharge 5-6). The graven image targets one creature it can see within 60 feet of it. The target must succeed on a DC 20 Wisdom saving throw, or become cursed. While cursed, the target transforms, along with everything it is wearing or carrying, into a misty cloud.

While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

The curse lasts until removed by the *remove curse* spell or other magic.



ILLITHID HYBRID

A beast, humanoid, giant or monstrosity can become an illithid hybrid. When a creature becomes an illithid hybrid, it retains all its statistics except as noted below.

Senses. The illithid hybrid gains darkvision with a radius of 120 feet.

Languages. The illithid hybrid speaks Deep Speech in addition to any other languages it knows, and gains telepathy out to a range of 120 feet.

Magic Resistance. The illithid hybrid gains advantage on saving throws against spells and other magical effects.

New Action: Tentacles. If the creature had a bite attack, it loses that attack. The illithid hybrid gains a tentacles attack with an attack bonus of the creature's Intelligence modifier + its proficiency bonus. The tentacles deal psychic damage equal to the illithid hybrids Intelligence modifier plus additional psychic damage dependent upon its size.

Size	Damage
Tiny	5 (2d4)
Small	7 (2d6)
Medium	9 (2d8)
Large	11 (2d10)
Huge	13 (2d12)
Gargantuan	21 (2d20)

If the target is the same size or smaller than the illithid hybrid, it is grappled (escape DC equal 10 + Strength modifier). The target must also succeed on a DC 12 Intelligence saving throw or be stunned until the grapple ends.

New Action: Extract Brain. The illithid hybrid makes an attack roll with the same bonus as the Tentacles attack against one incapacitated humanoid grappled by the illithid hybrid. The attack deals 5 x the damage dictated by the table above. If this damage reduces the target to 0 hit points, the illithid hybrid kills the target by extracting and devouring its brain.



The following statblock is an example of the template applied to a sahuagin.

SAHUAGIN-ILLITHID HYBRID

Medium humanoid (sahuagin), lawful evil

Armour Class 12 (natural armour)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Deep Speech, Sahuagin, telepathy 120 ft.

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 it needs to be submerged at least once every 4 hours to avoid suffocating.

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

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

ACTIONS

Multiattack. The sahuagin makes two melee attacks: one with its tentacles and one with its claws or spear.

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Tentacles. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) psychic damage. If the target is the same size or smaller than the sahuagin, it is grappled (escape DC 11). The target must also succeed on a DC 12 Intelligence saving throw or be stunned until the grapple ends.

Extract Brain. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one incapacitated humanoid grappled by the sahuagin. *Hit:* 45 (10d8) psychic damage. If this damage reduces the target to 0 hit points, the sahuagin kills the target by extracting and devouring its brain.



LIGHTNING EELS

Lightning eels are a variety of marine eel that can discharge an electronic shock when it attacks. They are rarely found alone when they are young, instead swarming together in packs. When an eel grows to giant size it leaves the swarm and finds a location to lair on its own.

GIANT LIGHTNING EEL

Large beast, unaligned

Armor Class 13

Hit Points 42 (5d10 + 15)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	2 (-4)	12 (+1)	3 (-4)

Damage Resistances lightning

Senses blindsight 60 ft., passive Perception 11

Languages -

Challenge 3 (700 XP)

Water Breathing. The eel can breathe only underwater.

ACTIONS

Multiattack. The eel makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 4 (1d8) lightning damage.

Lightning Jolt (Recharge 5-6). One creature the eel touches within 10 feet of it outside water, or each creature within 15 feet of it in water, must make a DC 12 Constitution saving throw. On failed save, a target takes 13 (3d8) lightning damage. If the target takes any of this damage, the target is stunned until the end of the eel's next turn. On a successful save, a target takes half as much damage and isn't stunned.

SWARM OF LIGHTNING EELS

Medium swarm of Tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 5 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, lightning, piercing, slashing

Condition Immunities charmed, frightened, paralysed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

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

Water Breathing. The swarm can only breathe underwater.

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

MERRONI

If a merrow serves a powerful master with advanced spellcasting ability or great power, such as a demon lord, kraken or dragon turtle, they can pledge their souls to the creature to receive spellcasting abilities themselves. The merrow goes through a minor transformation; their eyes swell to many times their normal size, their jaws elongate, and their tongues fork. Once the transformation is complete, the merroni are distinct from their merrow kin, and gain potent spellcasting and magic enchantment. Other merrow join cabals and cults that serve the merroni, hoping to be gifted with a similar power by their arcane masters.

MERRONI

Large monstrosity, chaotic evil

Armour Class 13 (natural armour, 15 with *mage armour*)
Hit Points 90 (12d10 + 24)
Speed 10 ft., swim 40 ft.

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

Saving Throws Dex +3, Con +5, Wis +3, Cha +5
Skills Arcana +3, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Aquan
Challenge 6 (2,300 XP)

Amphibious. The merroni can breathe air and water.

