

THE MAELSTROM WATERS

An aerial photograph of a maelstrom in the ocean, showing a large, circular, dark blue vortex in the center, surrounded by white, churning water. The background is a vast expanse of dark blue water with white foam from waves. A thick red horizontal line is positioned below the title.

HOME BREW

An underwater biome including 2 hazards,
8 creature statblocks, 5 plants, 3 battlemaps, and 1 playable race

MAELSTROM WATERS

Bionica leaned over the railing. "Here it is! We have to go down right away! We have no time to lose!" Her bright voice almost rolled over with excitement.

Tog stomped over, looking into the depths himself. "I don't see anything," he grumbled. "Besides, I don't like water. And I forgot why we are here."

"We're here to find out what happened to the Flying Servant and how the powerful maelstroms in the area form. And you agreed that we should definitely look into it."

"He didn't. He was drunk, and you kept talking until he gave in." Selanor, leaning against the ship's main mast, arms folded, eyed her with that stern look she hated so much. Probably because he was right.

"Somehow, I had to make him see reason," she replied as she impatiently spread the contents of her backpack across the ship's planks. "After all, lives potentially depend on what we find out."

The elf detached himself from the mast and picked up a round vial that had rolled toward him. "I wouldn't call that reason," he said. "And you have also consistently disregarded the danger of being dragged down, ship and all, at any time."

"Now, don't be such a killjoy, Sel!" Frinki came bouncing down the steps from the quarterdeck. "This is going to be great! Maybe we'll find some treasure down there! Gold or magical artifacts some sailor had with him when his ship sank."

Selanor snorted. "Or maybe we'll be attacked by some monsters that will tear us to pieces. It wouldn't be the first time."

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created three battlemaps specifically made for this biome. At the end of the PDF you can find low-resolution versions of them. Contact Timothy directly on Twitter or Instagram to get the full-resolution 4k versions of the maps.

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Ecem Acaralp ([Fiverr](#), [Instagram](#)): *Krakenfolk, Ink Spitter, Skull (modified)*

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Trove of Lore

MAELSTROM WATERS

The gigantic ray glided through the water without resistance. Its pectoral fins, which had changed color to match the deep blue of the sea, cast a shadow on the shipwreck that lay on the ocean floor like a forgotten toy. The bow was covered with a carpet of slimy purple threads that swayed gently in the current. A

single shark approached the ship and searched the deck for fish. He did not find them. Instead, a rope wrapped itself around its body and contracted until scarlet blood spread through the water. The shark twitched in agony as a heavy wooden beam struck at it, and the life finally drained out of it. A man stood at the wheel of the ship, watching the scene with a lipless smile while his yellow eyes glowed in the dark.

Deep blue, clear waters and a peaceful atmosphere stretch across the soft sands 200 meters below sea level. Fish make their way through fields of bright seagrass, long accustomed to the cool temperatures. The only thing disturbing this idyllic picture are the countless shipwrecks scattered across the seabed. Their rotten and holey planks exude an ominous atmosphere. Skeletons lie among the ships, half-hidden in the sand, some still holding sabers in their gnarled hands. Now and then, a violent maelstrom forms completely unexpectedly, sweeping across the seabed and dragging down any ship that has irresponsibly ventured into the area of the Maelstrom Waters.

PLANTS

LUMINESCENT KELP

Fields of luminescent kelp stretch across the seabed like glowing forests. Their light can be seen from a great distance and attracts many creatures that hide among the yellow-green leaves. The plants grow up to 7 feet tall and form near-impenetrable walls of slimy foliage. In return, their bright glow is a pleasant change in the otherwise quite dark underwater world.

Harvesting. Any creature can pull a leaf from the plant without much effort.

LUMINESCENT KELP LEAF

Wondrous item

This yellow-green leaf gives off a warm light. The leaf sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Each of these radii decrease by 5 feet for each full hour the leaf has been separated from its plant, eventually being dark after a full 4 hours.

MAELSTROM WATERS

Excitable Water. If a creature moves more than 60 feet in a single round, there is a chance the flow of water in its trail forms a vortex that grows over time, fueled by the strange magic of the biome. Roll a d20. On a 20, a stage 1 *vortex* forms at a random location along the traveled path.

Frigid Depths. Any creature that spends more than eight hours in the depths must succeed on a DC 13 Constitution saving throw or lose one hit die. If the creature has no more hit dice, they instead gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on this saving throw.

UNDERWATER TREE

A rather unexpected sight is this tree, growing underwater without problems. Its spreading branches with dark green leaves provide ample cover for small fish and other marine life seeking shelter. The tree absorbs oxygen and carbon dioxide from the water for survival and uses them for photosynthesis. How it can do this despite the lack of sunlight most of the time is still a mystery to researchers. Perhaps it is related to the fields of luminescent kelp often found near these trees.

Harvesting. Harvesting the leaves of this tree is not difficult in itself. However, being a common place for various marine life to settle down, don't be surprised if you are not greeted friendly. Roll on the *underwater tree inhabitants* table to see what creatures have settled in the tree whenever a creature spends a while collecting the leaves of an underwater tree.

Refinement. The leaves of an underwater tree, gathered during 30 minutes of uninterrupted harvesting can be used by an arcane scholar to create 5 (1d10) *potions of water breathing*. To do so, the creature must spend 8 hours, extracting the magic of the leaves that need to be kept in water for the entire duration after harvest, and succeed on a DC 15 Intelligence (Arcana) check while expending a 1st-level spell slot or higher.

UNDERWATER TREE INHABITANTS

d10 Inhabitants

1 1 Striped Snailox (*page 14*)

2 1 Giant Octopus

3 1d4 Giant Sea Horse

4 1d2 Reef Shark

5 1 Octopus

6-10 Small fish

INK SPITTER

The ink spitters are distributed in small groups on rocks, shipwrecks, or the ground. Sometimes they colonize the skeletons of long-drowned sailors, growing out of empty eye sockets. The small, black calcareous cylinders have several small holes which the plant can open when threatened to spit ink at its attackers. In the short time that the ink obscures the enemy's vision, the ink spitter moves a few feet away in an attempt to escape. Its slow speed means that most attempts are doomed to fail, though.

Ink Cloud. When an ink spitter feels a danger nearby, it may create a cloud of ink and move away. The water in a 10-foot radius sphere centered on the ink spitter's original location becomes heavily obscured for half a minute. The ink spitter moves to a random location within 10 feet of its original position. The ink spitter can use this ability again after 2 (1d4) minutes.

