

DEEP SCION

DEEP SCION GLASSEYE

Medium humanoid (shapeshifter), neutral evil

Armor Class 11

Hit Points 90 (12d8 + 36)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws WIS +3, CHA +4

Skills Deception +6, Insight +3, Persuasion +4

Senses Darkvision 120 ft., Passive Perception 11

Languages Aquan, Common, Thieves' Cant

Challenge 3 (700 XP)

Amphibious. The scion can breathe air and water.

Psionic Empowerment. As a Bonus Action, the scion gains one of the following benefits until it uses this ability again.

- **Customary Guise (Concentration).** The scion transforms into a semblance of its pre-transformation humanoid appearance. This ability ends early if it makes an attack with its Tentacle Lash, or uses its Flare Mouth.
- **Electroacuity.** Living creatures within 20 feet of the scion cannot be hidden from it, and creatures submerged in the same water as the scion have disadvantage on attacks that target it.

Actions

Multiattack. The scion may use its Flare Mouth if available, then makes two attacks, one of which may be with its Facelatch Bite.

Facelatch Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) piercing damage.

If the target is Medium or smaller and the scion used its Flare Mouth this turn, the scion may grapple the creature instead of dealing damage (escape DC 14). While grappled in this way, the target is Blinded and can't speak or breathe.

Drowner's Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) piercing damage and the target is pushed 5 feet in a direction of the scion's choice.

Flare Mouth (Recharge 5-6). The scion suddenly flares its mouth open in a gaping display. Each creature within 10 feet of the scion must succeed on a DC 12 Wisdom saving throw or be Frightened until the end of the scion's next turn.



DEEP SCION LORE

Arcana DC 15: Deep scions are a form of cursed shapeshifter, afflicted with piscine mutations through pacts with eldritch beings of the deep sea, a transformation that endows them with minor psionic capabilities.

History DC 15: Deep scions are infiltrators and saboteurs in service of great oceanic evils, often identified by their damp, clammy skin, infrequent blinking, and unsettling mannerisms. Troublesomely, these features are relatively common among seaside-dwelling folk, often allowing them to pass undetected.

DEEP SCION GLASSEYE TACTICS

Glasseyes typically have assignments from their masters that include their own survival, making them loath to reveal their true nature and quick to retreat. If forced to fight, however, they use their Flare Mouth and attempt to engulf a foe's head, then drag it into the nearest body of water and drown it.

DEEP SCION MYSTECETE TACTICS

Mystecetes use their Electroacuity in combat, then switch to their Call of the Deep as soon as an enemy is submerged or engulfed, focusing all their attacks on it until it relinquishes its breath. They use their Drowner's Claws to push foes into the water, otherwise preferring to fight with their tentacles.

DEEP SCION MYSTECETE

Medium humanoid (shapeshifter), neutral evil

Armor Class 13 (Natural Armor)

Hit Points 127 (15d8 + 60)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	10 (+0)	14 (+2)	16 (+3)

Saving Throws CON +7, WIS +5, CHA +6

Skills Deception +9, Insight +5, Perception +5, Persuasion +6 Stealth +4

Senses Darkvision 120 ft., Passive Perception 15

Languages Aquan, Common, Thieves' Cant

Challenge 5 (1,800 XP)

Amphibious. The scion can breathe air and water.

Psionic Empowerment. As a Bonus Action, the scion gains one of the following benefits until it uses this ability again.

- **Customary Guise (Concentration).** The scion transforms into a semblance of its pre-transformation humanoid appearance. This ability ends early if it makes an attack with its Tentacle Lash, or uses its Flare Mouth.
- **Electroacuity.** Living creatures within 20 feet of the scion cannot be hidden from it, and creatures submerged in the same water as the scion have disadvantage on attacks that target it.
- **Call of the Deep.** Whenever the scion hits a creature that is holding its breath with an attack, that creature must succeed on a DC 14 Wisdom saving throw or stop holding its breath.

