

5E

AB  
ABYSSAL BREWS

A detailed illustration of a waterlily spirit, a woman with long, flowing blonde hair, emerging from a large splash of blue water. She is holding a large, ornate trident. The background features a stone wall and a large, ornate stone structure, possibly a fountain or well, with water cascading down it. The scene is set in a lush, green environment with trees and foliage.

**THE**  
**WATERLILY**

A playful spirit of the waters  
bound to protect its home.

# WATERLILY

There exists a tradition of consecrating waters in the fountains of places long thought to be holy or important. This practice has seen all manner of waters be marked for their importance ranging from small babbling springs that pour from natural breaks in the earth, up to and including massive and ornate fountains featuring statues carved for the highest of the nobility. This blessing is meant to protect the waters from any who would see to harm the populace that come to enjoy them. For some though, another step was taken. With the right dedications and calls to deities of the natural world, occasionally a fountain would be blessed with a protector that would oversee its sacred nature for years eternal. These spirits of blessed fountains have been known as Waterlilies.

Their name was originally taken as a nod to their ability to keep peace within their waters as the lily is often used as a sign of peace or a truce. Often initially referred to as the lily of the waters, these creatures have an enthusiastic love for the fountains they are bound to. They delight in putting on shows

for the faithful that would come to gaze upon the waters. Often joyous in nature, these elementals have been the delight of many fanciful gardens. They can't help but express their playful nature by occasionally squirting a passing guest or suddenly spewing a massive geyser next to the edge, drenching onlookers in a hanging mist. This playful nature is often welcome to those who gaze upon their fountains, but their most prized trick is something truly special.

Waterlilies have the magical ability to bend stone as needed, often taking up the form of a statue that was placed on the fountain. Embodying this rock form, they are able to express themselves more. They often spend time in their statue form, walking the grounds of the gardens they inhabit or talking with the guests of the gardens about why they are present.

It's rare for them to journey far beyond their bound fountain and even rarer to leave the place they were bound to. It is this inquisitive spirit that keeps Waterlilies most entertained. They will often want to trade poetry or song with those who would come to visit. Any who would spend time to

## WATERLILY

*Medium elemental, chaotic good*

**Armor Class** 15 (natural armor)

**Hit Points** 143 (26d8+26)

**Speed** 30 ft., 40 ft. swim

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

**Skills** Acrobatics +5, History +6, Nature +6, Stealth +5

**Damage Resistances** acid, non-magical bludgeoning, piercing, and slashing

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** blindsight 60 ft., Passive Perception 11

**Languages** Aquan, Common

**Challenge** 5 (1,800 XP)

**Drenching Presence.** Creatures within 15 feet of the Waterlily are soaked by the swirling waters around it. Creatures within this area take an additional 3 (1d6) cold or lightning damage, determined by the type of damage that triggered it, when they otherwise take cold or lightning damage from any source.

**False Appearance.** While the Waterlily remains motionless, it is indistinguishable from a normal statue.

**Freeze.** If the Waterlily takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

## Actions

**Trident.** *Melee or Ranged Attack Roll:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage, or 7 (1d8+3) piercing damage if used with two hands to make a melee attack.

**Tidal Push (3/Day).** The Waterlily swings its Trident and sends out a rushing wave of water in a 30 foot cone in front of it. Creatures within the cone must attempt a DC 14 Strength saving throw. On a failure, the creature takes 14 (3d6+4) cold damage and is shoved 10 feet away from the Waterlily. On a success, they take half as much damage and are not shoved.

**Innate Spellcasting.** Waterlily's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring no material components:

*At Will:* *Dancing Lights, Create or Destroy Water*  
*3/Day:* *Color Spray, Entangle, Shield*  
*1/Day:* *Hold Person*

## Reactions

**Geyser (3/Day).** When a creature makes a melee attack against the Waterlily, it can use its reaction to summon a geyser below their feet. The creature must attempt a DC 14 Dexterity saving throw or be suddenly launched 20 feet into the air. They take fall damage appropriate to the distance they fell and become prone when they land.

offer tales, especially those involving water, will certainly have the ear of a Waterlily. While they are not quick to violence, Waterlilies are fiercely protective of their waters and any who would seek to harm or sully them will see swift correction. They typically will seek to dissuade first without resorting to outright combat, but if a Waterlily is pushed far enough, it will lash out to protect its home.