Harvesting. A creature can carefully attempt to collect an ink spitter cylinder. To do so, the creature makes a DC 11 Dexterity (Stealth) check to avoid the plant emptying its ink reserves to flee from them. On a success, the creature can now attempt a DC 15 Strength (Sleight of Hand) check to carefully pick off the fastened plant from its resting location. On a success, the creature successfully gets an *ink spitter cylinder*. On a failure, the creature applies too much pressure, releasing the ink inside the cylinder, making it useless.

Refinement. A creature with proficiency with alchemist's supplies may spend 30 minutes extracting the ink from an *ink spitter cylinder* by making a DC 13 Intelligence check using *alchemist's supplies*. On a success, the creature successfully produces a *vial of temporary ink*. In any case, the *ink spitter cylinder* is destroyed in the process.

INK SPITTER CYLINDER

Wondrous item

As an action, you can throw this cylinder up to 20 feet.

If underwater, a cloud of ink heavily obscures the view within a 10-foot sphere centered on the point of impact for 3 rounds. The cylinder then loses its special properties.

If not underwater, each creature within 5 feet of the point of impact must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute as the ink from the shattered cylinder sprays into their eyes. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

VIAL OF TEMPORARY INK

Wondrous item

This vial contains a swirling black ink, usable for writing about 50 pages. Any writing produced using this ink will turn invisible after 48 hours.

USE AS COMBAT HAZARD

You can use ink spitters as a combat hazard. To do so, trigger the ink spitter's ink cloud trait whenever a creature ends its turn within 5 feet of it, or a creature makes an attack from within 10 feet of it.



PURPLE FIZZLETHREADS

A thin, purple film stretches over some shipwrecks. A closer look reveals fine, slippery threads settled on the wood. The highly toxic purple fizzlethreads cause burns and poisoning when touched and painful burning on skin contact. When the plant releases its poison, the surrounding water heats up, forming bubbles. It would be wise to keep a distance on such occasions.

Fizzling. Any creature that comes into contact with the purple fizzlethread's threads must succeed on a DC 13 Constitution saving throw or take 7 (2d6) fire damage and 3 (1d6) poison damage, feeling a burning and sizzling sensation at the point of contact.

Boiling. Occasionally, purple fizzlethread releases the poison inside, heating up the water in its area and poisoning any creatures. Any creature within 10 feet of the plant must succeed on a DC 13 Constitution saving throw, taking 7 (2d6) fire damage and 3 (1d6) poison damage on a failed save or half as much damage on a successful save. Additionally, each creature that failed the saving throw is poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Harvesting. A creature with proficiency with an *herbalism kit* can spend 10 minutes carefully collecting purple fizzlethread threads by making a DC 17 Dexterity check using an *herbalism kit*. On a success, the creature successfully collects enough threads to produce one vial of fizzle-poison. On a failure, the threads come into contact with the creature's skin, triggering the plant's *fizzling* trait. Additionally on a failure, roll a d20. On a 1, the heat and toxin damages some of the tools used for the harvest, requiring replacement for half the cost of a full kit.

Refinement. By carefully extracting the hot toxin from a few threads of harvested purple fizzlethread over a period of 4 hours, a creature with proficiency in *alchemist's supplies* can create a *vial of fizzle-poison* from it. To do so, the creature must succeed on a DC 15 Dexterity check using *alchemist's supplies* while above water, using the harvested threads of the plant. On a failure, the creature fails to produce the desired item and loses the threads, triggering the *fizzling* trait of the plant, as they accidentally come into contact with the harvested threads.

USE AS COMBAT HAZARD

You can use purple fizzlethreads as a combat hazard. To do so, trigger the plant's *fizzling* trait whenever a creature comes into contact with the plant. Additionally, at initiative count 20, roll a d6 for every 5 feet of purple fizzlethread. On a 6, the plant's *boiling* trait will trigger at the next initiative count 20 - for now, the water in the relevant area starts forming bubbles, potentially warning creatures of the possible danger.

VIAL OF FIZZLE-POISON

Wondrous item

If you drink this poison, you take 10 (3d6) fire damage and 9 (2d8) poison damage, and you must make a DC 17 Constitution saving throw. On a failure, you are poisoned for 1 minute and take 2 (1d4) poison damage at the start of each of your turns while you are poisoned like this. At the end of each of your turns you may repeat the saving throw, ending the effect on yourself on a success.

As an action, you may throw this vial up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the *vial of fizzle-poison* as an improvised weapon. On a hit, the target takes 7 (2d6) fire damage and 4 (1d8) poison damage.

WOOD DEATH ALGAE

As harmless as these small, green plants may look, they are the death of every ship. They settle inconspicuously on the wood of wrecks and moving boats and begin to decompose the wood within a few days. Not infrequently, this damage is discovered too late and ultimately leads to a dramatic sinking of the infested ships.

Rot. When wood death algae settles on wood, it will slowly cause the wood below to rot and spread over the area. The affected area increases by 1 foot in every direction per day. For every day an area of wood is affected, the wood will rot half a foot deep. Rotted wood will break at the slightest force, but is only noticeable with a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check.

Harvesting. A character may spend 1 hour carefully removing the thin layer of green algae from a 5-square-foot area of infected wood by succeeding on a DC 10 Dexterity check using *woodcarver's tools*. The affected area of wood is destroyed in the process.

Refinement. Using the algae from a 5-square-foot area of infected wood, a character with proficiency with *alchemist's supplies* may attempt to create a potion to rot away wood more quickly. The character spends 4 hours, making a DC 15 Intelligence (Arcana) check. On a success, they successfully create a single *potion of wood rotting*. On a failure, the algae is lost. On a natural one, any wood at the place the character worked is infested. As long as the wood is not completely dry, the algae will spread as usual, half as quickly if not entirely submerged in water.

POTION OF WOOD ROTTING

Wondrous item

You may spend one minute applying the contents of this vial to a 3 by 3 foot area of wood. After 10 minutes, the liquid will have caused the wood to rot up to a depth of 3 feet.

The rotted wood looks untouched at first glance, requiring a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check to notice.

By spending one minute prying the soft wood away, a creature can easily create a hole in the wood. The wood is soft enough to not cause any loud noise in the process.