Actions

Multiattack. The scion may use its Flare Mouth if available, then makes three attacks, one of which may be with its Facelatch Bite.

Facelatch Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) piercing damage.

If the target is Medium or smaller and the scion used its Flare Mouth this turn, the scion may grapple the creature instead of dealing damage (escape DC 15). While grappled in this way, the target is Blinded and can't speak or breathe.

Drowner's Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage and the target is pushed 5 feet in a direction of the scion's choice.

Tentacle Sparklash. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 4) bludgeoning plus 7 (2d6) lightning damage.

Flare Mouth (Recharge 5-6). The scion suddenly flares its mouth open in a gaping display. Each creature within 10 feet of the scion must succeed on a DC 14 Wisdom saving throw or be Frightened until the end of the scion's next turn.

Reactions

Pelagic Screech (1/Day). As a reaction when the scion is reduced below 64 hit points while submerged, it emits a telepathically encoded scream that echoes through the sea.

Each other creature within 300 feet that is submerged in the same body of water must succeed on a DC 14 Wisdom saving throw or be Stunned until the end of the scion's next turn.

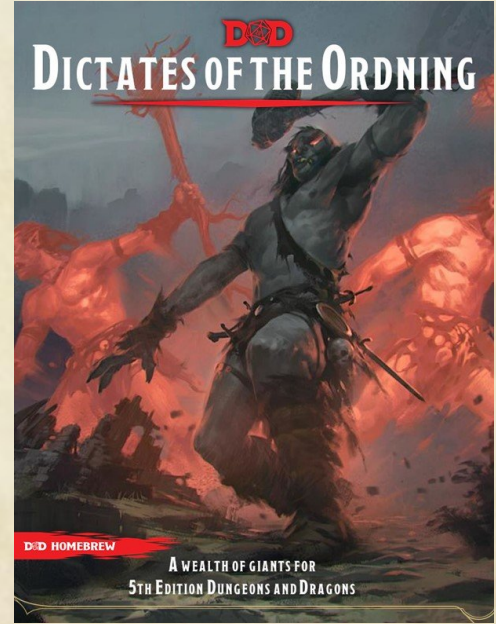
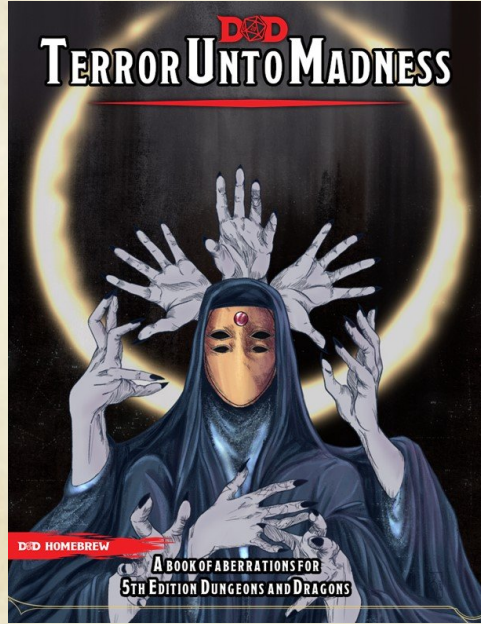
The scion's master learns any information that the scion has learned since the last time they communicated.



ART CREDITS

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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 1300 already there, indexed in a big PDF along with formats for Foundry and 5eTools.

A whimsical illustration of a green goblin-like creature with a crown and a large earring, sitting on a red patterned rug. The creature is holding a glowing blue orb with a 'Become a patron' button on it. Surrounding the creature are stacks of gold coins, a pineapple, a banana, a bag of loot, and several books titled 'CONFLUX CREATURES', 'NASTY BOYS', and 'B.B.E.G. DIARY'. There are also some dice and a small blue dragon. Several 'Become a patron' buttons are scattered around the scene, including one in the bottom left corner and one in the bottom right corner. A small signature 'GEPFUCKER' is visible in the bottom right corner.

 **Become a patron**

