

THE ORCA FOLK



The Darfellan of
the Anchôromé Campaign

by Nathan Wormer and Jon Hild



ABOUT

This book details a playable race of semi-aquatic orca folk known among their own kind as the darfellan who are found in the waters near the continent of Anchôromé. Included, you will find their detailed history, related monsters, magic and a method to use darfellan as a playable race, even for land based adventures.

This book has been given the tag *ANM3* which is an acronym for an "Anchôromé Mini-Supplement." Books with this tag are article sized (or smaller) PDFs produced for the Anchôromé Campaign, a virtually untouched continent found far to the north and west of the main continent of Faerûn in the Forgotten Realms setting. All books designed for this setting are designed with material that is transferable to just about any setting, though you will get the most out of them if immersed in an Anchôromé Campaign.

CREDITS

AUTHOR

Nathan Wormer

EDITOR

Jon Hild

COVER FRAME

David Zajac

PAGE 3 ART - "FEMALE ORCAM CHA..."

Gary Dupuis

<https://www.drivethrurpg.com/product/262244/Stock-Art-Female-Orcam-Champion>

PAGE 4 ART - "SAHUAGIN PRIESTESS"

Marvin Edu Bravo

<https://www.drivethrurpg.com/product/213813/The-Sahuagin-Priestess-Fantasy-Stock-Art>

PAGE 5 ART - "MALE ORCAM SORCERER"

Brett Neufeld

<https://www.drivethrurpg.com/product/203476/Stock-Art-Male-Orcam-Sorcerer>

PAGE 7 ART - "FEMALE ORCAM SPELL..."

Gary Dupuis

<https://www.drivethrurpg.com/product/165530/Stock-Art-Female-Orcam-Spellcaster>

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THE ORCA FOLK

In the frigid waters of the northwest, small bands of hulking black and white skinned warriors hunt the local waters. Also known as darfellan, the orca folk are a race of smooth skinned semi-aquatic humanoid refugees from the eastern shores of Anchôromé. Hunted almost to extinction, they explore their new home, waiting for a prophesied messiah who will lead them back to their ancestral lands to exact vengeance against their most hated enemies, the sahuagin.

HISTORY

For ages of their history, the darfellan clans lived along the coast and among the islands of eastern Anchôromé in a coastal semi-aquatic kingdom they called Akilu.

The darfellan were a peaceful race of hunter-gatherers and they generally lived in harmony with the other inhabitants of the region. They frequently traded fish and ornate shells with the Alaghi of the Adusgi Forest and with island dwelling peoples. In particular, the darfellan hunted the golden ammonites of the deep, cold depths and though dangerous, the bounty they returned brought them enough wealth to live in comfort.

The only strife the darfellan truly encountered was the occasional skirmish with the gux - lobster-like humanoid abominations of the cold north. The gux also hunted the golden ammonites and the competition brought them into frequent conflict.

These battles were actually encouraged by darfellan elders who saw them as a rite of passage for warriors to prove their prowess and maybe one day earn a place among the Council of Chiefs.

THE BLOOD SEA WAR

Alas, peace would not remain forever and the fortunes of the orca folk changed a few centuries ago when a hunting party of darfellan ran afoul of a war band of sahuagin. The darfellan made short work of the shark-folk, but a few managed to escape.

This brought the unwanted attention of the the sahuagin of undersea Shark Kingdom of Itzcali. The shark-folk roused their armies for war and swam north in search of conquest and blood, catching the first darfellan villages by surprise and utterly destroying them in a bloody frenzy.

Word of these atrocities reached the Akilu Council of Chiefs and a call was sent out to all the warriors of the clans.

Astride their war orcas, the gathered darfellan sped south to meet the sahuagin onslaught. The battles were fierce, with no quarter given or taken. One side would attack and the other would retaliate.

The war lasted for decades and with no resolution in sight it became known as the "Blood Sea War." Given how often the seas were darkened with darfellan and sahuagin blood, the name fit well.