NATURAL HAZARDS

COMBAT HAZARDS

Even in underwater combat, where three-dimensional movement is a possibility for anyone, a dynamic battlefield can make any fight more interesting. By adding small environmental hazards, combatants have more possibilities to make use of their environment.

VORTEX

This hazard is present everywhere in the maelstrom waters by default, as it can be caused by fast disturbances of water, such as when creatures move too fast. Therefore, the warning part of this hazard may be superfluous.

Warning. On initiative count 20, the water at one random location is disturbed by nearby movement, forming a slow but growing swirl of water, noticeable by small animals and sand being whirled inside.

Effect. In the following rounds, the formed swirls and vortexes have a chance of growing bigger. On initiative count 20, roll a d20 for each. On a 15 or more, the effect increases to the next stage as defined below, starting at stage 1. On a 10 or less, the effect decreases, changing to the previous stage, or stopping entirely if it was at stage 1 or only just formed.

Stage 1. Any creature that comes within 5 feet of the vortex' origin for the first time on a turn or starts its turn there must make a DC 10 Strength saving throw or take 4 (1d8) bludgeoning damage, as it is being flung around uncontrollably.

Stage 2. Any creature that comes within 15 feet of the vortex' origin for the first time on a turn or starts its turn there must make a DC 12 Strength saving throw or take 9 (2d8) bludgeoning damage and be caught in the vortex (see below). On a successful save, a creature takes half as much damage and isn't caught.

Stage 3. Any creature that comes within 30 feet of the vortex' origin for the first time on a turn or starts its turn there must make a DC 14 Strength saving throw or take 13 (3d8) bludgeoning damage and be caught in the vortex (see below). On a successful save, a creature takes half as much damage and isn't caught. Creatures caught in the vortex have disadvantage on Strength (Athletics) checks made to swim away from it.

Stage 4. Any creature that comes within 60 feet of the vortex' origin for the first time on a turn or starts its turn there must make a DC 16 Strength saving throw or take 18 (4d8) bludgeoning damage. On a successful save, a creature takes half as much damage. In any case, the creature is caught in the vortex. Creatures caught in the vortex have disadvantage on Strength (Athletics) checks made to swim away from it.

Stage 5. At this point, the vortex typically has reached its peak. This round, it still acts like a Stage 4 vortex. From now on the vortex always gets smaller by turning into a vortex of one stage lower.

Caught in the Vortex. A creature caught in the vortex can use its action to try to swim away from the vortex by making a DC 13 Strength (Athletics) check. On a success, the creature manages to exit the vortex.

Natural Swimmers. Creatures with a swimming speed can make the saving throws and ability checks related to this hazard with advantage.

Arcane Origin. The vortexes in the maelstrom waters are fueled by magic. Casting *dispel magic* on a vortex, or creating an *antimagic field* in the area of the vortex causes the vortex to immediately reduce its stage by 2 each round.

PLANTS IN COMBAT

The *ink spitter* and *purple fizzlethreads* are plants native to the maelstrom waters that can also be used as a combat hazard.

See their details for statistics.

REMINDER: UNDERWATER COMBAT

Combat underwater is subject to the following rules:

Melee Weapon Attacks. Creatures without a swimming speed have disadvantage on melee weapon attacks unless the weapon is a dagger, javelin, shortsword, spear, or trident.

Ranged Weapon Attacks. Ranged weapon attacks automatically miss beyond the weapon's normal range. Attacks against a target within the weapon's normal range are made at disadvantage, unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (like a spear, trident, or dart).

Fire Resistance. Fully submerged creatures and objects have resistance to fire damage.

MEALSTROM

Duration (Phase 2 + 3) 6 (2d4 + 1) rounds
Challenge 8

Phases. A maelstrom encounter can be divided into multiple phases, though it is possible to avoid the later, more dangerous phases by performing well in the earlier ones. It starts off with noticing the phenomenon, allowing any preparations to be made and a chance to avoid the maelstrom altogether. If that's unsuccessful, the party will have to try keeping their ship afloat while the maelstrom puts it in danger of being pulled into the depths and damaged. Lastly, if the party does go underwater, they will have to avoid the debris of their ship to have a chance of survival - hopefully they have a way to breathe underwater.

Phase 1: Steering Clear

Disturbance. A character watching out for dangers can spot a disturbance in the water by succeeding on a DC 13 Wisdom (Perception) check. The character will realize that whatever is ahead is dangerous, though a successful DC 17 Wisdom (Survival) check is required to know more details about what could be causing the disturbance.

Avoiding. The party might decide to try steering away from the growing maelstrom. In that case, have each player declare what they do to help their cause, and suggest a skill related to their activity. No player may choose a skill that another player chose. After everyone chooses an activity and skill, have them make a DC 15 ability check using their chosen skill, possibly assigning disadvantage or advantage where appropriate. Repeat this process until the players either got an amount of successes equal to twice the amount of players, or an amount of failures equal to twice the amount of players - whatever happens first. If they reach the required amount of successes, they manage to steer away from the maelstrom just in time. Otherwise, continue with phase 2.

Phase 2: The Pull

Enduring. The party's ship got pulled into the turbulent waters on the edge of the maelstrom. Coming away unscathed is pretty much impossible now. Now it's all about staying afloat as long as possible, hoping to outlast the encounter itself. Have everyone roll initiative. At this point, determine the hit points of the ship the players are on. The typical ship should have 60 (8d10 + 16) hit points. If the players took extra care in choosing their ship, make sure to reward that by assigning the ship more hit points at this step.

Making Repairs. Players can increase a ship's hit points after it was damaged by making repairs or otherwise helping the ship stay on the water. To do so, they make an appropriate skill check, healing the ship for the total amount rolled. If they attempt the same thing again, the total amount healed is reduced by 5 points for each time the same technique was used before. Every player can make one check each round.

Power of Water. At the start of the round, choose one of the following events and complications to occur:

Sweeping Water. A large wave washes over the deck of the ship, carrying off loose objects, and collecting inside the ship. The ship takes 23 (2d12 + 10) damage, and another 11 (1d12 + 5) damage at the beginning of each following round until the damage from this event is fully healed by removing the water from inside the ship.

Crashing Wave. A powerful wave crashes into the side of the ship, damaging a portion of the ship's hull. The ship takes 34 (4d12 + 20) damage.

