Chaos at the Coral Court

Shark Queen's Lair



A 5th-Edition Adventure for Levels 5, 9, and 14

by

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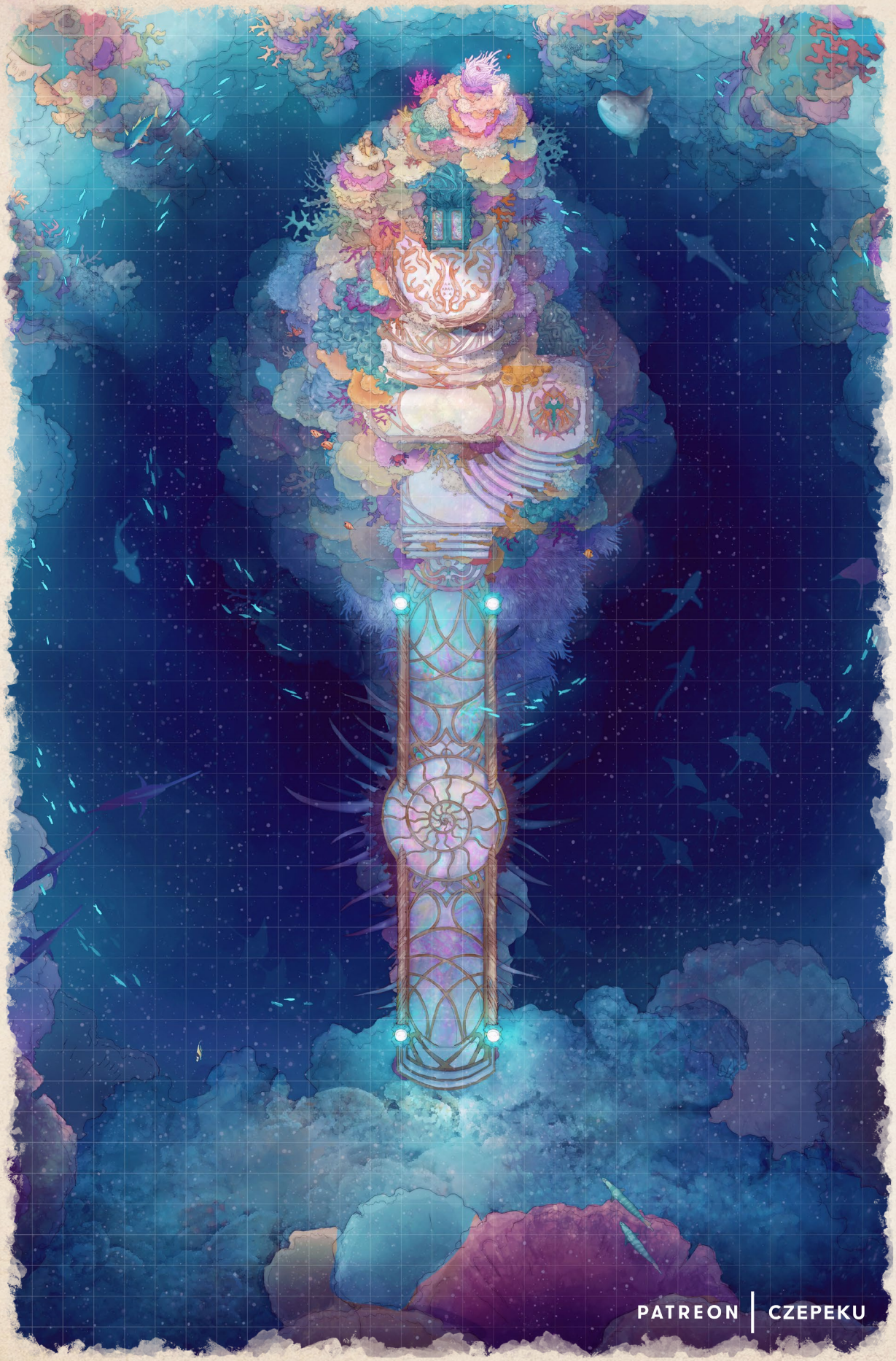
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This mini-adventure come boss battle, *Shark Queen's Lair*, is designed for groups of 3 to 5. Each encounter has three tiers, allowing it to be played at 5th, 9th, or 14th level, and is optimised for groups of 4. The adventure is truly deadly, using three-quarters of each levels' daily XP budget with no time for rests. Completing the adventure provides enough experience to progress one-third of the way to the next level. This adventure is very combat-focused; it is recommended the players be fully rested and equipped with potions and a means of breathing underwater; this adventure entirely underwater!

Campaigns. If you intend to run this adventure in a campaign instead of as one-shot, consider only running it if your party is 1-2 levels above the advertised tier, or if you are playing with a party 5-6 strong. For example, you could run the 9th-level version when your party of four characters is 10th or 11th level, or if you have six 9th level characters. This reduces the risk of a TPK!

Note to the GM

This adventure uses **bolding** and **colour** to highlight important information so that you can refer back to it at a glance. Creatures and mechanics are highlighted in bold (e.g. the **sailor** has **advantage**), as are dice rolls and calculations (e.g. **2d6** plus its **Strength** modifier). Purple bold text indicates a check or save (e.g. make a **DC 10 Dexterity saving throw**).

Background

Before the Deep King's disappearance, there existed an accord between three of the ocean's most fearsome forces; the sahuagin, sharkin, and cnidarans. This Hunters' Conclave divided the coasts and seas between the three races, preventing internal conflict and allowing dominion of all things saltwater.

Divide & Conquer. The tribal sharkin's domain was the reefs and islands that thrummed with brightly coloured, tropical life. The nomadic cnidarans, a jellyfish-like race, took the vast, empty oceanic expanses as their own, drifting with the currents and catching stray whales and migrating seals. The mysterious sahuagin took to the black depths of deep ocean trenches, but were given passage to raid the landfolks' settlements and ships as they deemed fit. Overseeing it all was the Deep King, an exiled mermalian lord beholden to no one race.

Dominion. For decades the Conclave caused maritime havoc; trade routes were strangled, city states starved, and island communities were cut off from the mainland. Sea elves and the coralkin were pushed almost to extinction, with small pockets cloistering themselves within coral fortresses. Mermalians found themselves ousted completely from the sea, making more use of their legs than ever before.



Deep King's Disappearance. For reasons unknown, the Deep King disappeared. Without his shrewed, objective insight, the Conclave quickly fell to infighting and an alliance of elves, mermalians, and coralkin retook the seas. Trade routes were fortified against raids with submerged outposts, sea elf patrols saw off pirates, and the coralkin took back many of their reefs. For a half century since, the continent has breathed a salty sigh of relief as the once-isolated cities and islands have reconnected, welcoming one another with warm embraces.

Resurgence. Now, the Shark Queen has called her ex-allies to her Coral Court. She plots to rekindle the Conclave and reinstate the Hunters' dominion of the salt seas. Representatives from the cnidarans and sahuagin have travelled from places both far and deep, heeding her call. Only by disrupting this meeting can the seas be safeguarded.

Adventure Hook

Why would a group of capable adventurers sink beneath the sea foam to commit regicide in a queen's own court? Here are some ideas.

- ***A Queen's Ransom.*** Gold. Or more likely, a collection of the finest iridescent pearls and black opals. Queen Cetacia Silverfathom of the sea elves has offered a princely reward for the Shark Queen's head, dispatching messengers to ports everywhere. This is 5000 gp at 5th level; 13,500 gp at 9th; 28,000 gp at 14th.
- ***A Demon in the Deep.*** There are tales of a great power in the sunken depths of the ocean: a once mighty lord, now corrupted. The Sunken King. The Raptured Reef, a monastic sect of coralkin, fear that if this alliance is reforged, it could become a tool of this malign power. They offer divine blessings as recompense to those that aid in her demise. For example: weapon or armour enchantments, a once-a-day ability to cast *bless*, or a permanent +1 to 1 ability score.
- ***A Coralknife in the Dark.*** With a ceasefire recently agreed, the Mermalian Assembly can't afford open hostilities against the sharkin. However, Gojan Puffaspike, the assembly's spymaster, has it on good authority that the Hunters' Conclave has a secret, forced-labour camp. If the location of such a camp could be ascertained (during a wholly unconnected raid by 'treasure hunters') it could prove the first step in rescuing the loved ones that have been imprisoned over the decades. Gojan can provide information in addition to the Shark Queen's hoard.



The Coral Court

This boss battle is truly deadly. Three waves of enemies assault the party one after the other, with no time for resting in between. The next wave usually starts when the last enemy of the previous wave is killed.