THE GREAT TRAGEDY

After years of incessant warfare, the darfellan saw an opportunity to lay a crushing blow to their enemies. A sea elf who called herself Sarchyaa approached the darfellan Council of Chiefs with information she had "stolen" from a sahuagin general.





The sahuagin were planning a massive raid of Akilu in a tenday, and with this information, the darfellan would be able to ambush their attackers.

Unfortunately, the darfellan had no knowledge of *malenti*, sahuagin who for some reason were born with the features of sea elves but the dark hearts of the shark folk. The *malenti* made the perfect spy or assassin.

The trap was perfectly set as the orca folk gathered all of their greatest warriors to defend Akilu. Shamans of the Whale Mother and Ocean Father prepared great magics for the final battle to come, but the day came and there were no sahuagin to be found.

When the darfellan returned to their homes, the true betrayal became readily apparent as hundreds of their elderly, sick and young who had been left behind were butchered. Without the protection of the darfellan standing armies, the sahuagin feasted on their most vulnerable, decimating orca folk morale in an event which came to be known as *Jeya-Kawaan*, which can roughly be translated into "The Great Tragedy."

While savage and occasionally undisciplined, the sahuagin betrayal did not cease, though there was plenty of meat for the time being. Before the darfellan could return to Akilu, they launched a second attack and nearly overwhelmed Akilu before the host could return.

It did return, however, and likely just in time. The assembled warriors and clerics of the darfellan descended on Akilu with their war orcas and alongside gigantic summoned fey known as ocean striders.

The sahuagin were prepared for the attack, but not for the level of ferocity exhibited by the assembled clans. For eight full days the battle raged and the waters of Akilu were darkened with blood.

Unfortunately, the blood itself would be the instrument of the darfellans' undoing. Sahuagin priests and priestesses of Sekolah began a powerful ritual, tearing a rift in reality that opened the deepest layers of the Nine Hells. Attracted by the sea of blood and driven to frenzy, dozens of infernal megalodons passed through the temporary rift.

The megalodons tore through the darfellan host, consuming great warriors often with a single bite. Ocean striders met the megalodons with their colossal harpoons, but the megalodons simply ignored the wounds that did not outright kill.

Eventually the striders' blood mixed with those of their darfellan allies and it was only their sacrifice that allowed the orca folk who remained to flee the city.

FEARS OF EXTINCTION

The warriors absorbed the few survivors of Jeya-Kawaan and fled north, past the lands of the gux and through the Strait of Arune.

The once great city of Akilu lay in ruins, haunted by the dead and abandoned by the sahuagin. The infernal megalodons don't always distinguish friend from foe when in a blood frenzy and Akilu was the perfect lair to leave these ever-hungry fiends should the sahuagin have need of them again. It is said the waters still run red from the blood of this Last War.

The refugee darfellan swam far from the horrors of their home, ever fearful of extinction. They did not stop until they reached the far northwestern coast of Anchôromé, having nearly circumnavigated the entire continent.

Here the last remnants of the darfellan race brood away their lives in a sullen melancholy, feeling betrayed and abandoned by their gods. They dream of the day when they can retake their ancestral homelands from the dreaded shark-folk that took everything from them.

SILENCE OF THE GODS

The fleeing bands of darfellan would surely have perished after their long trek through the Arune Straits, if not for the help of the local selkies. The shapechanging seal-folk provided the refugees with food and healing for the sick. They showed them where they could hide in the coastal caves and with their help the darfellan managed to come back from the brink of extinction.

Then one day the sky turned metallic gray and silver and the gods stopped answer their prayers. This time was known as the *Sepinik-To'oom* (Silence of the Gods) and for 100 years the darfellan hid themselves away.

The proud warriors had become simple scavengers, fearful of the tales of great dragons attacking the lands to the south and ever concerned that the sahuagin might once again come to finish what they had begun. Memories of Akilu and their coastal kingdom began to fade into obscurity and shame.

