

SEA BEAST

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 104 (11d12 + 33)

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	4 (-3)	14 (+2)	5 (-3)

Saving Throws Str +6, Con +5

Damage Resistances cold

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

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

Siege Monster. The sea beast deals double damage to objects and structures.

Water Breathing. The sea beast can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

Scale Vortex. While submerged, the sea beast rapidly spins, creating a strong vortex. The sea beast can take its action on its subsequent turns to continue spinning and can stop spinning at any time.

As long as the sea beast is spinning, any other creature that starts its turn within 30-foot of the sea beast must succeed on a DC 14 Strength saving throw or be drawn up to 20 feet towards the sea beast and be restrained until the start of its next turn. Further, while the sea beast is spinning, each creature that ends its turn within 10 feet of it takes 2 (1d4) slashing damage. A creature that has a swimming speed has advantage on the saving throw.

THE SEA BEAST

Those who are able to tell its tales of feasting on the souls of the drowning don't dare to give this primordial leviathan a name and fearfully call it the sea beast. Like a nightmare emerging from the void, it arises from the darkest depths to wreak havoc wherever it strikes. Legend has it that its sheer mass bends the ocean itself, creating a vortex so strong that even the greatest vessels are dragged down into the silent abyss of the sea.

Living Ferry. Possessing a maw large enough to carry other creatures without hurting them, ancient sea beasts sometimes act as living dreadnoughts for sea hags, aquatic druids or adventurous seafarers.



ANCIENT SEA BEAST

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	19 (+4)	4 (-3)	16 (+3)	6 (-2)

Saving Throws Str +8, Con +6

Damage Resistances cold

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Gaping Maw. The sea beast can fit up to 3 Medium or smaller creatures in its maw. A willing creature can enter or leave the sea beast's maw as an action. While inside the maw, a creature is blinded and restrained and it has total cover against attacks and other effects outside the sea beast. The sea beast's maw provides enough air to breathe for one hour.

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

Siege Monster. The sea beast deals double damage to objects and structures.

Water Breathing. The sea beast can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Scale Vortex. While submerged, the sea beast rapidly spins, creating a strong vortex. The sea beast can take its action on its subsequent turns to continue spinning and can stop spinning at any time.

As long as the sea beast is spinning, any other creature that starts its turn within 30-foot of the sea beast must succeed on a DC 16 Strength saving throw or be drawn up to 20 feet towards the sea beast and be restrained until the start of its next turn. Further, while the sea beast is spinning, each creature that ends its turn within 10 feet of it takes 5 (2d4) slashing damage. A creature that has a swimming speed has advantage on the saving throw.