Turbulent Surface. The turbulences at the water's surface cause the ship to rock from side to side. Any creature on deck must succeed on a DC 15 Dexterity saving throw or lose its footing. On a failure, a creature only barely manages to still hold onto the railing or a single rope of the ship - unless they roll a natural 1, in which case they immediately fall into the water below. To avoid falling off the ship at the start of the next round, a creature must be saved for example by having a creature succeed on a DC 15 Strength (Athletics) check to save them.

Phase 3: The Depths

Vortex. If the ship reached 0 hit points or a creature falls into the water, they are pulled into the depths by the powerful maelstrom.

Way Down We Go. At the start of the round, the powerful forces of the maelstrom pulls each creature caught in it down into the depths for 8d20 feet. Once a creature is pulled 260 feet down, it reaches the end of the maelstrom, taking another 11 (1d12 + 5) bludgeoning damage from all the debris it is slammed into down here. However, creatures that reach the bottom are not caught in the maelstrom anymore.

Among the Debris. The creatures and debris caught in the maelstrom not infrequently collide with one another. At the end of each round, all creatures caught within the maelstrom must make a DC 15 Strength saving throw, taking 14 (2d8 + 5) bludgeoning damage on a failed save or half as much on a successful one.

Knockout. At the start of the round, choose one random creature caught in the maelstrom. The creature is at the risk of being overwhelmed by the forces around them, losing the air in their lungs. The creature must succeed on a DC 15 Constitution saving throw or lose enough air to start suffocating one minute earlier.

Let me out. A creature can use its action to attempt to swim out of the maelstrom to avoid being pulled further down. To do so, it must make a Strength (Athletics) check. Once the sum of their attempts exceeds 45, they manage to safely exit the maelstrom, now unaffected by the magically created maelstrom.

KRAKENFOLK

THE ICY WATER SURROUNDED ME LIKE A HAND, NOT willing to let me escape. After the initial panic that had gripped me, I was suddenly overcome by an inner calm that slowed my pulse and calmed my frantic movements. My lungs filled with water. It did not disturb me. And suddenly, I felt two strong arms grab me and pull me upward. I looked into the serious face of a man; his naked torso was covered with scars. But what was unusual were the eight red legs, studded with suction cups, that wound in the water from the waist down. One of the legs - or were they arms? - had wrapped tightly around a trident.

Before I was able to get my slow mind to think, we broke the surface of the water, and the man pushed me ruggedly on a plank floating in the water. Coughing, my lungs filled with air again. But when I looked back, all I could see was a red tentacle disappearing into the depths of the sea.

– Pelalus Greytree, *Captain of the Flying Servant*

Deep beneath the water's surface, hidden among kelp and boulders, lie the impressive cities of the krakenfolk. Countless towers rise between the shell-covered house roofs built from colorful coral. Between these structures, their inhabitants move around in the hustle and bustle. Nimbly they swim through narrow alleys, rummage in the books of countless libraries and keep a lookout for danger at their borders. Nothing is more sacred to them than the infinite knowledge they have accumulated over thousands of years. And despite their shy nature, they are ready to defend this knowledge at any cost.

ADJUSTED TO THE DEPTHS

With powerful strokes of their eight legs, the krakenfolk move swiftly and deftly through the underwater world. From the waist up, they carry the body of a human, muscle-bound through everyday diving and training for battle. Webbing between the fingers helps with movement in the water, even though they would not be necessary. Their long legs, covered with suction cups, are perfectly adapted to life in underwater cities. The strong and boneless extremities vary in color from individual to individual. While the legs of some krakenfolk are a bright red, others show a muted brown or green, or even vibrant shades of blue. One sight that may take some getting used to are the yellow eyes of the krakenfolk. Jet-black horizontal slits forming the pupils can perfectly catch the little light in the deep oceans.

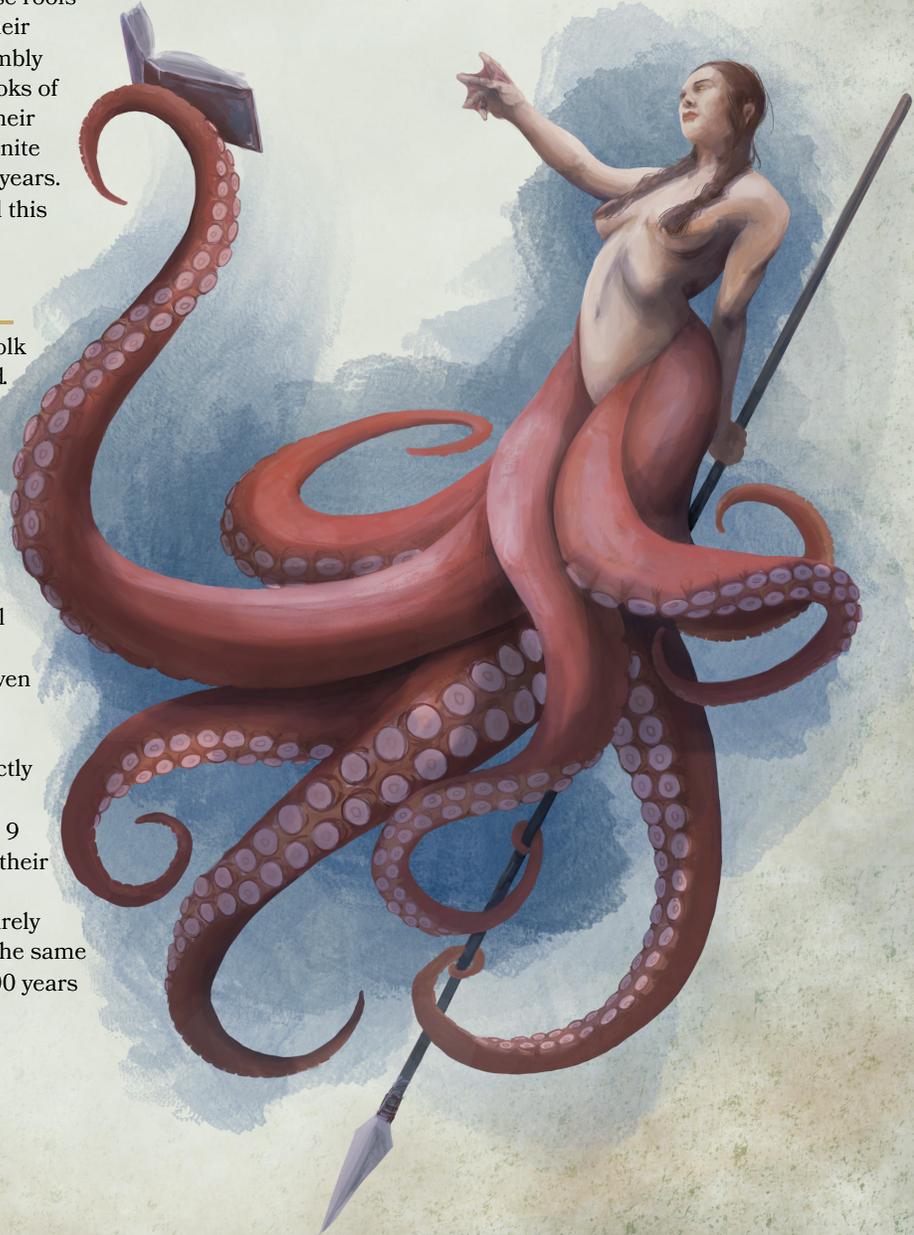
Krakenfolks often reach a body size between 7 and 9 feet, with most of this size coming from the length of their legs. Their torso matches a human's in proportions. Despite their imposing appearance, the krakenfolk rarely weigh more than 260 lbs. Though most reach about the same age as humans, their life expectancy reaches up to 200 years under the right circumstances.