This bleak existence has caused a melancholy to befall most of the race and entire generations lived hidden away in their remote caves with little to no interaction with the outside world. Only the every-friendly fey selkies kept them company.

THE SUNDERING AND AN UNCIVIL WAR

With the second Sundering and the return of the blue sky, the gods once again answered the prayers of those few who kept faith. In time, the refugees have slowly returned to their hunter-gatherer ways, combing up and down the western coast.



This has brought them into contact with the Metahel and the Nisg'aa Dwarven Clanholds. Although on good terms with the seacliff dwarves, they are distrustful of humans due to their whaling practices. This has caused some strife between the two peoples that one day broke out into bloodshed.

The darfellan came across the seafaring humans known as the Metahel dragging the corpse of one of their orca allies behind a longship. At that moment, the whalers might just as well have been a raiding party of sahuagin and a band of darfellan warriors fell upon the ship without mercy. The ship was sunk and the crew slaughtered. The corpse of the dead orca sank into the murky abyss.

Most of the darfellan were horrified by the brutal butchery of the Metahel crew committed by their own people. They looked on with horror, seeing a reflection of their enemies in their own behavior. Out of fear of their own warriors, the dissenters remained silent.

A tending following the first incident, another longship was spotted off the coastal waters of the darfellan home and once again there were darfellans who chose to attack.

This boat did not seem to be armed, and there were clearly young aboard, clearly indicating it was no whaling ship. Instead, the boat was simply hauling lumber for the Metahel to build homes and ships and were on their way home to Lomaraj.

The most vocal of the cruel darfellan, Weililkoo, swam forward and raised his arms to the sky. He called forth the power of Yeathan, god of the Evil Depths, Master of the Gasping Last Breath and Lord of the Deep Darkness.

Then from the depths it came, a horror that some of the darfellan recognized. The orca that had been dragged behind the longship from days ago, now rotted and green with unholy energy, charged at the helpless ship and with one mighty jolt it capsized the boat.

Adults and children alike fell into the sea, some grasping desperately for the lumber that stayed afloat better than the ships splintered remains.

The undead orca was joined by Weililkoo and the most brutal of the darfellan, but others could not abide the wanton slaughter of the innocents.

With great javelins, magic of the sea and the blessings of The Whale Mother, the undead orca was destroyed and the bloodthirsty darfellan were either killed, captured or fled into the depths. Weililkoo himself was captured and bound, yet he spat curses in the darfellan tongue, promising that Yeathan would see to their eternal torture in the seas of the Abyss. Weililkoo was banished for his heresy.

For now, the humans had been rescued. When the darfellans returned the Metahel to the shore, they expected retribution for the atrocities committed. After all, they had slaughtered one crew and nearly done so to another, but the Metahel elders were not fools when it came to misunderstandings and the horrors of war. In the early days of the Metahel arrival on Anchorome, they came to a similar conflict with the resident Azuposi people, but wise leaders on both sides saw wisdom in trading violence for cooperation.

Conflicts between the two people no longer degenerate into violence, but their are still disagreements to be hashed out before this new understanding between land and sea can be considered a lasting peace.

LOCATIONS

The following locations are of significant interest to the orca-folk.

ARÛNE STRAITS

Between the frozen lands of Anchôromé and Arûne lie the iceberg dotted Straits of Arûne. The waters here are deep and frigid, choked with ice for most of the year. The waters are said to be the hunting grounds of an ancient ice kraken, Phalzanoth. Any who wish to pass through the Straits must make a sacrifice to the great beast or face his wrath. The icebergs that float above are home to frost hags. These hags worship the kraken as a mortal manifestation of Panzuriel. Many travelers seek out the hags, for it is said they can see the future. Unfortunately, the price for such divination can be very high.

AKILU

Once a verdant paradise, now lies a wasteland, only inhabited by the dead. Akilu consists of both a coastal and underwater city, a location once perfectly suited to the lives of the semi-aquatic darfellan. It lies somewhere on the easterern coast of Anchôromé and is mostly cut off from the rest of the continent by towering rocky cliffs.