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

At will: *darkness*, *invisibility*, *mage armour* (self only)
1/day each: *armour of agathys* (5th level), *cone of cold*, *sleep*

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

Regeneration. The merroni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The merroni makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 9 (2d4 + 4) slashing damage.

MONKEY

Monkeys are cute little mammals adapted for a life in the canopy. These cheeky creatures can easily be tamed by humanoids who want an agile and comedic pet.

MONKEY

Small beast, unaligned

Armour Class 12
Hit Points 3 (1d6)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	5 (-3)	12 (+1)	6 (-2)

Skills Acrobatics +4, Athletics +1, Sleight of Hand +4, Stealth +4
Senses passive Perception 11
Languages -
Challenge 0 (10 XP)

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

ACTIONS

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



MUTANT

Some illithid communities attempt to better their thralls by augmenting them with psionic technology, or by kitting them out with magic items. Others take a more biological route, mutating their captives into hideous monstrosities with gangly, dragging limbs, extended jaws, or even tails and wings. These mutants bear a sickening resemblance to the creature they once were, a sight that is hideous to behold.

A creature transformed into a mutant has undergone a near-permanent alteration, and can only be restored by a *wish* spell or similar magic.

MUTANT

Medium aberration, unaligned

Armour Class 15 (natural armour)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	8 (-1)	10 (+0)	5 (-3)

Saving Throws Str +5, Dex +4

Damage Resistances poison, psychic

Senses darkvision 60 ft., passive Perception 10

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

Challenge 4 (1,100 XP)

Hideous Aspect. Any creature other than a mutant that starts its turn within 5 feet of mutant must succeed on a DC 13 Wisdom saving throw or be frightened of the mutant until the start of the creature's next turn. On a successful saving throw, the creature is immune to the hideous aspect of all mutants for 1 hour.

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

Mutant Type. The mutant has one of the following types:

Type 1: Swollen, red, protruding eyeballs.

Type 2: Leathery wings (50 ft. fly speed) and venom glands.

Type 3: Chitinous carapace (AC 20) and venom glands.

Type 4: Distended, drooping stomach and extended jaws.

Type 5: Extended jaws and a syringe-like stinger.

Type 6: Boils protruding from torso.

Acidic Boils (Type 6 Only). Any creature that touches the mutant or hits it with a melee attack while within 5 feet of it takes 3 (1d6) acid damage.

In addition, when the mutant dies, it explodes in a burst of acid. Each creature within 10 feet of the mutant must make a DC 13 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much on a successful one.

ACTIONS

Multiattack. The mutant makes three melee attacks, or two ranged attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

Sleep Gaze (Type 1 Only). The mutant gazes at one creature it can see within 30 feet of it. The target must make a DC 13 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake.

A creature that successfully saves against the effect is immune to this mutant's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

Venom Glands (Type 2 & 3). *Ranged Weapon Attack:* +4 to hit, range 60/100 ft., one target. *Hit:* 8 (2d6 + 1) poison damage.

Bite (Type 4 & 5). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage and the target is grappled (escape DC 13). Until the grapple ends, the mutant can't bite another target.

Swallow (Type 4 Only). The mutant makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bites damage, the target 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 mutant, and it takes 7 (2d6) acid damage at the start of each of the mutant's turns.

If the mutant takes 20 damage or more on a single turn from a creature inside it, the mutant must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the mutant dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Stinger (Type 5 Only). *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage, and the mutant regains hit points equal to equal to the damage the creature takes.



REEKMURK

Reekmurks are underwater oozes normally found in the depths of frigid oceans. These creatures resemble massive oil slicks or clouds of ink. As well as a corrosive touch, these oozes emit a nauseating stench with suffuses the water surrounding them. Their main weakness is sunlight, which burns away at their amorphous forms. Rumour has it that reekmurks can grow large enough to sink ships and drown entire crew, though if this has ever happened, no one lived to verify the tale.

Ooze Nature. An ooze doesn't require sleep.

REEKMURK

Large ooze, unaligned

Armour Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (-3)	17 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, poison

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

Damage Vulnerabilities radiant

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages –

Challenge 4 (1,100 XP)

Amorphous. The reekmurk can move through a space as narrow as 1 inch wide without squeezing.

Amphibious. The reekmurk can breathe air and water.

Corrosive Form. A creature that touches the reekmurk or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the reekmurk corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the reekmurk is destroyed after dealing damage.

The reekmurk can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

Stench. Any creature that starts its turn within 5 feet of the reekmurk must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all reekmurks for 1 hour.

Sunlight Hypersensitivity. The reekmurk takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armour worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armour is destroyed if the penalty reduces its AC to 10.

SAHUAGIN

As well as the sahuagin presented in the *Monster Manual*, this adventure contains two new types of sea devil; the malenti and raider. Both of these sahuagin have mutations which allow them to perform a different role to their kin.