They have a special love for children of all species and often go out of their way to provide nourishing waters to any creatures that may visit their grounds. They prize curiosity and have little time for those that seem overly stoic or gruff. Truly a special creature, they are the jewel of many sacred gardens.

## TACTICS

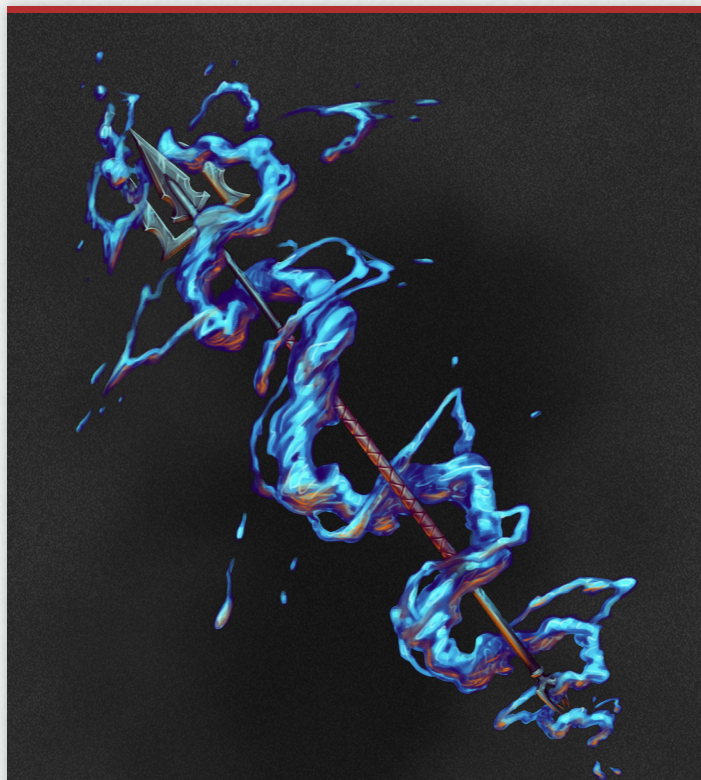
Waterlilies are slow to conflict and would much prefer to dissuade at first. They are intelligent beings and wish to understand the nature of a creature before they would consider harming it.

- Drenching presence is especially dangerous if you combine this with other creatures that deal damage of the types listed. While the Waterlily has limited access to cold damage, this is more of a consideration if you were to pair it with other elementals or elemental spirits that might deal cold or lightning damage. Consider the other creatures in the fight with this aura.
- Tidal push should be used early as a way to dissuade those that would sully the waters of a Waterlily.
- Geyser is an important defensive tool and can allow the Waterlily to buy some time or get away from combat. It's also really thematic.
- If the Waterlily thinks players are up to no good, it will not make its presence known at first. They will remain still and mimic a normal statue until it is more sure.

## SUGGESTED PAIRINGS

Waterlilies are often present in sacred places and therefore, can often rely on allies in a fight.

- Common guards are a good pairing when planning a fight with a waterlily. They can take some pressure off while the Waterlily is the main disruptor.
- Consider dropping in magic casters that deal cold or lightning damage more reliably. This can cause a normal fight to become quite deadly though, so only do so if you are confident in your encounter preparation.



## GEYSER

*Trident, Rare (requires attunement)*

The haft of this impressive trident is covered in etchings that evoke the feeling of watching over the ocean as its waves move and roil. It has a comfortable leather wrapping to ease grip and the three points at the end are especially cold to the touch. Holding this trident causes illusory strands of water to wick out from it and swirl around the weapon so long as it is in your hands. You have a +1 bonus to attack and damage rolls made with this magic weapon.

While attuned to this weapon, when you throw it as part of a ranged attack, a strand of water arcs through the air between you and it. At the end of your turn, so long as you are conscious and have one hand free, the weapon magically returns to your hand.

**Eruption.** Twice per day during your turn, you can use an action to call forth raging waters to spew a geyser from the ground. Choose a space that you can see within 30 feet of you. Water bursts forward from the earth in that space. Creatures that occupy that space must attempt a DC 16 Dexterity saving throw taking 4d6+4 bludgeoning damage and being knocked prone on a failure or half as much damage and not being knocked prone on a successful save.

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