Many centuries ago, this was the homeland of the darfellan and the birthplace of their people. Now its waters are a blood tinged waste that few venture into. At the center of this waste lies the air filled Akiluan Dome, once the seat of the Akilu Council of Chiefs.

Having fallen on the days following Jeya-Kawaan, now it is only inhabited by the ghosts of the dead and patrolled by the infernal megalodons who destroyed it. The sahuagin abandoned the area after their victory, handing it over to the megalodons as hunting grounds in tribute for their help in defeating the darfellan. It is said that many treasures and artifacts lie in the ruins, just waiting for someone brave enough to find them.

OOTILIKTIK

With their numbers slowly increasing, the exiled clans of the darfellan have slowly started to gather in numbers again. A new Council of Chiefs holds court in the city of Ootiliktik, a small secluded cove on the northwestern coast of Anchorome. Here, the darfellan trade their wares with the local selkies and avoid inland routes for fear of hostiles birdfolk. The selkies, however, bring rumors and news about the goings on in the world at large.



The Council, whose numbers are only a fraction of their height, gather once every solstice and equinox to settle disputes and address concerns. Two temples are currently under construction, one for the Whale Mother and one for the Ocean Father, where the darfellan pay homage to their deities.

The War Shamans, with the return of their gods and the rumor of the Deep Dweller's appearance, have started to press the Council of Chiefs and gather the clans to send an expedition back to Akilu. They feel that the time is right to take back their ancestral homeland from the dreaded sahuagin. The Council is struggling to keep the peace, however, and they do not want to lose the progress that they have achieved in the last few centuries.

RELIGION

Darfellan have a small pantheon of their own which remains mostly unknown in the dry lands. However, some believe that the entire pantheon simply consists of aspects of other, more well known deities.

WHALE MOTHER

This patron deity of darfellans is honored as the creator of many sea creatures, particularly porpoises, whales, seals, and most marine mammals in general. While some might think this could bring her into competition or conflict with Trishina, the two are either believed to be allies or simply aspects of one another.

Whale Mother does not have deep ties to Deep Sashelas, however, which is often seen as contradicting to the aspect theory.

Whale Mother's symbol is a leaping whale and she is depicted as a delicate, pale-skinned woman surrounded by currents of light and vitality. This form is uncharacteristically human-like in appearance, but she is shown riding a vast whale the size of a large island. Perhaps she is the depicted whale and the woman is only a familiar or herald of sorts.

Either way, the whale's spoutings produce rainstorms that frequently lash the darfellans' chill coasts, and the waving of its flukes stirs the ocean currents. Her followers occasionally build temples and conduct community ceremonies at important times of the year.

THE OCEAN FATHER

Ocean Father is a consort to Whale Mother and god of the vast oceans. His symbol is a light blue disc with a crashing wave on it. He is depicted as a statuesque darfellan with a war javelin and a large scar on his chest. He received the scar in a battle with Yeathan, when the two fought for the heart of the Whale Mother and the souls of the darfellan. Victorious in the battle, the Ocean Father cast Yeathan down into the deepest trenches of the ocean. Now he stands guard over those same trenches, ever vigilant for any sign of his fallen adversary.

Though his clerics and shamans consider it heresy, humans who know of the darfellans and are made aware of Ocean Father believe him to be Valkur the Mighty, who is either in disguise, or who has formed a completely separate aspect for the orca-folk.

YEATHAN

Yeathan is the god of the evil depths, master of the gasping last breath and lord of the deep darkness below. He is the patron of all things foul and malevolent under the sea. Once a simple water deity, Yeathan gradually brooded on darker, more mysterious matters until he became a neutral evil god of all things foul and malevolent about the sea.

Some sahuagin, a few kuo-toas, and a fair number of aboleths and their skum servants revere Yeathan, who is largely unknown among land-dwellers. His temples are always submerged and unlit, filled with things found only in the deepest blackwater trenches. His symbol is a dark blue-green spiral with a black center.