Malenti. A sahuagin born near enough to an aquatic elf community can enter the world as a malenti – a sahuagin that physically resembles an aquatic elf in every way. Sahuagin are prone to mutation, but whether this rare phenomenon is a result of the wars between the sahuagin and the aquatic elves, or whether it preceded or even began the conflict, none can say.

The sahuagin put the malenti to good use as spies and assassins in aquatic elf cities and the societies of other creatures that pose a threat to sahuagin. The mere shadow of the malenti threat incites paranoia and suspicion among aquatic elves, whose resilience is weakened as the prelude to an actual sahuagin invasion.

Raider. If you think a sahuagin is a terrifying beast, be glad you've never met a raider, or ryethi, as they are known. These sea devils look similar to their un-mutated kin save for their red colouration, elongated claws, and the poison glands which hang down below their muscular throats.

A ryethi is capable of spitting a potent poison that is easily absorbed through humanoid skin. One mouthful of the bright orange poison is enough to knock a grown warrior unconscious.



MALENTI

Medium humanoid (sahuagin), lawful evil

Armour Class 12

Hit Points 22 (4d8 + 4)

Speed 30ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	12 (+1)	13 (+1)	14 (+2)

Skills Deception +5, Perception +5, Performance +5

Senses darkvision 120ft., passive Perception 15

Languages Common, Elvish, Sahuagin

Challenge 1 (200 XP)

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

Amphibious. The sahuagin can breathe air and water.

Friend of the Sea. The sahuagin can magically command any beast that has an innate swimming speed within 120 feet of it, using a limited telepathy.

False Appearance. The sahuagin is almost indistinguishable from a sea elf. A character that succeeds on a DC 20 Intelligence (Nature) check notices a slight difference in the eyes of the sahuagin that reveals its true nature.

Sneak Attack (1/Turn). The sahuagin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the sahuagin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The sahuagin makes two attacks.

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

Trident. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

There is little more terrifying than a malenti. To think that our greatest foe walks unnoticed among us is truly a waking nightmare. The resulting paranoia of such a threat has torn more than one of our communities apart.

-uth'ivellios Cithrea
Priest of Deep Sashelas

SAHUAGIN RAIDER

Medium humanoid (sahuagin), lawful evil

Armour Class 12 (natural armour)

Hit Points 32 (5d8 + 10)

Speed 30ft., swim 40 ft.

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

Damage Immunities poison

Condition Immunities poison

Skills Stealth +5, Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1 (200 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 it 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 it, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes a Spit Poison attack. It then makes two attacks: one with its bite and one with its claws or net.

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 6 (2d4 + 1) piercing damage.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Spit Poison. *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one creature. *Hit:* The target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it away.

SEA CUB

A sea lion is a fearsome monster with the head and forepaws of a lion and the lower body and tail of a fish. These creatures frequent temperate oceans and prey on anything from small fish to humanoids. These ferocious predators grow to a length of 15 feet and are highly territorial, attacking anything that trespasses on their hunting grounds with ire.

Baby sea lions are called sea cubs and are quite popular as pets among fishing communities. If trained properly, the sea cubs can serve as protectors of fishing boats when they grow up.

SEA CUB

Small beast, unaligned

Armour Class 12

Hit Points 10 (3d6)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Challenge 1/8 (25 XP)

Amphibious. The sea cub can breathe air and water.

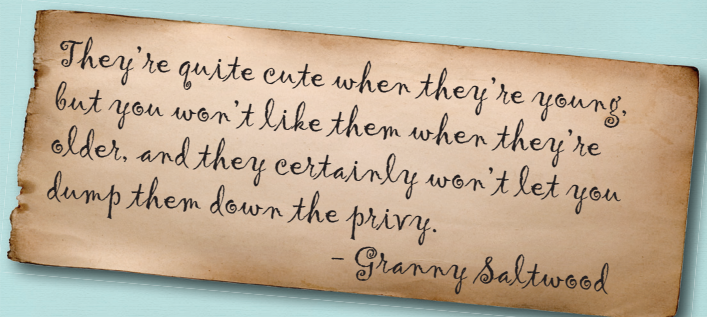
Keen Smell. The sea cub has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The sea cub has advantage on an attack roll against a creature if at least one of the sea cub'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 15 feet.

ACTIONS

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



They're quite cute when they're young,
but you won't like them when they're
older, and they certainly won't let you
dump them down the privy.
- Granny Saltwood

SEA SPAWN

The following stat block has been taken from *Volo's Guide to Monsters*, but contains new variants to help diversify the sea spawn, a common enemy in the *Call from the Deep* Campaign.

SEA SPAWN

Medium humanoid, neutral evil

Armour Class 11 (natural armour)

Hit Points 32 (5d8 + 10)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	8 (-1)

Senses darkvision 120 ft., passive Perception 10

Languages understands Aquan and Common but can't speak

Challenge 1 (200 XP)

Limited Amphibiousness. The sea spawn can breathe air and water but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

ACTIONS

Multiattack. The sea spawn uses its Piscine Anatomy. It then makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Piscine Anatomy. The sea spawn has one or more of the following attack options, provided it has the appropriate anatomy:

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

Coral Armour. The sea spawn increases its AC to 14.