Clothing is a rare sight in krakenfolk societies, typically reserved for utilitarian purposes, such as armor for combat or weapon belts. Their legs are never covered, though, to prevent limiting their movement.

SCIENTISTS AND KNOWLEDGE KEEPERS

The krakenfolk are a highly intelligent species whose ability to learn and quick apprehension has developed their societies. Their natural curiosity leads them quickly in research and discovery to new knowledge, recorded in books and collected and passed on in one of the countless libraries of their cities. These achievements are their society's treasure, and krakenfolk will not hesitate to protect them with their life. Trained as soldiers, the krakenfolk fight with trident, spear, and saber, often turning three or more of these weapons on their enemies simultaneously, thanks to their multitude of legs. Most krakenfolk are surprisingly shy towards strangers but are happy to exchange information, news, and knowledge once the initial mistrust is overcome.

Typically, krakenfolk are very displeased when someone compares them to Kraken or even refers to them in the same sentence. They also insist that they have eight legs, not eight



arms, to clearly distinguish themselves from their namesakes. Nevertheless, they share one behavior with these animals: each has a favorite arm, or rather, a favorite leg, which they use more often than the others.

EMPIRES OF THE DEEP SEAS

The krakenfolk live together in highly developed societies in large underwater metropolia. Research centers, libraries, and government and military facilities occupy much of the area. The cities are usually hidden between high cliffs or in deep depressions, making it difficult for outsiders to locate them. But sometimes, even that is not enough for the reclusive folk. Whole empires are put under powerful abjuration and illusion magic, making it almost impossible for even the most powerful wizards to discover their ancient communities.

KRAKENFOLK PERSONALITY

The Krakenfolk are not used to moving around on land or dealing with people outside of their own society and exhibit some strange behavior. You can use the following tables to customize your character with some quirks.

d8 Quirk

- 1 You start to smell like old fish when you are in the sun too long.
You can't stand it when people mispronounce words or use incorrect grammar, and you compulsively correct them.
- 2 You are not very careful with your eight legs and often lose one of them.
- 3 You have serious problems getting around on land, so it takes you a long time to get anywhere.
- 4 You compulsively imitate other people's behavior that you think will benefit you.
- 5 You are very curious and often put yourself in danger.
If you are inattentive, it happens that you accidentally attach yourself to objects or people with your suction cups.
- 6 You are very shy and therefore hardly talk to strangers.
- 7
- 8

KRAKENFOLK NAMES

The krakenfolk is a very proud race and carries this outwardly in their names. They like to choose names that seem large and impressive. They attach great importance to using the vowels A and O and the consonants C and P.

Male Names: Octavianus, Antonis, Photios, Philippos, Spiros

Female Names: Octavia, Daphne, Philippa, Calpurnia, Aquillia

Surnames: Octavilus, Castus, Opilio, Calatinus, Octavian

KRAKENFOLK TRAITS

Your krakenfolk character has the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet, and you have a swimming speed equal to your walking speed.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and it darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Amphibious. You can breathe air and water.

Water Regeneration. When you spend a long rest entirely submerged underwater, you regain additional spent hit dice, up to a number of dice equal to your proficiency bonus minus one. Additionally, if you lose one of your tentacles, it regrows over the course of 100 days.

Self-Watering. You can cast *create or destroy water* with this trait, without requiring a material component, a number of times equal to your proficiency bonus per long rest. You regain all expended uses when you finish a long rest. You can also cast this spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell when you cast it with this trait (choose when you select this race).

Depth Adaptation. Adapted to the frigid ocean depths, you have resistance to cold damage.

Languages. You can speak, read, and write Common and two other languages that you and your DM agree are appropriate for you character.

Tentacle Arms. Your eight tentacles have many uses. You gain the following benefits:

- You are considered to have 4 available hands.
- You can take the *Use an Object* action an additional time to your usual actions each turn.
- You have advantage on saving throws against falling prone.
- You have advantage on checks made to grapple another creature, including the check you make to prevent another creature from escaping your grapple.
- When you hit a creature with an unarmed strike, you may use a bonus action to attempt to grapple that creature.

KRAKENFOLK GUARD

Medium humanoid (Krakenfolk)

Armor Class 15 (leather armor, shield)

Hit Points 39 (6d8 + 12)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	12 (+1)	11 (+0)	10 (+0)

Saving Throws Str +4, Con +4

Skills Athletics +4, History +3, Nature +3, Perception +2, Stealth +3

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 12

Languages Common, any other language

Proficiency Bonus +2

Challenge 2

Amphibious. The krakenfolk guard can breathe air and water.

Actions

Multiattack. The krakenfolk guard makes three attacks: one with its tentacles, one with its sabre, and one with its trident.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 17).

Sabre. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Trident. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

KRAKENFOLK ARCANE SOLDIER

Medium humanoid (Krakenfolk)

Armor Class 13 (shield; 16 with *mage armor*)

Hit Points 84 (13d8 + 26)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	18 (+4)	11 (+0)	10 (+0)

Saving Throws Str +5, Con +5, Int +7

Skills Arcana +7, History +7, Nature +7, Perception +3, Stealth +4

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 13

Languages Common, any other language

Proficiency Bonus +3

Challenge 5

Amphibious. The arcane soldier can breathe air and water.

