

THE BROOD

Slkvol has shaped the swamp for as long as it has existed. In fact, before the swamp was even a watering hole, Slkvol travelled through its subterranean rivers enthralling and entrancing as it went. As the aeons passed, Slkvol ingested many fauna, assimilating the adaptations that naturally grew out of the changing selective pressures. One of those adaptations was a failsafe, a means of storing its memories, gathering biomass and reforming itself.

BROODLING

Slkvol's workers are its broodlings. These ray-like amphibians scour the swamp looking for targets with high biomass or interesting features. Once such a creature is found, a broodling releases a pheromone, gathering its brethren and enhancing their hive-mind intellect. With a sting, the broodlings inject a toxin that makes a creature more suggestible and less willful. Then, the gathered mass of broodlings use their augmented intelligence to submit the creature to their will. Once entranced, the creature willingly follows the broodlings to Slkvol's lair, where the broodmother decides how best to extract its assets.



BROODLING

BROODLING

Tiny aberration, lawful evil

Armour Class 12

Hit Points 13 (3d4 + 6)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	15 (+2)	3 (-4)	10 (+0)	5 (-3)

Condition Immunities charmed

Senses blindsight 30 ft., passive Perception 10

Languages telepathy 120 ft., understands Deep Speech but can't speak

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Amphibious. The broodling can breathe air and water.

Hive Mind. Broodlings' minds connect to other broodlings within **5 feet** of them, forming a chain of thought. The broodling gains a **+3 bonus** to Intelligence checks and saving throws, and to its Entrance **save DC** for each other broodling in such a chain.

ACTIONS

Multiaction. The broodling makes two attacks: one with its bite and one with its sting.

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

Sting. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one creature. *Hit:* 3 piercing damage and the creature must succeed on a **DC 12 Constitution saving throw** or have **disadvantage on Wisdom saving throws** until the end of the broodling's next turn.

Entrance (1/Day). The broodling targets one creature it can see within **10 feet** of it. The target must succeed on a **DC 6 Wisdom saving throw** or be magically charmed by the broodling until the broodling dies or until it is on a different plane of existence from the target. The charmed target is under the broodling's control and can't take reactions.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least **30 feet** away from the broodling.

ABOLETH BROODMOTHER

Due to the plethora of adaptations a broodmother has assimilated, it only vaguely resembles its form when it first arrived on the Material Plane. The one thing it does retain is its indelible memory and its desire to entrance living things. For lair actions, see page <?>.

REGIONAL EFFECTS

The region containing a aboleth broodmother's lair is warped by millenia of tinkering with the flora and fauna, creating one or more of the following effects:

- Never-before-seen fauna, often sporting sacs of

unborn broodlings, proliferate within 6 miles of the lair.

- Creatures in contact with water within 6 miles of the lair feel a compulsion to move towards its centre.
- Within 1 mile of the lair, thickets of dense vegetation allows passage only to the broodmother, broodlings, or creatures controlled either. Each 5-foot-cube of the thicket has an **AC of 15**, **50 hit points**, **vulnerability** to cold damage, **resistance** to bludgeoning damage, and **immunity** to piercing, poison, and psychic damage.

ABOLETH BROODMOTHER

Large aberration, lawful evil

Armour Class 17 (natural armour)

Hit Points 153 (18d10 + 54)

Speed 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	18 (+4)	14 (+2)	18 (+4)

Saving Throws Con +7, Int +8, Wis +6

Skills Athletics +9, History +12, Perception +10

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Amphibious. The aboleth can breathe air and water.

Legendary Resistances (3/Day). If the aboleth fails a saving throw, it can choose to succeed instead.

Infectious Mucous. The aboleth is surrounded by infectious mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a **DC 15 Constitution saving throw**. On a failure, the creature is diseased. For the first hour of the disease, the creature takes 4 (**1d8**) necrotic damage each time it ends its turn out of water (it must be at least neck-deep to avoid this damage). After the first hour and until the disease is cured, a creature is unable to gain the benefits of a short or long rest if it does not spend the rest at least neck-deep in water.

A creature that fails the saving throw by 5 or more (**DC 10**) becomes a host for **1d4** broodling eggs that hatch within **3d6** days.

Mother of the Swarm (Mythic Trait; Recharges after a Short or Long Rest). If the aboleth is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it regains 153 hit points. In addition, it births **2** broodlings, gains a **+5 bonus** to its damage rolls until it finishes a short or long rests, and a flurry of swamp fauna swarms over it to protect it, granting it **100** temporary hit points.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

ACTIONS

Multiattack. The aboleth makes three tentacle attacks and uses Birth, if available.

Tentacle. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 14 (**2d8 + 5**) bludgeoning damage and the target must save against the aboleth's Infectious Mucous trait.

Birth (Recharge 4-6). The aboleth produces a broodling in an adjacent, unoccupied space.

Entrance (3/Day). The aboleth targets one creature it can see within **30 feet** of it. The target must succeed on a **DC 16 Wisdom saving throw** or be magically **charmed** by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

LEGENDARY ACTIONS

The aboleth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The aboleth regains spent legendary actions at the start of its turn.

Jet. The aboleth spurts out a pall of ink, heavily obscuring a 20-foot-radius sphere of water centred of the aboleth until the start of its next turn. It then moves up to its swimming speed.