Coral Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Electric Lash. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 1 bludgeoning damage plus 3 (1d6) lightning damage.

Flash Lure (4-6). Each creature within 5 feet of the sea spawn that can see it must succeed on a DC 12 Constitution saving throw or be blinded until the end of the sea spawn's next turn.

Pincer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) bludgeoning damage and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until this grapple ends, the sea spawn can't use its Pincer on another target.

Poison Quills. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Secrete Poison. The next creature that hits the sea spawn takes 5 (2d4) poison damage.

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

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12) if it is a Medium or smaller creature. Until this grapple ends, the sea spawn can't use this tentacle on another target.



SHOGGOTH

Borne of the malice of Elder Evils, a shoggoth is a manifestation of Far Realm insanity and unadulterated hatred. These unfathomable creatures take myriad forms, but all seem to retain similar features; their bodies can flow around beings like ooze or turn into an acidic gas, they emit a constant, maddening wailing, and their touch is death.

Summoned Madness. A shoggoth is not a being that occurs naturally on the material plane. Their kind are found in the void between the stars, deep in the Far Realm. Cultists of certain antediluvian societies have discovered a method through which a shoggoth can be bought to the Material Plane, though even they are cautious to do so.

SHOGGOTH

Large aberration, chaotic evil

Armour Class 14 (natural armour)

Hit Points 127 (14d10 + 56)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	8 (-1)

Saving Throws Dex +3, Wis +4

Skills Perception +4

Damage Vulnerabilities thunder

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

Damage Immunities psychic

Condition Immunities blinded, deafened, exhaustion, prone

Senses truesight 60 ft., passive Perception 15

Languages -

Challenge 10 (5,900 XP)

Amorphous. The shoggoth can move through a space as narrow as 1 inch wide without squeezing.

Maddening Wailing. The shoggoth emits a constant, hideous wailing. Each creature that starts its turn within 20 feet of the shoggoth and can hear the wailing must succeed on a DC 14 Wisdom saving throw.

On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all of its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

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

Unfathomable Form. When a creature that can see the shoggoth starts its turn within 30 feet of the shoggoth, it

must make a DC 14 Charisma saving throw. A creature that fails the save is driven insane by the nightmarish form of the shoggoth, and suffers a short-term madness effect. A target that succeeds on the saving throw is immune to the Unfathomable Form of all shoggoths for the next 24 hours.

ACTIONS

Multiattack. The shoggoth makes two tentacle attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 13), and the shoggoth uses its Engulf on it.

Tentacle. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 14 (2d10 + 3) bludgeoning damage plus 10 (3d6) psychic damage.

Engulf. The shoggoth engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the shoggoth's turns or take 16 (3d10) psychic damage. If the shoggoth moves, the engulfed target moves with it. The shoggoth can have only one creature engulfed at a time.

Gaseous Transformation. The shoggoth transforms into acidic gas or reverts to its true form. Any equipment it is wearing or carrying is also transformed. It reverts to its true form if it dies.

While in mist form, the shoggoth is incapacitated. It has a flying speed of 20 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and is immune to nonmagical damage.

While in gas form, the shoggoth can enter a creature's space and stop there. Each time that creature starts its turn with the shoggoth in its space, the creature must make a DC 14 Constitution saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.



SWARM OF SPELLBOOKS

If a wizard wants to protect a library or study as against intruders, they might enchant a dozen or more spellbooks to animate when someone who is not their owner enters a room or starts plundering the shelves. A particularly clever wizard might even inscribe a spell into the books that they can cast at their creator's command, or when a predefined situation arises.

Constructed Nature. A swarm of spellbooks doesn't require air, food, drink, or sleep.

SWARM OF SPELLBOOKS

Medium swarm of Tiny constructs, unaligned

Armour Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

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

Saving Throws Dex +4, Int +2

Damage Immunities poison, psychic

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities blinded, charmed, deafened, frightened, paralysed, petrified, poisoned, prone, restrained, stunned

Skills Perception +5

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15

Languages understands Common but can't speak

Challenge 1 (200 XP)

Antimagic Susceptibility. The swarm is incapacitated while in the area of an antimagic field. If the targeted by dispel magic, the swarm must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the swarm remains motionless and isn't flying, it is indistinguishable from a normal set of books.

Spell Storing. A spellcaster who creates a swarm of spellbooks can cause the swarm to store one spell of 4th level or lower. To do so, the creator must cast the spell on the swarm. The spell has no effect but is stored within the swarm. When commanded to do so by the creator or when a situation arises that was predefined by the spellcaster, the swarm casts the stored spell with any parameters set by the original caster, requiring no material components. When the spell is cast or a new spell is stored, any previous spell is lost.

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

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) bludgeoning damage, or 2 (1d4) bludgeoning damage if the swarm has half its hit points or fewer.