Lair & Villain Actions. Each wave has a unique set of lair or villain actions. Both types of actions occur on initiative 20 of each round. Lair actions are environmental effects specific to the Coral Court. Villain actions correspond to specific creatures and occur on initiative 20 of the round only so long as the villainous creature they're associated with is alive. If a **saving throw** is required, the **DC** depends on the **adventure's level**:

- 5th-level: **DC 11**
- 9th-level: **DC 14**
- 14th-level: **DC 17**

The Queen's Protection. When combat starts, the queen's throne generates a turbulent maelstrom of raging water, coral debris, and small silver fish which form a protective shield around the queen. She can't move, but has total cover and can't be seen. Spell effects that go around corners do not hurt her.

The Room. The Coral Court is a large room, about 150 feet wide by 200 feet long. The main entrance opens up to a bridge. A coral staircase ascends from the room's entrance, 20 feet up to the throne. To either side of the bridge, which itself is just a few feet thick, the room descends a further 50 feet to a coral floor, and rises 50 feet to a coral ceiling (30 feet above the throne).

Light. Glass-like coral in the walls and ceiling let in daylight, though at this depth all the light is **dim.** The water is clear and does not obscure vision.

Optional Underwater Rules

The following rules can make underwater combat a lot more realistic, and much more deadly.

Combat & Holding Breath. Each time you take damage whilst holding your breath, you must succeed on a **Constitution saving throw** or immediately exhale and begin drowning. The **DC** for the check equals **10** or **half the damage you take**, whichever number is higher.

Swimming in Armour. If you do not have a swim speed then, at the end of each of your turns during which you are swimming in armour, you must succeed on a **Strength (Athletics)** check or sink 15 feet. The DC for the check depends on the type of armour you wear. Light: **DC 5**; Medium: **DC 10**; Heavy: **DC 15**.

Dexterity Underwater. If you do not have a swim speed then you are less maneuverable while underwater. You have **disadvantage** on **Dexterity saving throws** and **Dexterity (Acrobatics)** checks.

Wave 1: Intruders!

As the party enters the Coral Court, the Shark Queen is in session with emissaries from the cnidarans and sahuagin. In response to the queen's cry of "Intruders!", the emissaries and queen's bodyguard take up arms and prepare to rush the party. Swarms of kraken kelp float up, blocking any route of escape through the entryway.



Hazard: Kraken Kelp. The kraken kelp preventing escape is 30 feet deep. A creature must succeed on a **Strength saving throw*** to move through each 5 feet of the kelp, and it takes 3 feet of movement to move through 1 foot of the kelp. Any creature that starts its turn in the kelp's space takes **3d6** acid damage.

Villain Actions. The villain actions are taken in the following order, on initiative 20 of each round. If the combat extends beyond three rounds, start again at the top of the list. If the villain to whom a villain action belongs is slain, then nothing happens on that round.

1 - **Charge!** The sahuagin shout "Charge!". They and their allies can each move up to their speed.
2 - **Blessing of the Deep.** The cnidaran calls upon the deep one's blessing. Each ally of the cnidaran gains the benefits of the bless spell until the end of their next turn.
3 - **For the Queen, For the Conclave.** The sharkin emboldens its allies, each gains temporary hit points equal to the level of the adventure (e.g. 5 hit points at 5th level).

Enemies

This wave of the combat gives you 3-4 distinct units to control. Depending on the level at which you're running this adventure, the makeup of the enemy combatants differs. All monsters are available in the appendix.

Level 5. At 5th level, the wave 1 combatants are:

- One **Cnidaran Driftpriest**
- One **Sahuagin Chariotmaster**, in a Shell Chariot pulled by a **Hunter Shark**
- One **Sharkin Shieldbearer**

Level 9. At 9th level, the wave 1 combatants are:

- One **Cnidaran Driftpriest**
- One **Sahuagin Chariotmaster**, in a Shell Chariots pulled by a **Giant Shark**
- One **Sharkin Hammerfist**

Level 14. At 14th level, the wave 1 combatants are:

- One **Cnidaran Ctenophore**
- One **Sahuagin Chariotmaster**, in a Shell Chariot pulled by a **Megalodon**
- Two **Sharkin Hammerfists**

Tactics

Below are some tactics designed to really press your players. These are totally optional, but help utilise each creature's skills.

Sahuagin. The sahuagin, through its shark telepathy, will use the chariot's speed to perform 'fly-bys'. It will move to within it's spear's normal range, then throw net and/or spear until out of ammunition (the chariot carries 4 nets and 8 spears). It will use the full 3D arena of the court to keep out of melee range, targeting the more lightly-armoured members of the party. Once down to its final weapon, it will engage in melee and utilise the shark's bite attack.

*See Page 4 for DC.

Sharkin. Though brutish, these fighters are also clever. If they see that the enemy is slow to move in water, they will try to avoid them and strike at the less-heavily armoured party members. Otherwise, they will try to lock down the party's melee fighters, preventing them from reaching the cnidaran or the queen.

Cnidarans. The cnidarans will start combat by casting *mirror image*. They move tactically, keeping the sharkin between them and the party's heavy melee hitters. These spellcasters know enough of humanoid societies to recognise holy symbols, and refrain from casting Wisdom-save spells at those who carry them. If the cnidaran suspects a creature may be magically enchanted to breathe water, it will cast *dispel magic* in an attempt to drown the party.



Wave 2: Release the Houndfish

Seeing her court cut down as she pauses her protection for a moment, the queen sends out a pulse. In response, swarms of tiny, jagged-toothed fish begin pouring out of the surrounding coral forming deadly swarms. Cookie-cutter sharks swim out from crevices under her throne, and a tiny, translucent jellyfish, a man o' war, unfolds at the back of the room.

Hazard: Bloodbloom. This red seaweed has been specially cultivated by sahuagin to enhance their hunting prowess, as identified on a successful **DC 14 Intelligence (Nature)** check. If a creature moves within **5 feet** of a bloodbloom (AC 10, 5 hit points), the bloodbloom explodes, creating a Huge (**15-foot diameter**) column of bloodwater.

A creature with the blood frenzy feature that starts its turn or enters an area of bloodwater for the first time on a turn gains **advantage** on all attack rolls until the start of its next turn. A creature that does not have the blood frenzy feature must make a **Constitution saving throw*** if it starts its turn in or enters an area of bloodwater for the first time on a turn. On a failure, it is **poisoned** until the start of its next turn.

Lair Actions. The lair actions happen in the following order on initiative 20 of each turn. If the combat extends beyond three rounds, start again at the top of the list.

1 - Float. All existing bloodblooms sink to the floor and all columns of bloodwater dissipate. Then, **1d4 + 3** Medium strands of bloodbloom rise up from the room's floor in random locations.

2 - Drift. All bloodblooms and columns of bloodwater move 10 feet in the same direction. Roll a d8 and consult the graphic below to determine the direction: 1, north; 2, north-east; 3, east; 4, south-east; 5, south; 6, south-west; 7, west; 8, north-west.

3 - Control the Currents. Each bloodbloom and column of bloodwater moves 10 feet towards the nearest creature. If the bloodbloom/bloodwater is equidistant from multiple creatures, randomly determine which it moves towards.

*See Page 4 for DC.



Enemies

This wave gives you up to 14 units to control. Don't be daunted! Each stat block is very simple. Depending on the level at which you're running this adventure, the makeup of the enemy combatants differs. All monsters are available in the appendix.

Level 5. At 5th level, the wave 2 combatants are:

- Three **Swarms of Quippers**
- Five **Cookie-cutter Eelsharks**
- One **Man o' War**

Level 9. At 9th level, the wave 2 combatants are:

- Four **Swarms of Quippers**
- Four **Cookie-cutter Eelsharks**
- Three **Hunter Sharks**
- One **Man o' War**

Level 14. At 14th level, the wave 2 combatants are:

- Five **Swarms of Quippers**
- Five **Cookie-cutter Eelsharks**
- Three **Giant Sharks**
- One **Man o' War**

Tactics

Quippers and Sharks. These beasts are not intelligent, but make best use of their instincts honed by millions of years of evolution. They will target injured individuals to make most use of their Blood Frenzy feature. **Cookie-cutters** make use of their swim-by feature, never ending a turn in melee range of an enemy. **Hunter** and **giant sharks** make use of their speed to circumvent heavily-armoured foes, before succumbing to bloodlust and lunging at a puny cloth-wearer.

Man o' War. This Huge beast doesn't move much. Instead it relies on its 50-foot-long nematocyst-tipped filaments to paralyse foes that look like they might want to approach it, or the queen.

