

# MARLS

## MARL LORE

**Arcana DC 15:** While it is widely agreed that the bizarre physiology of the marl could only be the result of arcane meddling, there is little consensus on their specific origins. So little evidence of their past exists, in fact, that some have theorized they may be transplants from an alternate reality. The marls, for their part, seem entirely incurious as to their past, concerned only with food, relaxation, and the occasional fight.

**History DC 10:** Though equal in intellect to most humanoids, mature marls seem unconcerned with the trappings of civilization, content to simply lay in the sun for days at a time between meals.

**History DC 15:** Young and energetic marlets often quest out into the world, seeking scalefolk adventurers to accompany into thrilling danger. While they grow more solitary as they mature, they retain their love of violence, often occupying roles as pit fighters until they grow too large and dangerous to be accepted in the bounds of civilization.

**Nature DC 15:** Despite their generally puddle-like disposition, marls often work themselves into a frenzy of aggression when they feel their prowess as a warrior is challenged, which is virtually any time they encounter a living creature.

**Nature DC 20:** This bloodlust seems even more pronounced when faced with birds or other flying creatures, and they have even been known to stalk and assault rocs, in defiance of all sanity and instincts of self-preservation.



## MARLET

*Tiny monstrosity, chaotic neutral*

**Armor Class** 12

**Hit Points** 10 (3d4 + 3)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	13 (+1)	11 (+0)	10 (+0)	12 (+1)

**Skills** Intimidation +3, Perception +2

**Senses** Blindsight 10 ft. Passive Perception 16

**Languages** Common

**Challenge** 1 (200 XP)

**Cold Blooded.** If the marlet takes any cold damage, its speed is reduced by 10 until the end of its next turn.

**Bird Rage.** While the marlet can see a creature with a fly speed, it has disadvantage on attacks against creatures without a fly speed.

## Actions

**Deadly Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing plus 4 (1d8) poison damage.

**Tiny Weapon Flurry.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2 bludgeoning, piercing, or slashing damage.

If the marlet hits a creature with this attack on its turn, it may immediately make another attack against the same target.

If the marlet makes six attacks in a single turn, it is Stunned until the beginning of its next turn.

**Menacing Display.** The marlet rears up and flares its hood, brandishing and twirling its tiny weapons.

Until the beginning of its next turn, a Large or smaller creature that enters the marlet's reach for the first time on a turn must succeed on a DC 13 Wisdom saving throw or immediately move 5 feet directly away from it, if possible.

## Reactions

**Springing Pursuit.** When a flying creature the marlet can see moves within 15 feet of it, the marlet can jump 10 feet directly toward the creature and make a Deadly Bite attack against it.

# MARL SCRAPPER

*Large monstrosity, chaotic neutral*

**Armor Class** 15 (Natural Armor)

**Hit Points** 152 (16d10 + 64)

**Speed** 40 ft., climb 20 ft.

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

**Saving Throws** STR +8, DEX +7

**Skills** Athletics +8, Perception +6

**Senses** Blindsight 10 ft. Passive Perception 16

**Challenge** 8 (3,900 XP)

**Cold Blooded.** If the marlet takes any cold damage, its speed is reduced by 10 until the end of its next turn.

**Bird Rage.** While the marlet can see a creature with a fly speed, it has disadvantage on attacks against creatures without a fly speed.

**Elastic Gut.** The marl has advantage on attacks made against itself.

If the marl would take any bludgeoning damage while it has a creature swallowed, it takes 1 of that damage and the swallowed creature takes the remaining damage.

## Actions

**Multiattack.** The marl makes six attacks with its Body Shot, or makes four attacks with its Body Shot and uses its Gaping Bite or Swallow Whole.

**Gaping Bite.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) piercing plus 14 (4d6) poison damage.

If the target was grappled by the marl, its head and shoulders are engulfed in the marl's mouth. As long as the creature remains grappled by the Marl, it is Blinded and cannot speak or breathe.

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

This attack deals an additional 3 (1d6) bludgeoning damage if it targets the marl or a creature grappled by it.

**Swallow Whole.** One creature that is both grappled by the marl and engulfed in its mouth must succeed on a DC 16 Strength saving throw or be Swallowed until the marl dies or regurgitates it as a bonus action.

While swallowed, the creature is Blinded and Restrained. If the creature was Large or larger, the marl's speed is reduced by half and it can't use its multiattack.

**Triple Haymaker (Recharge 5-6).** The marl throws three heavy hooks that strike a creature within 5 feet simultaneously. The target must make a DC 16 Constitution saving throw.

On a failed save, the target takes 44 (8d10) bludgeoning damage, is knocked prone, and is Stunned until the end of the marl's next turn. On a successful save, the creature takes half as much damage and may use its reaction to make a melee attack against the marl.

## Reactions

**Coiling Clinch.** When the marl is missed with a melee attack while it does not have a creature grappled, it can force the attacker to succeed on a DC 16 Strength saving throw or be grappled (escape DC 16) until the end of the marl's next turn.