The process of creating a swarm of spellbooks is really quite simple. Containing them on the other hand...
-Ramazith Flamesinger

TRIBUTE GATHERER

In Waterdeep's Deepwater Harbour lies an underwater dungeon where giant, fiendish octopi gather up offerings given to the Bitch Queen and fling them through a portal to her domain. These creatures are known only as tribute gatherers and resemble a giant green octopus with horns protruding from its knobbly skin and glowing amber eyes.

TRIBUTE GATHERER

Large fiend, neutral evil

Armour Class 13 (natural armour)

Hit Points 52 (8d10 + 8)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	13 (+1)	8 (-1)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +5

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

Senses darkvision 60 ft., passive Perception 14

Languages Infernal

Challenge 2 (450 XP)

Water Breathing. The tribute gatherer can breathe only underwater.

ACTIONS

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 15) and restrained until the grapple ends. The tribute gatherer can grapple two targets in this way.

Tentacle Slam. The tribute gatherer slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 15 Strength saving throw or take 11 (2d6 + 4) bludgeoning damage and be stunned until the end of the tribute gatherer's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.



UCHUULON

A uchuulon, sometimes known as a slime chuul, is a chuul implanted with an illithid tadpole. They are used by illithids as hunters and guardians. The process of ceremorphosis that creates a uchuulon kills the tadpole, and transforms the chuul into a blue, slime-covered mockery of its old form. The slime which covers a uchuulon is similar to that secreted by a chuul's tentacles.

UCHUULON

Large aberration, chaotic evil

Armour Class 12 (natural armour)

Hit Points 93 (11d10 + 33)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Understands Deep Speech but can't speak

Challenge 4 (1,100 XP)

Amphibious. The uchuulon can breathe air and water.

Paralysing Slime. A creature that touches the uchuulon or hits it with a melee attack while within 5 feet of it must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

ACTIONS

Multiattack. The uchuulon makes two pincer attacks. If the uchuulon is grappling a creature, the uchuulon can also use its tentacles once.

Pincer. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. **Hit:** 10 (2d6 +3) bludgeoning damage. The target is grappled (escape DC 13) if it is a Large or smaller creature and the uchuulon doesn't have two other creatures grappled.

Tentacles. One creature grappled by the uchuulon must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

UROPHION

An urophion is a truly unique creature, and is evidence of the willingness of the illithid to attempt to create ceremorphs from the most unlikely organisms. Urophions are nearly identical to ropers in all physical aspects, though they are just as intelligent as mind flayers with similar psionic abilities, and uniquely powerful sense of life detection.

UROPHION

Large aberration, neutral evil

Armour Class 20 (natural armour)

Hit Points 93 (11d10 + 33)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	17 (+3)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages telepathy 120 ft.

Challenge 6 (2,300 XP)

Detect Life. The urophion can magically sense the presence of living creatures up to 5 miles away. It knows the general direction they're in but not their exact locations.

False Appearance. While the urophion remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The urophion can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage).

Destroying a tendril deals no damage to the urophion, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Innate Spellcasting (Psionics). The urophion's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