Wave 3: We Are Not Amused

As the queen's protection dissipates, a massive, bony-plated shark crashes through the coral wall behind the throne. With a deft, vaulting twist, the Shark Queen lands on its back, slipping into an ornate saddle. Any lair actions from Wave 2 dissipate when this wave starts.

Villain Actions. The villain actions are taken in the following order, on initiative 20 of each round. If the combat extends beyond three rounds, start again at the top of the list. If the queen is slain, then nothing happens on that round.

1 - Riptide. With a swish of her staff, watery tendrils grab at each creature hostile to the queen. Each creature must succeed a **Strength saving throw*** or be dragged 30 feet in a direction that the queen chooses. The queen can choose a different direction for each creature.

2 - Chomp. The queen yells shrilly, causing the megalodon (and any remaining allies should you choose to add more) of the creature to make one attack against a target within reach.

*See Page 4 for DC.

3 - Bloodbloom Bolster. Raising her arms, tendrils of bloodbloom rise up, wrapping around the queen. She gains temporary hit points equal to twice the adventure level (5th-level, 10; 9th-level, 18; 14th-level, 28) and has **advantage** on attacks she makes until the end of the round. In addition, any creature that hits the queen with a melee attack must succeed on a **Constitution saving throw*** as if it had entered an area of bloodwater (see Wave 2).

Enemies

During this wave you control just the **Shark Queen** and her **megalodon** mount. She has legendary actions, and can confer her legendary resistances to her mount. Unless you are running the 14th-level of this adventure, don't use the **Shark Queen's** mythic traits. Depending on the level you're running this adventure, the makeup of the enemy combatants differs. All monsters are available in the appendix.

Level 5. At 5th level, the wave 3 combatants are:

- The **Shark Queen**
- One **Megalodon**

Level 9. At 9th level, the wave 3 combatants are:

- The **Shark Queen**
- One **Ancient Megalodon**

Level 14. At 14th level, the wave 3 combatants are:

- The **Shark Queen** (mythic version)
- One **Ancient Armoured Megalodon**

Tactics

The queen is extremely intelligent, and her mount is an extension of her tactical prowess. Because this encounter takes place in a 3-dimensional environment and the megalodon is so big, consider only allowing the players to target the queen with melee attacks if they swim above the megalodon, next to her.

Megalodon. The **megalodon** will always target an injured creature to make use of its Blood Frenzy. All things being equal, it will target the least strong-looking party member for its bite, hoping to grapple it.

Shark Queen. The queen will use her spells to create situations where her mount can bite at a less-armoured target. Once the **megalodon** has a creature grappled with its bite, she will use her legendary actions to keep her distance from the rest of the party,and to keep the megalodon munching. If a creature escapes the megalodon's jaws, she will use her *Lance of the Crab Knight* to grapple it.

Treasure Hoard

The wall through which the megalodon smashed leads to the Shark Queen's treasure hoard. Award the following treasure:

- A sealed seaweed tube with a map of the Hunter's Conclave's travel routes and locations, including a prison, The Depths of Despair.
- A shark-tooth necklace where each tooth appears to be a different age (an heirloom of the sharkin royalty).
- The *Helmet of the Hammerhead Knight,* a relic which can be identified as being associated with the Deep King.

Level 5. At 5th level, the treasure hoard also includes:

- 3,600 gp.
- 750 gp of gems and pearls (including 300 gp of diamonds).
- *Allure* (uncommon version).

Level 9. At 9th level, the treasure hoard also includes:

- 8,800 gp.
- 1500 gp of gems and pearls (including 500 gp of diamonds).
- *Sunken Anchor* (rare version).

Level 14. At 14th level, the treasure hoard also includes:

- 22,000 gp.
- 3,200 gp of gemstones and pearls (including 1,000 gp of diamonds).
- *Tidecutter* (very rare version).

*See Page 4 for DC.

Appendix A - Magic Items



Allure



Crosstacean

Allure

Wondrous item, uncommon (requires attunement)

As the saying goes: "Lights on the surface serve a purpose. Lights in the deep lure then reap." This magical headpiece, while not the most attractive, has a certain allure. While wearing this headpiece, you can cast the dancing lights cantrip at will.

Lure. While wearing this circlet you can spend an action to cast the *hypnotic pattern* spell (**save DC 13**) with a range of **Self** (**30-foot cube**). Once you have used this feature, you can't do so again until the following dawn.

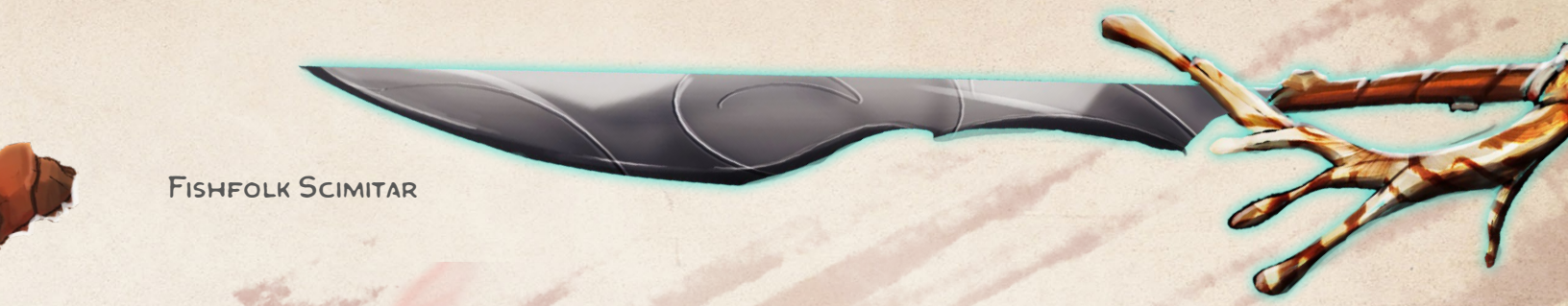
While charmed in this way, a creature must use all its movement to approach you. If a creature ever ends its movement within **5 feet** of you, it reaches towards your circlet. As a reaction, you can cause the circlet to bite down on the creature's hand (or other appendage), dealing **1d6** piercing damage and **2d6** poison damage.

Crosstacean

Crossbow (any), rare (requires attunement)

The longevity of lobsters is well known. Using biomancy magic, this phenomenon can be reversed, resulting in a weapon that can magically age and necrose a target. This weapon deals an additional **1d6** necrotic damage when any projectile it shoots hits a creature.

The Seize. Before you fire this weapon, you can spend a bonus action to enchant the ammunition with debilitating, arthritic energy that causes the target's joints to seize solid. If the next attack hits, the target must succeed on a **DC 15 Constitution saving throw** or become **restrained** until the end of your next turn. If the target fails by 5 or more (**DC 10**), it is **paralysed** instead of restrained. Once you use this feature, roll a **d6**. On a **1**, the lobsters colour fades to grey, and you can't use this feature again until the next dawn.



Fishfolk Scimitar



Helmet of the Hammerhead Knight

Fishfolk Weapon

Weapon (any melee), uncommon

Coastal fishfolk typically repurpose scavenged steel from less fortunate adventurers into wicked blades, adorn the hilts with coral and seashells. It is common practice to bless such a blade with water before battle; sometimes this can even attract the deep one's blessing.

Blessing of the Deep. As an action, you can coat this blade with water and make a quick prayer to the deep one. The water turns to flawless ice and the blade deals **1d6** additional cold damage on a hit for the next **minute**. Once you have used this feature, you can't do so again until the following dawn.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Helmet of the Hammerhead Knight

Wondrous item, rare (requires attunement)

Once the stalwart bodyguard of the Deep King, the Hammerhead Knight's ability to sense danger was second to none. So loyal was this knight that, rather than abandon its post, it chose to follow the king as he descended into madness. It's said that it still guards the Flooded Halls to this day.

Whilst wearing this helmet your peripheral vision extends behind you granting you a **+5 bonus** to initiative rolls. In addition, your sense of smell is enhanced; you have **advantage** on **Wisdom (Perception)** rolls that involve smell and you gain the 'Shark's Scent' and 'Blood Frenzy' features.

Shark's Scent. As an action you can inhale, gaining **blindsight** to a range of **30 feet**. This blindsight can only detect a creature that has blood and that does not have all its hit points.

Blood Frenzy. As an action you can cast the *blood frenzy* spell on yourself at will.

Curse. This helmet is cursed with the essence of its former occupant, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the helmet, wearing it even to sleep. Over the course of a week you begin to develop shark-like features. First your skin develops small patches of tough, iridescent scales. Next, your fingers and toes become webbed, and small fins appear on your elbow and neck.