Yeathan is commonly known as the Deep Deceiver by the darfellan. Whether or not Yeathan is a male counterpart or aspect of Umberlee is unknown, but he is certainly more sadistic in his current form than even the Bitch Queen herself.



DARFELLAN CHARACTERS

The darfellans as a playable characters have already been updated on DMsGuild found here:

DARFELLAN 5E PLAYER RACE

by *Scott Borland*

<https://www.dmsguild.com/product/283675/Darfellan-5E-Player-Race>

However, a summary of darfellan character traits is provided below for convenience, along with a description specific to the darfellans of Anchôromé.

A typical darfellan has a hulking, muscular build with a broad back, powerful arms, and a wide neck and head. A darfellan stands not much over 6 feet tall and weighs nearly 200 pounds.

A darfellan's most striking feature is their jetblack or gray-blue skin, glossy and hairless, broken by varied white markings. The size, shape, and location of the white areas distinguish clan affiliation and quickly identify an individual's allegiance to other darfellans. From time to time individuals are born who are entirely black or, much more rarely, entirely white. These births are always seen as portentous, and the children are destined to hold positions of importance among the darfellan. The appearance of an entirely white darfellan is taken as a portent of great events, and the darfellan's history is filled with stories of the upheavals that followed these births.

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

Age. Darfellan reach adulthood at age 18 and live up to 90 years.

Alignment. Darfellan live in small coastal settlements that rely on caste systems. They tend to be neutral.

Size. Darfellan stand between 5 to 6 feet tall, weighing between 150 to 200 pounds. Your size is Medium.

Speed Your speed is 30 ft. and your swim speed is 30 ft.

Hold Breath. You can hold your breath for up to 30 minutes underwater.

Echolocation. You have a blindsense radius of 10 ft. as long as you are not deafened. The radius is tripled when underwater.

Orca Bite. Your toothy maw is a natural weapon which you are proficient with and can use to make unarmed strikes. If you hit with the bite attack, you deal piercing damage equal to 1d4 + your Strength modifier.

Inner Fury. When you damage a creature with a melee attack, you can deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can not use it again until you complete a long rest.

Languages. You can speak and write Aquan and Common.

MAGIC ITEMS

The following magical items are related to the darfellans and can sometimes be found in their possession. Each item described is considered rare among the darfellin, but are very rare among surface dwellers.

DARFELLAN WAR JAVELIN

Weapon (javelin), very rare

This +1 javelin is the weapon of choice for those that pay homage to the Ocean Father. Stylized after the deity's mighty war javelin, this weapon becomes +2 against the darfellans ancestral enemy, the sahuagin. Not many of these javelins are left, although it is rumored that many lie within the ruins of Akilu, waiting for someone brave enough to recover them.

ONYX ORCA

Wondrous item, very rare

This onyx statuette of an orca is about the size of a human hand. Tossing down the figurine and uttering the command word causes it to transform into a living "onyx orca." The creature obeys and serves its owner and has all the features of a standard *figurine of wondrous power*.

In addition to fighting at its owner's command, the onyx orca can be harnessed to pull a boat or raft at up to one half its swim speed. It is also possible to ride on the orca, but doing so requires a harness or rope or improvised hand holds. Hanging onto the back while the animal moves is extremely difficult, requiring a DC 18 Dexterity check for each minute of travel (or the rider falls off).

ONYX ORCA

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 120 ft., passive Perception 13

Languages -

Challenge 3 (700 XP)

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 30 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (5d6+4) piercing damage.

SHARKSDOOM SPEAR

Weapon (spear), very rare

This +1 spear tipped a heavy, four-flanged spearhead does an extra 1d4 lightning damage on a successful hit. When it damages a shark, sahuagin or other shark-related creature it temporarily disrupts their electroreception forcing them to make their next attack with disadvantage.