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

ACTIONS

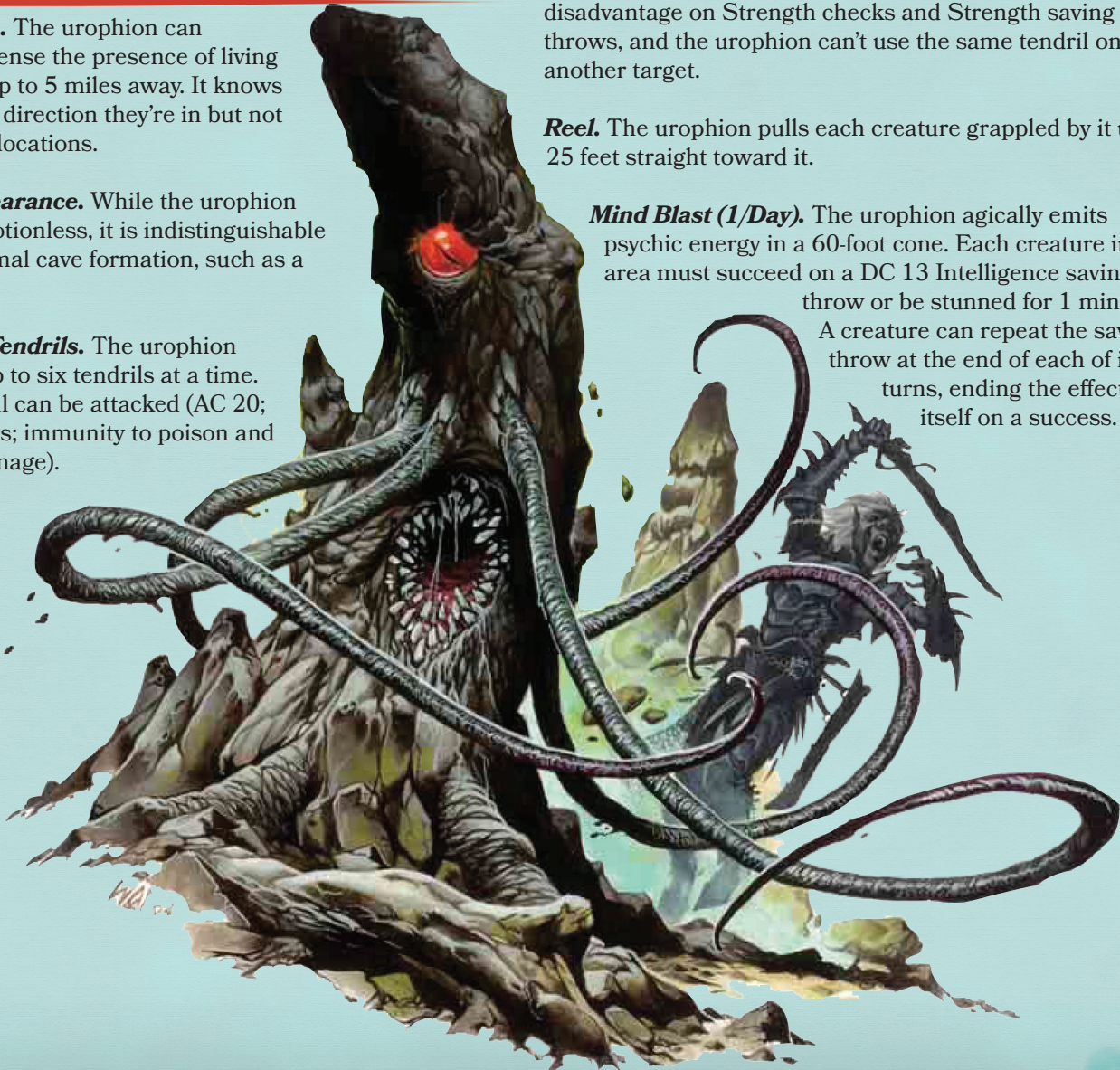
Multiattack. The urophion makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the urophion can't use the same tendril on another target.

Reel. The urophion pulls each creature grappled by it up to 25 feet straight toward it.

Mind Blast (1/Day). The urophion magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 13 Intelligence saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



VODYANOI

These aquatic predators are closely related to the umber hulk. They are similar in appearance to umber hulks but are almost twice the size, have webbed claws, and have only one pair of eyes, and thus lack the ability to confuse opponents. Vodyanoi skin is green and slimy to the touch, but beneath it is a thick, knobby hide. Vodyanoi prey on all manner of marine life but prefer the taste of humanoid flesh. They have learned to rend the hulls of large ships and capsize smaller ones to get to their favourite prey. Perhaps the most peculiar feature of the vodyanoi is its stomach. Rather than digest its own food, the vodyanoi cultivates a small population of eels in its stomach, which it can regurgitate if necessary to help bring down prey.

VODYANOI

Large monstrosity, chaotic evil

Armour Class 18 (natural armour)

Hit Points 127 (15d10 + 45)

Speed 20 ft., burrow 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 10

Languages UMBER HULK

Challenge 5 (1,800 XP)

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

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

Tunneler. The vodyanoi can burrow through solid rock at half its burrowing speed and leaves a 10-foot wide, 15-foot-high tunnel in its wake.

ACTIONS

Multiattack. The vodyanoi makes three attacks: two with its claws and one with its mandibles.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Mandibles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Regurgitate Eels (1/Day). The vodyanoi can regurgitate a **swarm of lightning eels** (appendix B), which appears in an unoccupied space within 5 feet of it. The swarm acts on its own initiative count. If the vodyanoi hasn't used this trait when it dies, a **swarm of lightning eels** erupts from its corpse at the start of the next turn. The swarm acts on its own initiative count.

WERESHARK

Weresharks are ruthless in the pursuit of prey. In their humanoid form they are aggressive loners, making their homes in sea caves and deserted fishing hamlets. In shark form they act as any shark would, always on the lookout for an easy meal. Like a werewolf, a wereshark can wield weapons in its hybrid form, but prefers to tear foes apart with its gaping, many-toothed maw.

WERESHARK

Medium humanoid (human, shapechanger), chaotic evil

Armour Class 11 in humanoid form, 12 (natural armour) in shark or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft. (0 ft., swim 40 ft. in shark form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered

Senses blindsight 30 ft., passive Perception 14

Languages Common (can't speak in shark form)

Challenge 3 (700 XP)

Shapechanger. The wereshark can use its action to polymorph into a shark-humanoid hybrid or into a hunter shark, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Amphibious (Hybrid Form Only). The wereshark can breathe air and water.

Water Breathing (Shark Form Only). The wereshark can only breathe underwater.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wereshark makes two attacks: one with its bite and one with its spear.