Lastly are the teeth. They become a jagged conveyor belt, a natural weapon which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to **1d6** + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. When this occurs, the curse is complete and you are constantly under the effects of the *blood frenzy* spell.

Casting remove curse or using similar magic ends the curse, but does not undo any changes to your appearance that have already occurred.

Set of the Hammerhead Knight (Very Rare). While attuned to both items of the hammerhead knight, you gain **advantage** on **Dexterity saving throws** against effects you can see or smell and you can't be surprised. In addition you can, as an action, grow gills and morph your legs into a tail (or vice-versa). You gain a swim speed of **40 feet** (if not already higher) and can breathe both air and water.

Lance of the Crab Knight

Weapon (lance), rare (requires attunement)

The chitin of the giant centenary crab is some of the hardest found in the ocean, formed under the extreme pressure experienced thousands of meters below sea level.

Crab Knight. You can cast the *phantom steed* spell. The steed always takes the form of a giant centenary crab, which has a swim speed equal to its walking speed. Once you have used this feature, you can't do so again until the following dawn.



Lance of the Crab Knight



Seashell Hatchet



Sunken Anchor

Clawful. As a bonus action, you can speak the lance's command word. The missing half of the crab's claw appears as a spectral, shimmering force for the next minute. As part of the summoning action, and as a bonus action on subsequent turns, you can cause the spectral claw to clamp shut when you hit a target, dealing an additional **1d10** force damage and **grappling** it (**escape DC 15**). While you use the lance to grapple a creature, you can't use it to attack another target. You can release a grappled creature with a word, no action required.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Seashell Weapon

Weapon (any melee), common

Fashioned from the pearlescent bloodshells of the Scarlet Reef, this weapon of the coralborn is enchanted to be especially hydrodynamic underwater.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Sunken Anchor

Weapon (war pick), rare (requires attunement)

Greasy Bernice Slopdabble, a stinking sea hag of the vilest disposition, was extremely upset when the ship's anchor crashed through her coral cage, releasing the children. In retaliation, she enchanted it so it would never move, no matter how hard the sailors tugged on the chain.

Whilst attuned to this weapon you have advantage on checks and saving throws made to avoid being knocked prone or moved against your will. You have a **+2 bonus** to attack and damage rolls made with this magic weapon.

Anchor. As an action you can point this weapon at a point on a surface within **120 feet**, causing an ethereal chain to run from you to the surface for the next 10 minutes, or until you dismiss it as a bonus action. For the duration, you can willingly move closer to the point, but a weight of over 10,000 lbs or a **DC 30 Strength** check is required to move you further from the surface if you are

not willing. On a successful Strength check, or if more weight is applied, the chain snaps and the effect ends. The effect ends early if you ever willingly move more than 120 feet from the surface, or if you lose consciousness.

Riptide. As an action, you can invoke the weapon and cast the *riptide* spell (**save DC 15**). Once you use this feature, you can't do so again until the following dawn.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Tidecutter

Weapon (longsword), very rare (requires attunement)

This item appears to be a sword hilt stylized with tentacles. While grasping the hilt, you can use a bonus action to cause a blade of rushing water to spring forth, or make it disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the tidecutter. You gain a **+3 bonus** to attack and damage rolls made with this weapon.

Water Lash. As an action, you can slash the sword towards a target within **30 feet** of you, causing the blade to elongate into a whip. Make a melee weapon attack against the target using this weapon's normal statistics. On a hit you can pull a Huge or smaller creature, or an object that weighs 2000 pounds or less, up to **25 feet** closer to you. If the target is a fixed object or a Huge or larger creature, you can pull yourself **25 feet** towards the target.

Waterborne. When submerged in water, this longsword gains the **reach** property and the range of the Water Whip feature increases to **40 feet**.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.



Tidecutter

Appendix B - Monsters

Beasts

Members of the Hunter's Conclave tend to hold the herbivorous marine races in contempt. As such, their companions tend to be apex predators, carnivores to a beast; sharks, quippers, and jellyfish.

Cookie-cutter Eelshark

Opportunistic predators, these sinuous eel-like sharks will often target prey much larger than themselves. Unlike other sharks, they do not seek to kill a quarry, but rather to bite, twist, and rip a chunk of flesh off. They tend to abide in the deep ocean, attacking suddenly from the dark, before using their agility to swim away without retaliation.

Hunter Shark

Smaller than a giant shark but larger and fiercer than a reef shark, a hunter shark haunts deep waters. It usually hunts alone, but multiple hunter sharks might feed in the same area. A fully grown hunter shark is 15 to 20 feet long.

Cookie-cutter Eelshark

Small beast, unaligned — *HW4*

Armor Class 12 (natural armor)
Hit Points 18 (4d6 + 4)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 12
Languages —
Challenge 1/2 (100 XP)

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

Swimby. The shark doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Water Breathing. The shark can breathe only underwater.

Actions

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

Hunter Shark

Large beast, unaligned — *SRD*

Armor Class 12 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2
Senses blindsight 30 ft., passive Perception 12
Languages —
Challenge 2 (450 XP)

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

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack*: **+6** to hit, reach 5 ft., one target. Hit: 13 (**2d8 + 4**) piercing damage.



Cookie-cutter Eelshark

Giant Shark

A giant shark is 30 feet long and normally found in deep oceans. Utterly fearless, it preys on anything that crosses its path, including whales and ships.

Giant Shark

Huge beast, unaligned — *SRD*

Armor Class 13 (natural armor)
Hit Points 126 (11d12 + 12)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3
Senses blindsight 60 ft., passive Perception 13
Languages —
Challenge 5 (1,800 XP)

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

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack*: **+9** to hit, reach 5 ft., one target. Hit: 22 (**3d10 + 6**) piercing damage.



Giant Shark

Man o' War

Man o' War

Tiny beast, unaligned — *HW4*

Armor Class 12
Hit Points 36 (8d4 + 16)
Speed 0 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	3 (-4)

Skills Survival +3, Perception +3
Senses blindsight 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

Ambusher. In the first round of a combat, the man o' war has **advantage** on attack rolls against any creature it **surprised**.

Translucent. Whilst underwater the man o' war can only be spotted on a successful **DC 15 Wisdom (Perception)** check or higher.

Water Breathing. The man o' war can breathe only underwater.

Actions

Multiattack. The man o' war makes three attacks with its nematocysts.

Nematocyst. *Melee Weapon Attack*: **+4** to hit, reach 50 ft., one target. *Hit:* 1 (**1**) piercing damage and the target must make a **DC 12 Constitution saving throw**, taking 10 (**3d6**) poison damage and becoming **poisoned** on a failure, or half as much damage and not becoming poisoned on a success.

A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Each time a creature poisoned in this way rolls a **6 or lower** on its **Constitution saving throw** it is **paralysed** until the start of its next turn.

Megalodon

Ancient beyond belief, the bony plates that cover the exterior of this gargantuan species are often covered in an entire ecosystem of barnacles and algae. Megalodons are incredibly long lived, and seemingly never stop growing. For this reason, they are sometimes referred to as the 'dragons of the sharks'. It is not recommended to deliver such a comparison to an actual dragon; given their abysmal intelligence, it will likely be taken as an insult. A normal megalodon can easily be 40 feet long, while truly ancient individuals can be over 70 feet.

Megalodon

Gargantuan beast, unaligned *HW4*

Armor Class 15 (natural armour)
Hit Points 148 (9d20 + 54)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	1 (-5)	10 (+0)	3 (-2)

Skills Perception +3
Senses blindsight* 90 ft., passive Perception 13
Languages —
Challenge 6 (2,300 XP)

***Blindsmell.** The megalodon's blindsight is limited only to creatures; it can't detect underwater obstacles.

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

Keen Smell. The megalodon has **advantage** on **Wisdom (Perception)** checks that rely on smell.

Water Breathing. The megalodon can breathe only underwater.

Actions

Bite. Melee Weapon Attack: **+10** to hit, reach 5 ft., one target. Hit: 29 (**4d10 + 7**) piercing damage and the target is **grappled** (**escape DC 15**). Until this grapple ends, the megalodon can't bite another target.

Ancient Megalodon

Gargantuan beast, unaligned *HW4*

Armor Class 17 (natural armour)
Hit Points 210 (12d20 + 84)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	24 (+7)	1 (-5)	10 (+0)	4 (-3)

Skills Athletics +12, Perception +4
Senses blindsight* 120 ft., passive Perception 14
Languages —
Challenge 10 (5,900 XP)

***Blindsmell.** The megalodon's blindsight is limited only to creatures; it can't detect underwater obstacles

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

Grappler. The megalodon has **advantage** on attack rolls against a creature it is grappling.