Spellcasting. The arcane soldier is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *mage armor* (self only)*, *shocking grasp*
1/day each: *control water*, *counterspell*, *darkness*,
haste, *shield*

*The arcane soldier casts this spell on itself before combat.

Actions

Multiattack. The arcane soldier makes four melee weapon attacks. It can replace two of those attacks to cast a spell with a casting time of one action, or to use its water jet attack.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 17).

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

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

Water Jet. *Ranged Spell Attack:* +7 to hit, reach 120 ft., one target. *Hit:* 6 (1d12) bludgeoning damage and 4 (1d8) cold damage.

Reactions

Parry. The arcane soldier adds 3 to its AC against one melee attack that would hit it. To do so, the arcane soldier must see the attacker and be wielding a melee weapon.

CREATURES

DROWNED SAILOR

Armed with a saber, this undead is usually found near living shipwrecks, having been brought to unlife by the same magic. Its bare skeleton barely keeps the torn uniform in shape. Some might have bloated flesh still clinging to its bones and seaweed growing anywhere it finds purchase. The glowing yellow eyes indicate the powerful enchantment keeping it from resting for centuries without end. Do not underestimate these figures, as they can turn this magic against their opponents at will.

DROWNED SAILOR

Medium undead

Armor Class 15 (mage armor)

Hit Points 93 (17d8 + 17)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	15 (+2)	12 (+1)	17 (+3)

Saving Throws Str +5, Cha +8

Skills Athletics +5, Nature +7, Perception +6, Stealth +7, Survival +6

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 16

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

Proficiency Bonus +3

Challenge 8

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

Necrotic Unlife. Whenever the drowned sailor is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

Regeneration. The drowned sailor regains 10 hit points at the start of its turn if it has at least 1 hit point and is underwater. If the drowned sailor takes radiant damage, this trait doesn't function at the start of the drowned sailor's next turn.

LIVING SHIPWRECK

Among the countless shipwrecks, some lie which you should give as wide a berth as possible. The only problem is: you tend to only know this after it's too late. Living shipwrecks do not differ in appearance from ordinary sunken ships in the slightest. The wood is musty, the planks have broken, the sails hang in tatters, moving softly in the current. However, having been brought to life by powerful magic, they attack anything daring to come too close to give their victims the same fate that befell themselves. Attacking with ropes and grappling hooks, nets, and cannons, it usually doesn't take long before their adversaries float lifelessly in the water, doomed to linger for all eternity between the myriad of bones of drowned sailors.

Turn Resistance. The drowned sailor has advantage on saving throws against any effect that turns undead.

Actions

Multiaction. The drowned sailor makes two attacks with its sabre or water tether.

Lifedrain Sabre. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, plus 10 (3d6) necrotic damage. The drowned sailor regains a number of hit points equal to half the necrotic damage dealt.

Water Tether. *Ranged Spell Attack:* +8 to hit, reach 120 ft., one target. *Hit:* 7 (2d6) necrotic damage and the target must succeed on a DC 14 Charisma saving throw or be restrained until it is freed. A restrained target can use its action to repeat the saving throw, ending the effect on itself on a success. The drowned sailor can have only one creature tethered this way.

Bonus Actions

Tether Pull. If the drowned sailor has a creature tethered, it can use a bonus action to move the creature or itself up to 120 feet in a straight line towards the other.

Reactions

Water Shield (Recharge 4–6). When the drowned sailor is hit by an attack, it can magically create a barrier of dense water that protects them. Until the start of their next turn, the drowned sailor has a +5 bonus to AC, including against the triggering attack.

LIVING SHIPWRECK

Gargantuan construct

Armor Class 18 (natural armor)

Hit Points 294 (19d20 + 95)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	2 (-4)	6 (-2)	1 (-5)

Saving Throws Str +10, Con +10

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Proficiency Bonus +5

Challenge 16

Legendary Resistance (3/Day). If the living shipwreck fails a saving throw, it can choose to succeed instead.

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

Entangling Ropes. A creature entangled by the living shipwreck's ropes cannot move away from the shipwreck. Attacks against the creature have advantage, and the creature has disadvantage on Dexterity saving throws. A creature can make a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check to free itself or another creature within range on a success. Dealing 10 slashing damage to a rope (AC 13) also frees the creature entangled by it without harming the creature.

False Appearance. While the living shipwreck remains motionless, it is indistinguishable from an ordinary shipwreck.

Actions

Multiattack. The living shipwreck makes four attacks, each with either a grappling hook, a net, or a plank. It can also replace two attacks to make one sail attack.

Ropes. The living shipwreck extends up to ten ropes, each toward a creature within 60 feet of it. Each of the creatures must succeed on a DC 25 Dexterity saving throw or be entangled by the ropes until it is freed.

Grappling Hook. Ranged Weapon Attack: +4 to hit, range 60 ft., one target. *Hit:* 13 (4d6 - 1) piercing damage and the target must make a DC 19 Strength saving throw. On a failure, the target is pulled 60 feet towards the living shipwreck. On a success, the creature is pulled 30 feet towards the living shipwreck instead.

Plank. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 37 (5d12 + 5) bludgeoning damage.

Net. Ranged Weapon Attack: +4 to hit, range 5/15 ft., one target. *Hit:* 9 (3d6 - 1) bludgeoning damage and the target is restrained until it is freed. The restrained target is pulled up to 10 feet towards the living shipwreck. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within range on a success. Dealing 10 slashing damage to the net (AC 13) also frees the creature without harming it.

Sail. Melee Weapon Attack: +10 to hit, reach 5 ft., one Huge or smaller creature. *Hit:* The creature is grappled (escape DC 15). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating. In addition, at the start of each of the target's turns, the target takes 32 (5d10 + 5) bludgeoning damage. The living shipwreck can have up to three creatures grappled with its sails.

Legendary Action

The living shipwreck can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The living shipwreck regains spent legendary actions at the start of its turn.

Rope. The living shipwreck extends one of its ropes, attempting to entangle a creature within 60 feet of it. The creature must succeed on a DC 25 Dexterity saving throw or be entangled by the rope until it is freed.