The marl has resistance to damage from attacks dealt by a creature grappled by it in this way.

**Rearing Dart.** When the marl is targeted with a melee attack, it can move 5 feet away from the attacker without provoking attacks of opportunity and increase its AC by 3 against the triggering attack.

## MARLET TACTICS

Marlets generally target the most bird-like creature present, though if no actual flying creatures are present they will restrict themselves to targeting foes only. Each marl uses its own criteria to determine bird-like-ness, but it is often based on some combination of mannerisms, outfit, attitude, voice, and mouth/nose shape.

Marlets begin combat with their Menacing Display, using their reaction to make a Deadly Bite attack against a creature that fails its save, then follow up with their Tiny Weapon Flurry each turn, making as many attacks as they can manage.

If they miss on their first or second attack, they switch to their Deadly Bite until they gain an opportunity to attack with advantage.

## MARL SCRAPPER TACTICS

Marl Scappers begin combat with their Triple Haymaker, saving their reaction on the first round of combat to use Coiling Clinch. If it starts its turn grappling a creature, the scrapper attempts to bite, then swallow it, afterwards attacking itself with body shots until the creature falls unconscious. While grappling a creature it has not yet swallowed, the marl uses its Rearing Dart at the earliest opportunity.

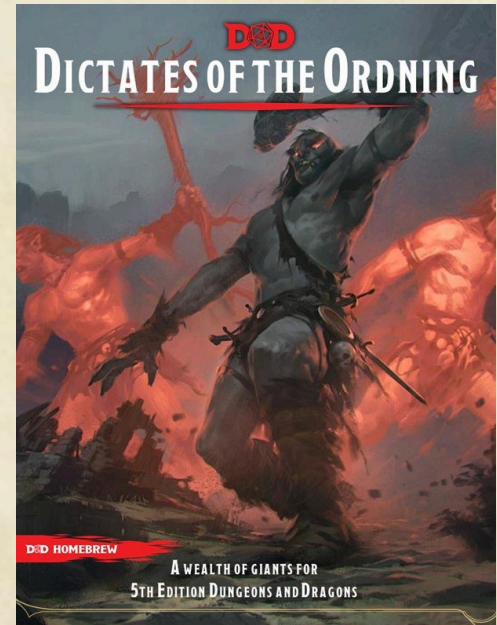
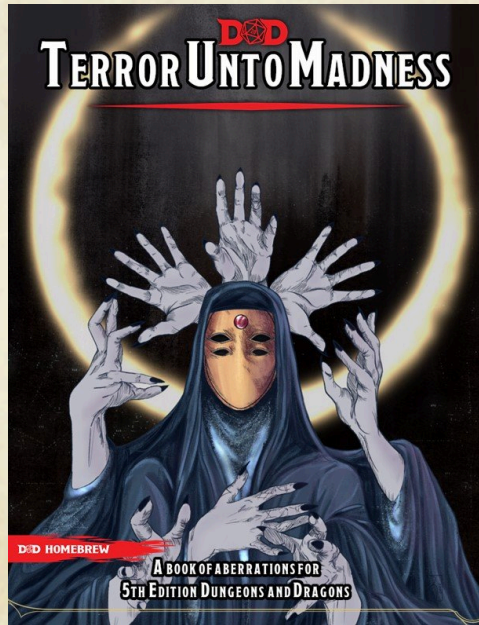
If it has no creature currently grappled, the marl uses its Triple Haymaker whenever available, otherwise always replacing two attacks with its Gaping Bite.

Much like marlets, marl scavengers cannot abide the presence of winged creatures, and will normally attack them on sight despite any reasons they may have not to.

## ART CREDITS

- Marl copyright Wizards of the Coast
- Bisk, Goblin King by [Rae Elderidge](#)

## YOU FOUND THE FREE BOOKS!



## I'VE GOT A SUBREDDIT!

Want more monsters like this? Come check out [r/bettermonsters](#), where I post all my work. Don't see something there? Drop a request and I'll usually get it to you within a day if I've got something on hand, and I'll shoot you a message when it's ready if not.

## THE PART WHERE I SHILL MY PATREON

Want to support the creation of content like this? I post new monsters with lore and tactics to my patreon five times a week, joining the more than 1700 already there, indexed in a big PDF along with formats for Foundry and 5eTools.

A detailed illustration of a green goblin king with a crown, sitting on a large pile of gold coins. He is holding a glowing blue orb with a 'Become a patron' button on it. Around him are stacks of gold coins, a pineapple, a banana, a bag of loot, and several books titled 'CONFLUX CREATOR'S', 'NASTY BOYS', and 'B.B.E.G. DIARY'. There are also dice and a small blue dragon. Multiple red 'Become a patron' buttons are scattered around the scene. A large red button with the Patreon logo and the text 'Become a patron' is at the bottom center. A small signature '©GIFPUCKER' is in the bottom right corner.

2022  
©GIFPUCKER