Keen Smell. The megalodon has **advantage** on **Wisdom (Perception)** checks that rely on smell.

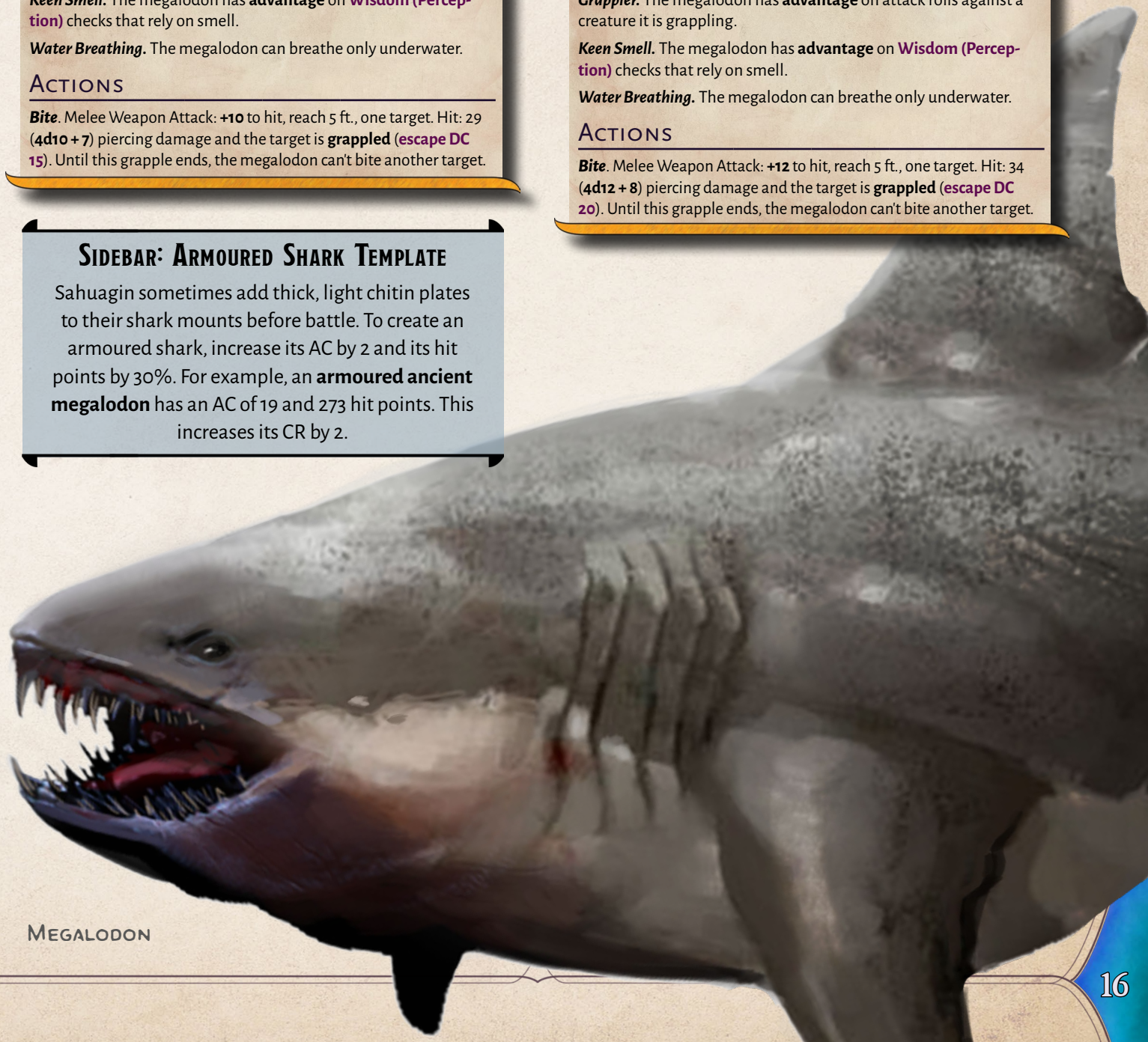
Water Breathing. The megalodon can breathe only underwater.

Actions

Bite. Melee Weapon Attack: **+12** to hit, reach 5 ft., one target. Hit: 34 (**4d12 + 8**) piercing damage and the target is **grappled** (**escape DC 20**). Until this grapple ends, the megalodon can't bite another target.

Sidebar: Armoured Shark Template

Sahuagin sometimes add thick, light chitin plates to their shark mounts before battle. To create an armoured shark, increase its AC by 2 and its hit points by 30%. For example, an **armoured ancient megalodon** has an AC of 19 and 273 hit points. This increases its CR by 2.



Megalodon

Swarm of Quippers

Darting, biting, ripping, tearing; a swarm of these sharp-toothed carnivores can quickly reduce even a killer whale into a mess of blood and blubber. Able to adapt to any aquatic environment, quippers will often gather in swarms, increasing the longevity of each of the swarms individuals.

Swarm of Quippers

Medium swarm of Tiny beasts, unaligned *SRD*

Armor Class 13
Hit Points 28 (8d8 - 8)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight* 120 ft., passive Perception 14
Languages —
Challenge 1 (200 XP)

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

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

Water Breathing. The megalodon can breathe only underwater.

Actions

Bites. Melee Weapon Attack: **+5** to hit, reach 5 ft., one target. Hit: 14 (**4d6**) piercing damage, or 7 (**2d6**) piercing damage if the swarm has half of its hit points or fewer.



Quipper

Cnidarans

Cnidarans (NI-DAR-ANs, the 'c' is silent) are an obscure, esoteric race of humanoids, distantly related to the coralkin. A cnidaran hatches from its spawn sac as a tiny medusozoa and proceeds to spend its first year feeding almost non-stop within its parental nursery. Although its diet tends to consists of microscopic zooplankton, it is not uncommon for faster growing individuals to eat their smaller siblings. This is seen as 'the right way' by cnidaran society, and ensures that either the smartest or the strongest survive.

Vagabonds. Once matured, a cnidaran will begin its 'Voyage of the Vagabond'. It will drift for many years on ocean currents, seeking new and profound knowledge, items, or revelations to bring back to its people. The return of a vagabond is a cause for celebration, although any expression of joy or fear is hard to discern on the implacid, alien face of a cnidaran.

Adaptation. Cnidarans tend to develop one of two adaptations as they mature, nematids and hallucids. The more combative nematids will grow nematocysts; stinging filaments that can paralyse a foe. The cleverer, more manipulative hallucids can glitter. This hypnotic pattern of sparkling lights can charm and incapacitate a foe, giving the cnidaran time to make good its escape.

Hunter's Conclave. Although cnidarans have the aptitude to make formidable hunters themselves, they do not share the bloodthirsty traits of the sharkin or sahuagin. Perturbed by the increasing presence of landfolks' fishing vessels the cnidarans felt they had no other choice but to fight back. Allies of convenience, rather than of brotherhood, there are many in cnidaran society who do not agree with these choices.

Sidebar: Entangle Underwater

Consider allowing the *entangle* spell to form a 20-foot-sphere of grasping kelp to allow it to work in a 3D environment.

Cnidaran Ctenophore

Ctenophores (TEN-O-FORS) are elite spies and assassins trained in underwater illusion and enchantment magic. Extremely intelligent, ctenophores can accurately assess enemy's weaknesses, even those they try to hide.

Cnidaran Ctenophore

Medium humanoid (cnidaran), neutral *HW4*

Armor Class 16 (studded leather)
Hit Points 104 (16d8 + 32)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Saves Dex +7, Con +5, Wis +4
Skills Acrobatics +7, Perception +4, Stealth +7
Senses darkvision 60 ft., passive Perception 14
Languages Aquan, Common, Sahuagin
Challenge 8 (3,900 XP)

Amphibious. The cnidaran can breathe air and water.

Cunning Action. On each of its turns, the cnidaran can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The cnidaran deals an extra 14 (**4d6**) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the cnidaran that isn't incapacitated and the cnidaran doesn't have disadvantage on the attack roll.

Spellcasting. The cnidaran is a 6th-level spell caster. Its spellcasting ability is Intelligence (spell save **DC 15**, **+7** to hit with spell attacks). The cnidaran has the following wizard spells prepared:

Cantrips (at will): *mage hand*, ***pins and needles****, ***poison spray***
1st level (4 slots): ***charm person*** [c], *disguise self*, ***shield***
2nd level (3 slots): ***mirror image***, ***misty step, riptide****
3rd level (3 slots): ***dispel magic, slow*** [c], ***switcheroo****, ***the bends****

Bold indicates combat spells; * available at Humperdink's Wares; [c] indicates concentration

Unreadable. Wisdom (Insight) checks made against the cnidaran have **disadvantage**.