RANDOM RUMORS

The following rumors are current clack among the darfellans and collectively, they point to major events occurring in the near future.

Shark in Sheep's Clothing. Recently in the cove of Keitilili, there have been a number of shark attacks. The attacks have coincided with the rise of the full moon. The locals are fearful that the sahuagin may have returned, and have asked for help from the Council of Chiefs. The Council sent a local warrior, Walitilik, that had just returned from a quest up north in the land of the hags.

Within a week, he managed to slay a shark. The people of Keitilili praised him for his courage and asked that he stay on as a guardian of the cove in which he graciously agreed. But the killing happened again, on the rise of the following full moon. Is it a monster in the deeps committing the murders, or a monster in their midsts.

The Deep Dweller. There is a rumor that the Deep Dweller, the fabled messiah that will lead the darfellan in vengeance against the sahuagin, has been spotted in the southern waters in the proximity of the Metahel humans. Recognizable as a pure white darfellan, the Deep Dweller has caused darfellan shamans to preach that the time is right to retake their lost homeland.

The Council of Chiefs has asked for confirmation that the Deep Dweller has actually returned or if it is an imposter. Either way, they want the individual in question to be brought before the Council. Bands have been sent south to find confirmation one way or another, but no word has returned yet. The arrival of such an important darfellan is complicated by war and peace negotiations with the Metahel.

Return of the Outcasts. Word that Weililkoo and his outcast Yeathan worshipers have been spotted in the southern waters trying to stir up support for their faith and coordinating attacks with the Metahel to break the tenuous peace.

War bands are being sent out to hunt down the renegades, but Weililkoo has managed to evade all pursuit. It is rumored that he searches for one known as the Deep Crawler, a pitch black darfellan, said to be the offspring of Yeathan himself.

MONSTERS

The following creatures are found in the waters of Akilu (infernal megalodon) or otherwise within the vicinity of darfellans.

WAR ORCA

The war orca was bred by darfellans to serve in the most severe of their battles and to serve as steeds only for the greatest warriors.

They are stronger and much more hearty than a standard killer whale. Their ability to breach water and leap to the attack makes them very dangerous for boats and their passengers. Even if such a breach leaves them stranded, they can slowly move their bulk back to the sea for another round of attacks.

WAR ORCA

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 105 (14d12 + 14)

Speed 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 120 ft., passive Perception 13

Languages -

Challenge 4 (1100 XP)

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 30 minutes.

Charge. If the war orca moves at least 20 feet straight toward a target and then hits with a ram attack on the same turn, the target takes an extra 11 (2d10) bludgeoning damage. If the war orca is attacking a creature that is out of water (after the orca uses its breach ability), the creature must make a DC 15 Strength saving throw or be knocked prone.

Breach. A war orca is trained to jump up to 20 feet out of the water to use its ram attack. It uses two feet of movement for every foot it breaches, and must have moved 30 feet in a direct line towards its target before the breach. The war orca's movement after the breach may be horizontal or completely vertical as if it were jumping.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (5d6+5) piercing damage.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage.



NECRO ORCA

These unholy horrors are animated from the depths by followers of Yeathan from orcas who were killed by whalers. Swelled with unholy energy, the undead orca can reach lengths in excess of 35 feet. A sickly green glow suffuses their corpses as they cruise through the waters in search of prey. These creatures typically hunt for whaling ships, as if seeking revenge. Due to the fact that the Cult of Yeathan is slowly spreading and the darfellan are having more contact with Metahel whalers, they are likely to become a more common terror for the humans of Anchôromé.

Undead Nature. The necro orca doesn't require air, food, drink or sleep.

NECRO ORCA

Huge undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 97 (13d12 + 13)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	13 (+1)	3 (-4)	12 (+1)	5 (-3)

Skills Perception +3

Damage Immunities necrotic, poison, psychic

Damage Vulnerabilities radiant

Condition Immunities poisoned, exhaustion, charmed, frightened

Senses blindsight 120 ft., passive Perception 13

Languages -

Challenge 6 (2300 XP)

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Echolocation. The whale can't use its blindsight while deafened.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (5d6+4) piercing damage plus 11 (2d10) necrotic damage.