Bite (Shark or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereshark lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

PLAYER CHARACTERS AS LYANTHROPES

A character who becomes a lycanthrope retains his or her statistics except as specified by lycanthrope type. The character gains the lycanthrope's speeds in nonhumanoid form, damage immunities, traits, and actions that don't involve equipment. The character is proficient with the lycanthrope's natural attacks, such as its bite or claws, which deal damage as shown in the lycanthrope's statistics. The character can't speak while in animal form.

A humanoid hit by an attack that carries the curse of lycanthropy must succeed on a Constitution saving throw (DC 8 + the lycanthrope's proficiency bonus + the lycanthrope's Constitution modifier) or be cursed. If the character embraces the curse, his or her alignment becomes the one defined for the lycanthrope. The DM is free to decide that a change in alignment places the character under DM control until the curse of lycanthropy is removed.

Wereshark. The character gains a Strength of 18 if his or her score isn't already higher, and a +1 bonus to AC while in shark or hybrid form (from natural armour). Attack and damage rolls for the bite are based on Strength. The wereshark also gains the Amphibious and Water Breathing traits.



ZOMBIE DRAGON TURTLE

A powerful necromancer can use dark rituals to zombify almost any creature. The Curse of Irphong is such a dragon turtle which has been animated by the necromance of Irphong and is used to attack ships that travel through Asavir's Channel.

ZOMBIE DRAGON TURTLE

Gargantuan dragon, neutral

Armour Class 17 (natural armour)

Hit Points 181 (11d20 + 66)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	22 (+6)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +4

Damage Immunities poison

Damage Resistances fire

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 9

Languages understands Aquan and Draconic, but can't speak

Challenge 11 (7,200 XP)

Undead Fortitude. If damage reduces the zombie 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 zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

Freezing Breath (Recharge 5-6). The dragon turtle exhales frozen air in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) cold damage on a failed save, or half as much damage on a successful one.

Spew Zombies (1/Day). The zombie dragon turtle disgorges 3d4 normal **zombies**, which appear in an unoccupied space within 15 feet of it. The disgorged zombies act on their own initiative count. If the zombie dragon turtle has not used this attack when it dies, 3d4 normal **zombies** erupt from its corpse at the start of its next turn. These zombies act on their own initiative count.

MAGIC ITEMS



The following magic items can be found in the *Call from the Deep* campaign, and have a strongly nautical theme. You can use them in conjunction with those in the *Dungeon Master's Guide* in your games.

BLACK ICE

Wondrous item, rare

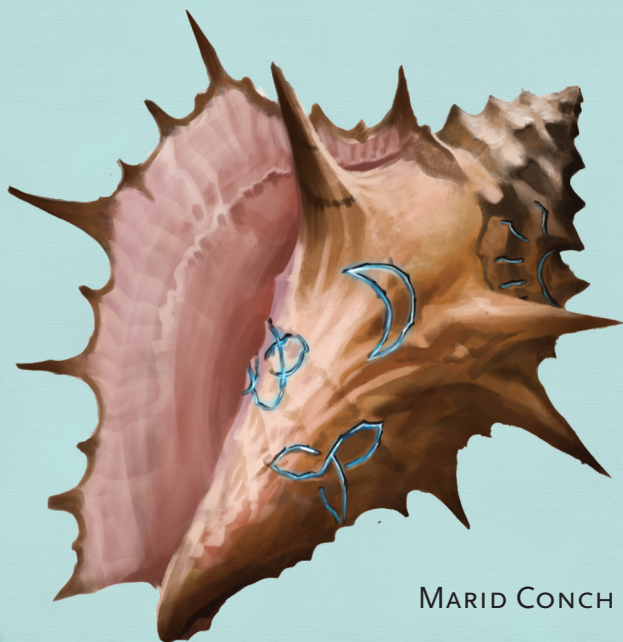
Sourced from Icewind Dale, black ice is a substance formed from the dust of Crenshinibon, the crystal shard, a source of supreme evil. When Crenshinibon was destroyed, the remnants of the crystal were flung far and wide, tainting the nearby ice, causing it to become metallic and corrupting. Black ice is mined by the dwarves of Icewind Dale, who are oblivious, or choose to ignore, its maddening properties.

A weapon made of black ice deals an extra 1d6 damage on a hit. Armour made of black ice confers resistance to cold damage. Any character in possession of an item forged of black ice must make a DC 12 Wisdom saving throw each dawn. On a failed save, the character develops an indefinite-madness (see “Madness” in chapter 8 of the *Dungeon Master's Guide*).

DELVER'S ARMOUR

Armour (plate), very rare (requires attunement)

You have a +1 bonus to AC while wearing this armour. While wearing the armour 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, you doff the armour, or you are no longer underwater.



MARID CONCH

FIGURINE OF WONDROUS POWER

A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. See the *Monster Manual* for the creature's statistics, except for the giant fly.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak

the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Aquamarine Dolphin (Rare). This aquamarine **dolphin** can become a dolphin (*Volo's Guide to Monsters*) for up to 6 hours. While in dolphin form, the figurine allows you to cast the water breathing spell at will.