Actions

Multiattack. The cnidaran makes two attacks: one with its dagger, and one with its nematocyst (if available).

Dagger. *Melee or Ranged Weapon Attack*: **+7** to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (**1d4 + 4**) piercing damage plus 10 (**3d6**) poison damage.

Nematocyst (Recharge 4-6). *Melee Weapon Attack*: **+7** to hit, reach 10 ft., one target. *Hit:* 6 (**1d4 + 4**) piercing damage and the target must make a **DC 13 Constitution saving throw**, taking 21 (**6d6**) poison damage and becoming **poisoned** for 1 minute on a failure, or half as much damage and is not poisoned on a success.

A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Each time a creature poisoned in this way rolls a **7 or lower** on its **Constitution saving throw** to resist or end the effect, it is **paralysed** until the start of its next turn.

Cnidaran Driftpriest

Driftpriests are the druids of the wide ocean expanses. Preferring subversion over confrontation, these cnidarans nevertheless pack a punch when pushed.

Cnidaran Driftpriest

Medium humanoid (cnidaran), neutral *HW4*

Armor Class 15 (scale mail)
Hit Points 65 (10d8 + 20)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	15 (+2)	17 (+3)	12 (+1)

Saves Con +4, Wis +5
Skills History +4, Insight +5, Religion +4
Senses darkvision 60 ft., passive Perception 13
Languages Aquan, Common, Sahuagin
Challenge 4 (1,100 XP)

Amphibious. The cnidaran can breathe air and water.

Spellcasting. The cnidaran is a 7th-level spell caster. Its spellcasting ability is Wisdom (spell save **DC 13**, **+5** to hit with spell attacks). The cnidaran has the following druid spells prepared:

Cantrips (at will): *minor illusion*, ***pins and needles****, ***shocking grasp***
1st level (4 slots): ***charm person*** [c], ***entangle*** [c], ***thunderwave***
2nd level (3 slots): ***mirror image***, ***misty step***, ***riptide****[c]
3rd level (3 slots): ***depth charge****, ***dispel magic,*** *speak with plants*
4th level (1 slot): ***tentacle lash****[c]

Bold indicates combat spells; * available at Humperdink's Wares; [c] indicates concentration

Unreadable. Wisdom (Insight) checks made against the cnidaran have **disadvantage**.

Actions

Dagger. *Melee or Ranged Weapon Attack*: **+3** to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 3 (**1d4 + 1**) piercing damage.

Pins & Needles (Cantrip). **DC 13 Constitution saving throw**, range 60 ft., one target. *Hit:* 9 (**2d8**) psychic damage. If the target fails its saving throw by 5 or more (**DC 8**), it has **disadvantage** on the next attack roll it makes within the next minute.

Depth Charge (3rd-Level Spell; Requires a Spell Slot). The cnidaran causes a burst of thunder from a point is can see within 90 feet. Each creature within 20 feet of that point must make a **DC 13 Constitution saving throw**, taking 23 (**7d6**) thunder damage on a failed save, or half as much damage on a successful one. This damage increases to 30 (**9d6**) thunder damage if the creature is submerged.

Reactions

Glitter (1/Day). When the cnidaran is the subject of a melee attack it can use its reaction to glitter. The attacker must succeed on a **DC 12 Wisdom saving throw** or become **charmed** for 1 minute.

A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Each time a creature charm in this way rolls a **6 or lower** on its **Wisdom, saving throw** to resist or end the effect, it is **incapacitated** until the start of its next turn.

Sahuagin

The long, fish-like tail, webbed claws, and toothed, piscine maw is not where a sahuagin's similarity to its shark brethren ends. Like its cartilaginous companions, sahuagin are sent into deadly rages by the scent of blood. They are often found in the presence of sharks, with whom they can communicate telepathically. Sahuagin raiding parties will travel for days from their deep ocean trenches to raid the world of air, above.

Sahuagin Chariotmaster

These 'sea devils' specialising in lightning-quick raids. Appearing unexpectedly in their shark-drawn submarine chariots, they use their mastery of nets to catch the unwary. What they use these captives for is unknown. Perhaps they toil in mines within the cliff caves. Perhaps it's just sport for the sahuagin. Or perhaps these shark-folk have developed a taste for 'long-pork'.



Sahuagin

Sidebar: Sahuagin Chariots

The shark that pulls a sahuagin chariot is generally under the telepathic control of its chariotmaster. For the purposes of simplicity, have the shark act on the same turn as its sahuagin chariotmaster, but allow it to take all the normal actions and reactions available to it. Pulling the chariot does not affect the shark's speed. This means the shark can use its movement to approach an enemy, the chariotmaster can throw two spears within its normal (20 ft.) range, and then the shark uses its action to Dash away.

Sahuagin Chariotmaster

Medium humanoid (sahuagin), lawful evil *HW4*

Armor Class 14 (natural armor)
Hit Points 82 (15d8 + 15)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	12 (+1)	13 (+1)	10 (+0)

Skills Perception +5, Stealth +3 , Survival +4
Senses darkvision 120 ft., passive Perception 15
Languages Sahuagin
Challenge 3 (700 XP)

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

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

Net Master. Being within 5 feet of a hostile creature does not impose disadvantage on the sahuagin's ranged attacks. It can draw a net as part of the attack it makes with it.

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

Actions

Multiattack. The sahuagin makes two attacks: one with its scimitar or spear and one with its bite, or two ranged attacks with its spear. It can replace one attack each turn with a net attack.

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

Fishfolk Scimitar. *Melee Weapon Attack*: **+4** to hit, reach 5 ft., one target. *Hit:* 5 (**1d6 + 2**) slashing damage plus 3 (**1d6**) cold damage. Being underwater does not impose disadvantage on attacks made with this weapon.

Net. *Ranged Weapon Attack:* **+4** to hit, range 10/30 ft., one Large or smaller target. *Hit:* the target is **restrained.** A creature can use its action to make a **DC 10 Strength** check, freeing itself or another creature within its reach on a success. Dealing **5** slashing damage to the net (**AC 10**) also frees the creature without harming it, ending the effect and destroying the net.

Spear. *Melee or Ranged Weapon Attack*: **+4** to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 5 (**1d6 + 2**) piercing damage, or 6 (**1d8 + 2**) piercing damage if used with two hands to make a melee attack.

Sharkin

Near shallow, warm, coastal waters, sharkin fish amongst reefs, forage tropical fruit, and slip between wet sand and breaking waves as they tirelessly hone their fighting skills. Sharkin culture is a brutal hierarchy of strength. Due to females' greater size, this often result in a matriarchal society, though both males and females alike bear the scars of challenges to their authority.

Leadership. Being chieftain of a sharkin tribe is both a great honour and responsibility. Sharkin breed slowly and it is dishonourable to take a life after a foe has submitted. The leaders of sharkin tribes will often conduct one-on-one duels, known as *whawhai*, as a proxy for their armies.

Appearance. Often mistaken for sahuagin, these humanoids share a far closer lineage with mermalians. Like sahuagin, sharkin have both tail and legs, but like mermalians they can live entirely out of the water. Sharkin tribes commonly partake in territorial skirmishes in an almost never-ending battle for the most bountiful reefs. These combats are rarely lethal, with one side tactically retreating before life is lost.

Sharkin Hammerfist

Wrestling is a common pastime in sharkin culture. The hammerfist tribe specialises in this form of unarmed combat and are highly prized as close protection. Their almost 360 degree vision means that they're rarely surprised, and their ability to deflect missiles is invaluable during public appearances.

Sharkin Hammerfist

Large humanoid (sharkin), lawful neutral *HW4*

Armor Class 15 (unarmored defence)
Hit Points 120 (16d10 + 32)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+3)	11 (+0)	16 (+3)	9 (-1)

Skills Athletics +10, Perception +9
Senses darkvision 60 ft., passive Perception 19
Languages Common, Sahuagin
Challenge 5 (1,800 XP)

Amphibious. The sharkin can breathe air and water.

Grappler. The sharkin has **advantage** on melee attack rolls against creatures it is grappling .

Keen Smell. The sharkin has **advantage** on Wisdom (Perception) checks that involve smell.

Ki (5/Day). The sharkin has 5 ki points. It regains all its spent ki points when it finishes a short rest. It can spend its ki points on the following options:

Patient Defence. It can spend 1 ki point to take the Dodge action as a bonus action on its turn.