Cannon (Costs 2 Actions). Ranged Weapon Attack: +4 to hit, range 60/120 ft., one target. *Hit:* 77 (12d12 - 1) bludgeoning damage and the target must succeed on a DC 19 Strength saving throw or fall prone.

Smother. If the living shipwreck has a creature grappled in one of its sails, it can use this legendary action to deal 21 (3d10 + 5) bludgeoning damage to it.

STRIPED SNAILOX

One of the most striking and unusual creatures in the maelstrom waters is the striped snailox. This sea snail prefers to hide in the luminescent kelp and feeds on the glowing leaves. This is also the reason why it glows itself. The snailox has an elongated physique comparable to a nudibranch, four palmate fins, and reaches body lengths of up to 32 feet. Its slimy skin is striped blue-yellow and is covered with black spines. On the head are two long stalk eyes and two powerful horns. Despite its strong fins, the creature moves only slowly in regular undulations, which may make it seem deceptively harmless at first glance.



GIANT STRIPED SNAILOX

Huge Beast

Armor Class 15

Hit Points 184 (16d12 + 80)

Speed 0 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	20 (+5)	4 (-3)	12 (+1)	5 (-3)

Saving Throws Str +8, Con +9

Damage Immunities poison

Condition Immunities poisoned, prone

Senses darkvision 120 ft., passive Perception 11

Proficiency Bonus +4

Challenge 10

Luminescent Kelp Camouflage. The snailox has advantage on Dexterity (Stealth) checks made to hide in luminescent kelp.

Charge. If the snailox moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 5 (2d4) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and be knocked prone.

Glowing Appearance. The snailox has disadvantage on Dexterity (Stealth) checks, except in fields of luminescent kelp.

Actions

Multiattack. The snailox makes two bite and one gore attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Fin Slap. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and the target must succeed on a DC 16 Dexterity saving throw or be knocked prone.

Stinger Throw (Recharge 5-6). *Ranged Weapon Attack:* +8 to hit, range 30 ft., one target. *Hit:* 14 (4d6) piercing damage plus 27 (6d8) poison damage. The target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Reactions

Reflexive Slap. If the snailox is hit by a melee weapon attack, it can use its reaction to try slapping the attacker with one of its fins.

STRIPED SNAILOX

Medium Beast

Armor Class 14

Hit Points 76 (9d8 + 36)

Speed 0 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	2 (-4)	10 (+0)	3 (-4)

Saving Throws Str +5, Con +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Proficiency Bonus +2

Challenge 3

Luminescent Kelp Camouflage. The snailox has advantage on Dexterity (Stealth) checks made to hide in luminescent kelp.

Glowing Appearance. The snailox has disadvantage on Dexterity (Stealth) checks, except in fields of luminescent kelp.

Charge. If the snailox moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 2 (1d4) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be pushed up to 10 feet away and be knocked prone.

Actions

Multiattack. The snailox makes one bite and one gore attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Fin Slap. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage and the target must succeed on a DC 13 Dexterity saving throw or be knocked prone.

Reactions

Reflexive Slap. If the snailox is hit by a melee weapon attack, it can use its reaction to try slapping the attacker with one of its fins.

CHAMELEON RAY

Large Beast

Armor Class 14

Hit Points 152 (16d10 + 64)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	19 (+4)	3 (-4)	12 (+1)	6 (-2)

Saving Throws Str +6, Con +7, Wis +4

Skills Stealth +4, Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Proficiency Bonus +3

Challenge 6

Chameleon Camouflage. The ray has advantage on Dexterity (Stealth) checks made to hide.

Quick Adaptation. The ray can take the Hide action as a bonus action on each of its turns.

Belly Vulnerability. A creature can use its action trying to attack the belly of the ray. The AC of the ray increases by 5 to a total AC of 19. The ray is vulnerable to all damage dealt to its belly.

Actions

Multiattack. The ray makes two stinger and one tail attacks.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage and 2 (1d4) poison damage. The creature must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail. The ray tries to grapple a creature with its tail. The creature must succeed on a DC 14 Dexterity saving throw or take 5 (2d4) bludgeoning damage and be grappled.

Fin Clap (Recharge 5-6). The ray claps its gigantic fins together. All creatures in a 10-foot cone must succeed make a DC 14 Dexterity saving throw. On a failure, a creature takes 17 (5d6) bludgeoning damage and be knocked prone. On a success, a creature takes no damage and is not knocked prone.

Bonus Actions

Bite. If the ray has a creature grappled with its tail, it can make a bite attack against that creature. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) piercing damage.

CHAMELEON RAY

Like a giant bird, the chameleon ray makes its rounds through the clear waters of the ocean. Its pectoral fins reach an enormous wingspan between 26 and 45 feet. With its long tail, up to 30 feet long, it not only stabs and poisons its victims but also grabs them and drags them into the depths. Its mouth then opens into a maw that can effortlessly suck the captive inside.

The chameleon ray patiently waits for its prey, camouflaging itself by changing its color to match its surroundings. Only its belly shines in a telltale white, which is why it likes to settle down when on the lookout, somewhere only its camouflaged upper side can be seen - or rather, cannot be seen.

GREAT CHAMELEON RAY

Gargantuan Beast

Armor Class 16

Hit Points 231 (14d20 + 84)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	22 (+6)	6 (-2)	14 (+2)	8 (-1)

Saving Throws Str + 9, Con +10, Wis +6

Skills Stealth + 5, Perception +6

Damage Immunities poison

Condition Immunities poisoned, prone

Senses darkvision 120 ft., passive Perception 16

Proficiency Bonus +4

Challenge 12

Chameleon Camouflage. The ray has advantage on Dexterity (Stealth) checks made to hide.

Quick Adaptation. The ray can take the Hide action as a bonus action on each of its turns.

Belly Vulnerability. A creature can use its action trying to attack the belly of the ray. The AC of the ray increases by 5 to a total AC of 21. The ray is vulnerable to all damage dealt to its belly.

Actions

Multiattack. The ray makes two stinger and one tail attack.

Stinger. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. **Hit:** 5 (2d4) piercing damage and 2 (1d4) poison damage. The creature must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail. The ray tries to grapple a creature with its tail. The creature must succeed on a DC 17 Dexterity saving throw or take 5 (2d4) bludgeoning damage and be grappled (escape DC 15).