INFERNAL MEGALODON

Patrolling through the depths of the waters off the eastern coast of Anchôromé, thirteen monstrous megalodons hunt for prey. Said to be the semi-divine offspring of Sekolah himself, these 80 foot behemoths are scourges of the ocean.

They stay close to the area that was formerly the waters of Akilu, seeing this place as their territory and personal hunting grounds. They were summoned centuries before to aid the sahuagin in their battle with the darfellan. Sahuagin occasionally frequent the coastal portion of the city of Akilu, but even they fear the blood soaked waters nearby.

All creatures fear the infernal megalodons, with the exception of maybe dragons and dragon turtles, and will flee in terror at their approach. Many ships litter the ocean floor, brought down by their infernal wrath, and deadly territorial behavior.

INFERNAL MEGALODON

Gargantuan fiend, neutral evil

Armor Class 20

Hit Points 192 (11d20 + 77)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	24 (+7)	9 (-1)	12 (+1)	5 (-3)

Saving Throws Int +4, Cha +2

Skills Perception +6

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 16

Languages Abyssal, Aquan, Infernal

Challenge 15 (13000 XP)

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

Fear Aura. Any creature hostile to the infernal megalodon that starts its turn within 20 feet of the creature must make a DC 21 wisdom saving throw, unless the infernal megalodon is incapacitated. On a failed save, a creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the infernal megalodon's fear aura for the next 24 hours.

Magic Resistance. An infernal megalodon has advantage on saving throws against spells and other magical effects.

Siege Monster. The infernal megalodon deals double damage to objects and structures.

Water Breathing. The megalodon can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 46 (7d10+8) piercing damage.

Swallow. If the infernal megalodon's bite attack hits, the target must make a successful DC 20 Dexterity saving throw or be swallowed whole. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the infernal megalodon, and it takes 35 (10d6) acid damage at the start of each round. If the megalodon takes 25 damage or more on a single turn from the swallowed creature, the megalodon must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the megalodon. If the megalodon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

OCEAN STRIDER

Ocean striders are immense fey who defend the oceans and natural waterways. Their appearance is that of a gargantuan cross of elven features and an orca. Such creatures can walk across the water as if it were dry land and very few attacks are as devastating to a ship as a two handed slash from one of their massive falchions.

These fey creatures are believed to be children of the Whale Mother and Ocean Father, but while they are immensely powerful, they do not have the spark of the divine.

Near Anchôrômé, such creatures were once the dedicated allies of darfellan shaman, but they now spend the majority of their time keeping the infernal megalodon confined to the blood red seas near Akilu. Darfellan refer to the ocean striders as "Atooma."

OCEAN STRIDER

Gargantuan fey, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 188 (13d20 + 52)

Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	18 (+4)	12 (+1)	14 (+2)

Skills Nature +8, Perception +6

Damage Resistances cold

Senses passive Perception 16, blindsight 120 ft.

Languages Aquan, Elvish, Common

Challenge 14 (11500 XP)

Amphibious. The water strider can breathe both air and water.

Frightful Presence. Each creature of the ocean strider's choice that is within 120 feet of the ocean strider and aware of it must succeed on a DC 18 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 ocean strider's Frightful Presence for the next 24 hours.

Siege Monster. The ocean strider deals double damage to objects and structures.

Water Walk. The ocean strider can walk on water (but not other liquids) as if it always had the spell water walk active.

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

Innate Spellcasting. The ocean strider's spellcasting ability is Intelligence (spell save DC 17). The ocean strider can innately cast the following spells, requiring no material components:

3/day each: *control water, fog cloud*

1/day each: *cone of cold, conjure elemental, ice storm*

ACTIONS

Multiattack. The ocean strider makes 2 attacks with its falchion.

Falchion. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 28 (4d10+6) slashing damage.