Step of the Wave. When underwater, it can spend 1 ki point to take the Disengage or Dash action as a bonus action on its turn.

Actions

Multiattack. The sharkin makes three attacks with its unarmed strike. It can replace one of these with its bite.

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

Unarmed Strike. *Melee Weapon Attack*: **+7** to hit, reach 5 ft., one target. *Hit:* 11 (**2d6 + 4**) bludgeoning damage.

Reactions

Deflect Missiles. When the sharkin or a creature adjacent to the sharkin is hit by a ranged weapon attack it can use its reaction to reduce the damage by 11 (**1d10 + 6**).

Sharkin Shieldbearer

To be the personal bodyguard of a chieftain is a great honour. Such individuals are known as shieldbearers, named after their tough, tatooed, shark-leather shields. A scaleshield will gladly lay down its life for its chief, but will just as gladly challenge them in an honourable leadership fight, a *whawhai rangatira*, if they think they're better suited.

Sharkin Shieldbearer

Medium humanoid (sharkin), lawful neutral *HW4*

Armor Class 15 (natural armor + shield)
Hit Points 65 (10d8 + 20)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	14 (+2)	8 (-1)

Skills Athletics +5, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Sahuagin
Challenge 2 (450 XP)

Amphibious. The sharkin can breathe air and water.

Keen Smell. The sharkin has **advantage** on **Wisdom (Perception)** checks that involve smell.

Actions

Multiattack. The sharkin makes two attacks.

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

Trident. *Melee or Ranged Weapon Attack*: **+5** to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (**1d6 + 3**) piercing damage.

Reactions

Protection. When a creature the sharkin can see attacks a target other than itself that is within 5 feet of the sharkin, it can use its reaction to impose **disadvantage** on the attack roll. It must be wielding a shield.

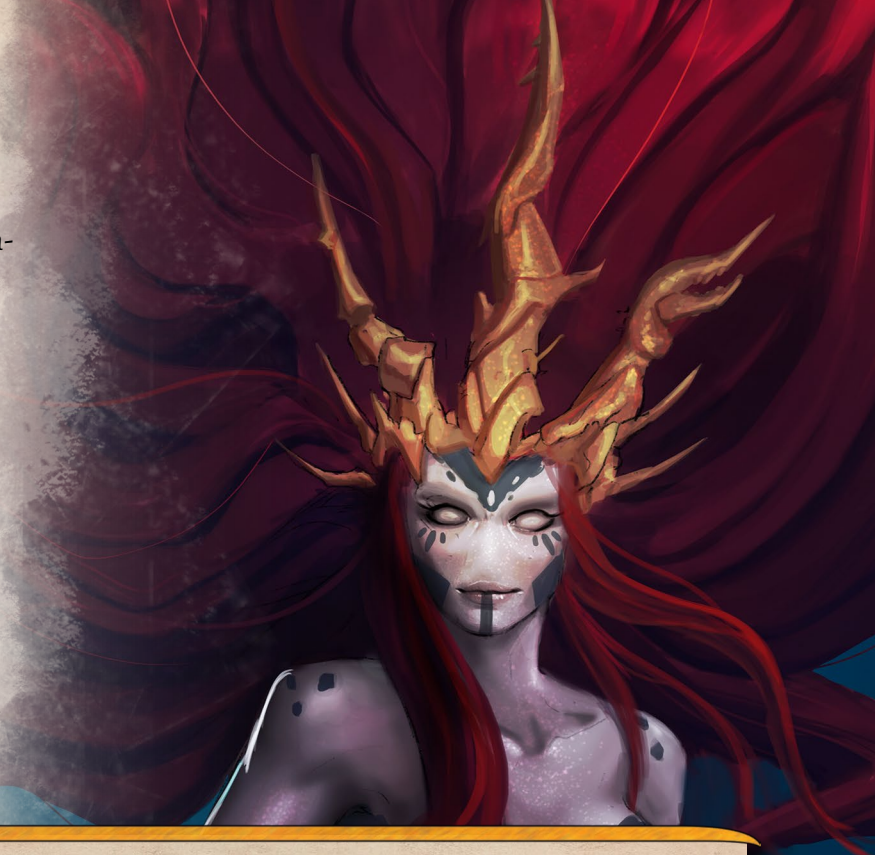


Sharkin

The Shark Queen

The product of the Deep King's tryst with a sharkin, the shark queen strives to re-establish her family's former glory. When the Deep King descended into madness, her mother sequestered the young princess within the caves of deep ocean trenches. However, no distance was enough to prevent the tainted touch of her sunken father. Little by little, to both the queen and her mother's chagrin the Deep One's powersbegan to surface. After a freak trawling accident which claimed the life of her mother, the Shark Queen embraced these powers and began fomenting a new rebellion.

Mythic. Only use the mythic traits in the 14th level adventure. The mythic version of the queen counts as one CR 6 creature and one CR 10, fought consecutively.



The Shark Queen

Medium humanoid (mermalian, sharkin), lawful evil *HW4*

Armour Class 16 (breastplate)
Hit Points 97 (15d8 + 30)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	17 (+3)	14 (+2)	20 (+5)

Saving Throws Str +6, Dex +6, Con +5, Wis +5
Skills Deception +8, Perception +5, Persuasion +8
Damage Resistances cold
Senses darkvision 120 ft., passive Perception 15
Languages Aquan, Common, Sahuagin
Challenge 6 (2,300 XP)

Amphibious. The Queen can breathe air and water.

Innate Spellcasting. The Queen's spellcasting ability is Charisma (**spell save DC 16**). She can innately cast the following spells, requiring no material components:

At will: ***riptide****[C]

3/day: ***slow***[C], ***haste***[C]

1/day: ***control water***[C], ***tentacle lash****[C]

Bold indicates combat spells; * available at Humperdink's Wares; [C] indicates concentration

Legendary Resistances (3/Day). If the Queen or her mount fails a saving throw, she can choose for both her and it to succeed instead. If the saving throw for both the Queen and her mount is triggered by the same spell or magical effect (such as a *fireball*), she need only use one legendary resistance to have both her and her mount succeed.

Sunken King's Scion (Mythic Trait; Recharges after a Short or Long Rest). When the Queen is reduced to 0 hit points, she doesn't die or fall unconscious. Instead, ethereal shimmering tentacles sprout from her body. She regains 194 hit points and the spell *blinding radiance* is cast on her with a duration of 1 round (end of the Queen's next turn; no concentration required, see Humperdink's Wares or Appendix for details).

Actions

Multiattack. The Queen makes two attacks with her lance or claws or one attack with her crosstacean.

Claws. *Melee Weapon Attack:* **+6** to hit, reach 10 ft., one target. *Hit:* 6 (**1d6 + 3**) slashing damage plus 7 (**2d6**) poison damage.

Crosstacean. *Ranged Weapon Attack:* **+6** to hit, range (80/320 ft.), one target. *Hit:* 7 (**1d8 + 3**) piercing damage plus 3 (**1d6**) necrotic damage. The target must succeed on a **DC 15 Constitution saving throw** or be restrained until the end of the Queen's next turn.

Lance of the Crab Knight. *Melee Weapon Attack:* **+6** to hit, reach 10 ft., one target. *Hit:* 8 (**1d10 + 3**) piercing damage plus 5 (**1d10**) force damage and the target is grappled (escape **DC 15**). While grappled, the Queen can't use the lance to attack another target.

Legendary Actions

The Queen 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. Spent legendary actions are regained at the start of each turn.

Move. The Queen or her mount moves up to its speed without provoking opportunity attacks.

Attack. The Queen makes one attack with claws, crosstacean, or lance.

Munch (Costs 2 Actions). The Queen's mount makes one attack with its bite.

Mythic Actions

If the Queen's mythic trait is active, she can use the options below as legendary actions for 1 hour after using Sunken King's Scion.

Ethereal Tentacle. The Queen makes one attack with her ethereal tentacles (*Melee Weapon Attack:* **+8** to hit, reach 10 ft., one target. *Hit:* 18 (**3d8 + 5**) bludgeoning damage).

Blinding Radiance. The Queen casts *blinding radiance* with a duration of 1 round (end of the Queen's next turn) without expending a spell slot.

Appendix C - Spells

Blinding Radiance

4th-level evocation

Casting Time: 1 action
Range: Self
Components: V, S, M (a strip of magnesium)
Duration: Concentration, up to 1 minute
Mechanism: Debuff; **Con save**
Class: Artificer, Cleric, Paladin, Sorcerer, Warlock

Bright light erupts from your form, moving with you and dazzling those around you. You emit bright light in a 50-foot radius, and dim light for an additional 50 feet.