Fin Clap (Recharge 5-6). The ray claps its gigantic fins together. All creatures in a 20-foot cone must succeed make a DC 17 Dexterity saving throw. On a failure, a creature takes 24 (7d6) bludgeoning damage and be knocked prone. On a success, a creature takes no damage and is not knocked prone.

Bonus Actions

Swallow. If the ray has a creature grappled by its tail, it can try to swallow it. If the target is a Large or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed by the ray. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the ray, and it takes 21 (6d6) bludgeoning damage at the start of each of the ray's turns.

If the ray takes 25 damage or more on a single turn from a creature inside it, the ray must succeed on a DC 19 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 ray. If the ray dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 20 feet of movement, exiting prone.

Lair Actions

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

Water Drift. The ray causes a strong current in its lair. The ray chooses the direction of the current. Each creature within 60 feet of the ray must succeed on a DC 17 Strength saving throw or be pushed up to 60 feet in the chosen direction. On a success, the creature is pushed 10 feet instead.

Poisonous Water. The water around the ray becomes poisonous. All creatures within 120 feet of the ray must succeed on a DC 17 Constitution saving throw, or take 9 (2d8) poison damage and be poisoned for 1 minute. On a successful save, a creature takes half as much damage and is not poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sand Swirl. The ray smashes its fins onto the sand, swirling huge amounts of it into the water. Each creature in a 40-foot-radius sphere centered on the ray must make a DC 17 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.

APPENDIX

CREATURES BY CHALLENGE RATING

CR	Encounter	Page
2	Krakenfolk Guard	10
3	Striped Snailox	14
5	Krakenfolk Arcane Soldier	10
6	Chameleon Ray	14
8	Drowned Sailor	11
10	Giant Striped Snailox	13
12	Great Chameleon Ray	15
16	Living Shipwreck	12

ENCOUNTERS 4 PLAYERS LEVEL 4-6

d4 Encounter

- 1 (1d2) Krakenfolk Arcane Soldier, 2 (1d4) Krakenfolk Guard
- 2 1 (1d2) Drowned Sailor
- 3 1 (1d2) Chameleon Ray, 1 (1d4 - 1) Striped Snailox
- 4 4 (1d8) Striped Snailox

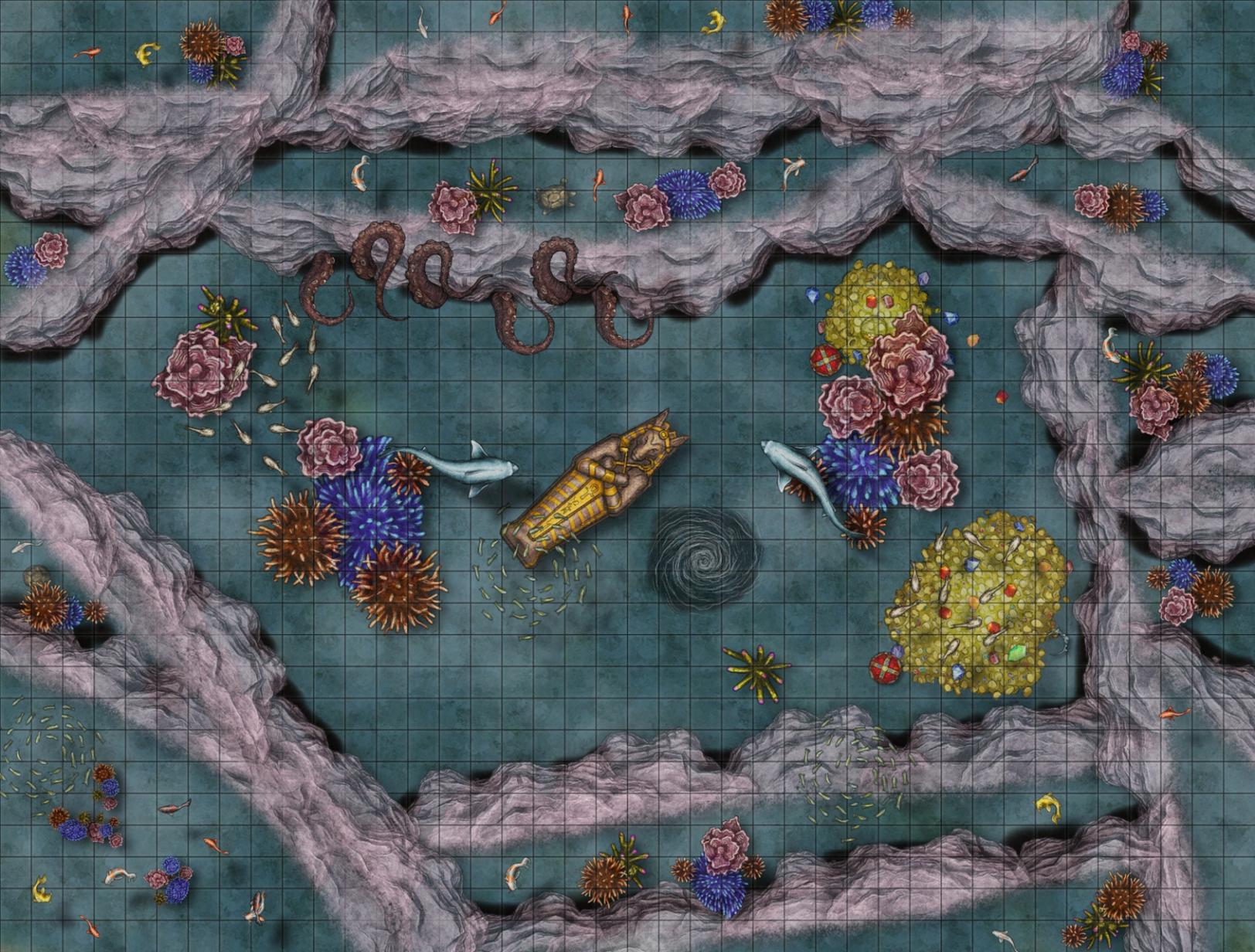
ENCOUNTERS 4 PLAYERS LEVEL 10-12

d4 Encounter

- 1 1 Living Shipwreck, 0 (1d2 - 1) Drowned Sailor
- 2 1 (1d2) Great Chameleon Ray, 2 (1d4) Chameleon Ray
- 3 2 (1d4) Giant Striped Snailox
- 4 3 (1d4 + 1) Drowned Sailor







MAELSTROM WATERS

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