MARID CONCH

Wondrous item, very rare

This iridescent pink conch shell weighs 1 pound. When you use an action to rub the conch, a cloud of thick sea mist flows out of the shell. At the end of your turn, the mist disappears with a flash of harmless lightning, and a **marid** appears in an unoccupied space within 30 feet of you. The *Monster Manual* for the marid's statistics.

The first time the shell is rubbed, the DM rolls to determine what happens.

d100 Effect

- | | |
|-------|---|
| 01-10 | The marid attacks you. After fighting for 5 rounds, the marid disappears, and the conch loses its magic. |
| 11-90 | The marid serves you for 1 hour, doing as you command. The marid then returns to the conch. The conch can't be activated again for 24 hours. The next two times the conch is used, the same effect occurs. If the conch is opened a fourth time, the marid escapes and disappears, and the conch loses its magic. |
| 91-00 | The marid can cast the wish spell three times for you. It disappears when it grants the wish or after 1 hour, and the conch loses its magic. |

MOONBOW

Weapon (shortbow or longbow), rare (requires attunement)

You can use a bonus action to speak this magic bow's command word, causing moonlight to glow from the length. This moonlight shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

PSIONIC SUIT

Wondrous item, legendary

This item appears to be a Large suit of plate armour weighing 250 lbs. The suit has a hatch at the rear, through which one creature can enter using an action. That creature becomes the pilot.

The psionic suit is a Large object with the following statistics:

Armour Class: 20

Hit Points: 200

Speed: fly 3 x the pilot's Intelligence score

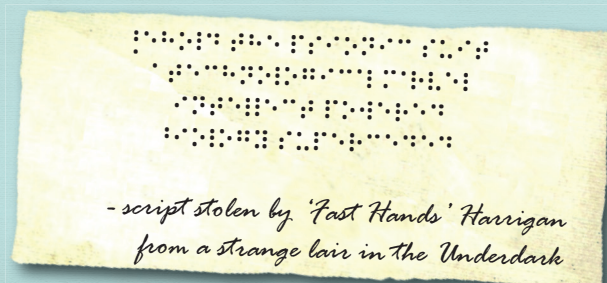
Damage Immunities: poison, psychic

Once inside the pilot can operate the suit through thought. The suit has two Attack options, both of which require an action;

- Make two gauntlet attacks, with a bonus to the attack roll equal to the pilot's Intelligence score, dealing 11 (2d10) plus the pilot's Intelligence score bludgeoning damage on a hit. The suit can forego the damage to grapple a target (escape DC equals 10 plus the creature's Intelligence score).
- Attempt to explode a creature's brain. One creature the pilot can see within 60 feet of it must succeed on a Intelligence saving throw. The DC equals 10 + the pilot's Intelligence modifier. The target takes 27 (5d10) psychic damage on a failed save, or half as much damage on a successful save.

Any ability check or saving throw made by the suit has a bonus equal to the pilot's Intelligence score, plus their proficiency bonus if applicable.

A pilot with spellcasting (psionics) adds their proficiency to any d20 roll made by the suit, and can cast their spells through the suit.



STAFF OF THE EEL

Staff, uncommon (requires attunement by a cleric, druid, or warlock)

You can use an action to speak this staff's command word and throw the staff on the ground within 10 feet of you. The staff becomes a **giant lightning eel** (appendix B) under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the staff to its normal form in a space formerly occupied by the eel.

On your turn, you can mentally command the eel if it is within 60 feet of you and you aren't incapacitated. You decide what action the eel takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

If the eel is reduced to 0 hit points, it dies and reverts to its staff form. The staff then shatters and is destroyed. If the eel reverts to staff form before losing all its hit points, it regains all of them.

TOME OF THE DEEP

Wondrous item, legendary (requires attunement by a spellcaster)

You have resistance to cold damage while attuned to this tome, you can breathe underwater, and you have a swimming speed of 30 feet.

The tome has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC:

control water (4 charges), *create or destroy water* (1 charge), *maelstrom* (5 charges), *tidal wave* (3 charges), *wall of water* (3 charges), *water breathing* (3 charges), *water walk* (3 charges), *watery sphere* (4 charges), *tsunami* (8 charges).

The tome regains 1d6 + 4 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the tome turns to water, pours through your fingers, and is destroyed.

WAND OF DIMINUTION

Wand, uncommon (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the "reduce" effect of the *enlarge/reduce* spell (DC 15) from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

WAND OF STONE SHAPE

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend one of its charges to cast the *stone shape* spell from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

SOMETHING ALIEN HAS LANDED IN THE REALMS

While the cities of the Sword Coast try to defend themselves from raiding buccaneers, bloodthirsty sea devils and piscine mutants, the characters must join the dots, and uncover what's occurring beneath the Trackless Sea.