Each creature that moves within 10 feet of you for the first time on its turn or that starts its turn within 10 feet of you, must make a **Constitution saving throw**. On a failure, the creature takes **3d10 radiant** damage and is **blinded** until the start of its next turn. On a success, the creature takes half as much damage and is not **blinded**.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by **1d10** for each slot level above 4th.

Blood Frenzy

2nd-level biomancy (*can be replaced with enchantment)*

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a drop of blood, less than 24 hours old)
Duration: Concentration, up to 10 minutes
Mechanism: Buff
Class: Artificer, Druid, Sorcerer, Warlock

You touch a willing creature, sharpening its focus with the instincts of a killer. The creature has **advantage** to hit creatures that are bloodied (have fewer than half their maximum hit points). When there is a bloodied, hostile creature within 30 feet of the target of this spell, the target creature has **disadvantage** to attack creature's that aren't bloodied.

At Higher Levels. When you cast this spell using a slot of 3rd level or higher, you can affect one additional creature for each slot level above 2nd.

Pins and Needles

Biomancy cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Mechanism: Damage; **Con save**
Class: Druid, Warlock, Sorcerer, Wizard

You momentarily shut down a small part of the nervous system of a creature you can see, before overstimulating it and causing crippling pain. The creature must succeed on a **Constitution saving throw** or take **1d8 psychic** damage. If the target fails its saving throw by 5 or more, it has disadvantage on the next attack roll it makes within the next minute as it temporarily loses function of a limb.

The spell's damage increases by **1d8** when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

Riptide

2nd-level transmutation

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 1 minute
Mechanism: Debuff; **Str save**
Class: Druid, Sorcerer, Warlock, Wizard

Choose one creature you can see within range that is at least waist-deep in water, and choose a direction. Turbulent ribbons of underwater currents wrap around the creature. The target must succeed on a **Strength saving throw** at the start of each of its turns for the duration of the spell. On a failure, its swim speed is reduced to **0** until the start of its next turn and it is dragged **30 feet** in the direction you chose. On a success, the creature can move as normal until the start of its next turn.

As a bonus action on your turn, you can change the direction of the underwater currents. The spell ends early if the creature is ever out of the spell's range, or is no longer submerged in water.

Switcheroo

3rd-level transmutation

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous
Mechanism: Utility; **Cha save**
Class: Bard, Sorcerer, Warlock, Wizard

You attempt to switch places with a Large or smaller target within range that you can see. The target must succeed on a **Charisma saving throw** or instantly teleport to your space whilst you teleport to the one it previously occupied.

A creature automatically succeeds on this saving throw if there is not enough space to accommodate either of the teleporting creatures. A willing creature may choose to fail the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range of this spell increases by **30 feet** for each slot level above 3rd. When cast at 6th or 9th level, you may target Huge and Gargantuan creatures, respectively.

Tentacle Lash

4th-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action
Range: Self
Components: V, S, M (a miniature plunger)
Duration: Concentration, up to 1 minute
Mechanism: Utility & Damage; **MSA** & **Str save**
Class: Druid, Ranger, Warlock, Wizard

Your arm elongates, into a long, wet, suckered tentacle. As part of the spellcasting action and as an action on each of your turns you can perform a **melee spell attack** against a creature within 30 feet. On a hit you deal **5d8** bludgeoning damage and the target must make a **Strength saving throw** if it is Huge or smaller. On a failure, you may choose one of the following effects:

- The target is knocked **prone**.
- You **disarm** the target; you take one item or weapon the target is carrying or wielding (and that is not fastened, e.g. armour) and return it to your person.

The tentacle also serves as a useful appendage that can be used like a grappling hook or rope at the DM's discretion.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by **1d8** for each slot level above 4th.

The Bends

3rd-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Mechanism: Damage & Debuff; **Con save**
Class: Druid, Sorcerer, Warlock, Wizard

You assault the internal chemistry of a creature you can see within range, causing bubbles of nitrogen to precipitate in its blood. The creature must make a **Constitution saving throw**, taking **6d8** poison damage and becoming **poisoned** for 1 minute on a failure. On a success, a creature takes half as much damage and is not poisoned. If your target is totally submerged in water, increase the damage dice from **d8s** to **d10s**.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

At Higher Levels. When you cast this spell using a slot of 4th level or higher, the damage increases by **1d8** for each slot level above 3rd.

Appendix D - Player Options

Race: Sharkin

Sharkin are an honourable race that make their home on the border of land and sea. They are fiercely loyal to their tribe, often sporting complex tatoos that depict theirs and the tribe's successes. However, honour and loyalty does not preclude brutality; sharkin will often engage in bloody one on one duels - *whawhai* - to establish their rank within the tribe's hierarchy. As the largest sharkin tend to be female, this hierarchy is often matriarchal.

Tribes and Tribulations

Sharkin gestation takes 14 months, with unborn siblings sometimes eating one another in the womb. For this reason, sharkin value sharkin life highly. For example, they are experts at small unit tactics and will tactically retreat, rather than needlessly sacrifice themselves. With female sharkin reproduction directly linked to an abundance of food, territorial skirmishes between sharkin tribes over the most productive coral reefs form the backbone of inter-tribal relations.

Songs and Stories

With their propensity to slip between land and water, paper has never really taken off in sharkin culture. Instead, they rely on a rich tradition of oral storytelling, and make use of squid ink tattoos to decorate their skin and clothing. A magically inclined sharkin might record their spells on pages made of leather, or carve them into a necklace of iridescent shells.

Some of the most revered individuals within any tribe are the *kaikauhau*, the chanters that memorise the ancient stories of the founding of the world. These chanters bear the responsibility of memorising the *waiata mutunga*, the never-ending song which records each tribe's trials and triumphs. More than that, they have chants with the power to heal, to imbue allies with strength, or to bring great suffering to a foe.

The World Beyond

Sharkin usually leave their home once in their lifetime, an event known as the *haerenga*. When a tribe grows too large, a volunteer begins an island hopping expedition. It's goal is to travel beyond its tribe's immediate neighbours - it does not want to fight its own family - and find a new home. Thus the genetic diversity of the sharkin is maintained.

It would not be unusual to encounter a sharkin undergoing a *haerenga* when travelling the oceans. Indeed, there are even tales of sharkin making their way all the way upriver to the mountains to find the "source of the sea". There is no specific age at which a *haerenga* might occur, nor a duration it should take.

Sharkin Traits

Sharkin are - to a shark - strong, and have the following traits:

Ability Scores: Str +2; Dex or Wis +1

Age. Sharkin reach adulthood in their late twenties and can live as long as three centuries.

Alignment. Sharkin fiercely protect the customs of their tribes and tend to be lawful, with more freedom-loving individuals never finishing their *haerenga*. They have no bias towards good or evil, covering the full gamut of moralities.

Size. Sharkin continue growing throughout their lifetime. Adolescent sharkin can stand as small as 4 feet tall, while the oldest can surpass 7 feet. Your size is Medium.

Keen Smell. You have **advantage** on **Wisdom (Perception)** checks that rely on smell.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to **1d6** + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Bloodlust. If a sharkin chooses, it can allow its more bestial instincts to overcome it. As a bonus action, you enter a blood frenzy for 1 minute. You have **advantage** to hit any creature below its hit

point maximum. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. Once you use this feature you can't do so again until you finish a long rest.

Child of the Sea. You have a swimming speed of 30 feet, and you can breathe air and water.

Languages. You can speak, read, and write Common and Sahuagin. Sahuagin is a guttural, bubbling language with simple grammar and abyssal inflections.

Water Weapon Training. You have proficiency with the spear, trident, and net.

Base Height	Base Weight	Height Modifier	Weight Modifier
4'0"	100 lb.	+3d12	x (2d4) lb.

Feat: Netmaster

You've learned a variety of techniques allowing you to quickly throw a net at close and far targets. You gain the following benefits:

- The range of your net attacks doubles to range (10/30 ft.)
- Being within 5 feet of a hostile creature does not impose disadvantage on your ranged attack rolls.
- Making an attack with a net no longer limits the number of non-net attacks you can make that turn.
- You can draw a net as part of the attack you make with it.

Rules Reminder

Drawing and/or using a one-handed weapon requires a free hand!



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Cartographer: Cze & Peku

Proofing: Victor Matyiku and Iain Woodhead.

Special thanks to Humperdink's wonderful patrons: Mumblesof ANerd, Adam Bokhari, Daniel Brereton, Castreek, Isak Hjlem, Jason Kearney, Kensyi, Andre Lewis, Sebastian Will, Iain Woodhead, & Nicholas Yuknalis.

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