Tentacle. The aboleth makes one tentacle attack.

Suction Drain (Costs 2 Actions). The aboleth attempts to grapple one creature within **10 feet** of it with a special tentacle. A creature charmed by the aboleth automatically fails this contested check. If the aboleth succeeds, the creature takes 21 (**6d6**) necrotic and the aboleth regains hit points equal to half the damage dealt. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

MYTHIC ACTIONS

If the aboleth's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Mother of the Swarm.

Gestate. The aboleth recharges and uses Birth. It must use a different legendary action before it can use this one again.

Rapid Suction Drain. The aboleth uses its Suction Drain legendary action option costing only 1 legendary action instead of 2. It must use a different legendary action before it uses this one again.

LAIR ACTIONS

So long as the aboleth broodmother or one of its offspring is alive and within the lake, it can evoke the ambient magic to take lair actions. The DCs and damage of the lair actions and environmental hazards depend on the level at which you run the adventure.

LAIR ACTION DCs

Adventure Level	Saving Throw DC
5	13
11	15
17	17

Lair Actions. On initiative count 20 (losing initiative ties), the creature takes a lair action to cause one of the following effects; the same effect can't be used two rounds in a row:

- ♦ **Tempestuous Turbulence.** The water within the lair writhes and swirls, causing 6-foot-tall waves to crash over all the low-lying islands. Each creature in the water, or on the ground less than **5 feet** above the water's surface, must make a **Strength saving throw** or be pulled up to **20 feet** into the water and be knocked **prone**.

- ♦ **Plague Tide.** The water begins to bubble, filling the lair with noxious, aerosolised droplets. A creature is affected even if it doesn't need to breathe. Each creature must succeed on a **Constitution saving throw** or become **poisoned** until it is cured. If running this adventure at 11th or 17th level, the creature is poisoned as if it had failed a saving throw against the *contagion* spell (no concentration required). A creature can repeat the saving throw at the end of each of its turns, ending the effect for it on a success.
- ♦ **Aqua Phantasm.** Water in the aboleth broodmother's lair magically becomes a conduit for the unspeakable horrors the broodmother has witnessed in its vast memory. Each creature of the broodmother or broodlings' choice within the lair's waters must succeed on a **Wisdom saving throw** or take psychic damage and become frightened of the huddled mass of creatures (wave 1), the chrysalis (wave 2), or the broodmother (wave 3) until the end of its next turn.

AQUA PHANTASM DAMAGE

Adventure Level	Psychic Damage
5	3 (1d6)
11	7 (2d6)
17	14 (4d6)

LESSER ABOLETH BROODMOTHER

Large aberration, lawful evil

Armour Class 15 (natural armour)

Hit Points 67 (9d10 + 18)

Speed 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	17 (+3)	13 (+1)	17 (+3)

Saving Throws Con +5, Int +6, Wis +4

Skills Athletics +6, History +9, Perception +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Deep Speech, telepathy 120 ft.

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Amphibious. The aboleth can breathe air and water.

Legendary Resistances (3/Day). If the aboleth fails a saving throw, it can choose to succeed instead.

Infectious Mucous. The aboleth is surrounded by infectious mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a **DC 13 Constitution saving throw**. On a failure, the creature is diseased. For the first hour of the disease, the creature takes 2 (1d4) necrotic damage if it ends its turn out of water (it must be at least neck-deep to avoid this damage). After the first hour and until the disease is cured, a creature is unable to gain the benefits of a short or long rest if it does not spend the rest at least neck-deep in water.

A creature that fails the saving throw by 5 or more (**DC 7**) becomes a host of a broodling egg that hatches in **3d6** days.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

ACTIONS

Multiattack. The aboleth makes two tentacle attacks and uses Birth, if available.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and the target must succeed on a **DC 13 Constitution saving throw** or be affected as per the aboleth's Infectious Mucous trait.

Birth (Recharge 4-6). The aboleth produces a broodling in the nearest adjacent, unoccupied space to it.

Entrance (3/Day). The aboleth targets one creature it can see within **30 feet** of it. The target must succeed on a **DC 13 Wisdom saving throw** or be magically **charmed** by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

LEGENDARY ACTIONS

The aboleth 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. The aboleth regains spent legendary actions at the start of each of its turn.

Jet. The aboleth spurts out a pall of ink, heavily obscuring a **20-foot-radius** sphere of water until initiative 0 of the current round. It then moves up to its swim speed.

Tentacle. The aboleth makes one attack with its tentacle.

Suction Drain (Costs 2 Actions). The aboleth attempts to grapple one creature within **10 feet** of it with a special tentacle. A creature charmed by the aboleth automatically fails this check. If the aboleth succeeds on the check, the creature takes 14 (4d6) necrotic and the aboleth regains a number of hit points equal to half the damage dealt. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



BROOD CHRYSALIS

Huge aberration, lawful evil

Armour Class 20 (natural armour)

Hit Points 207 (18d12 + 90)

Speed 5 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (-3)	20 (+5)	16 (+3)	14 (+2)	10 (+0)

Saving Throws Con +9, Int +6, Wis +5

Skills Perception +8

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses blindsight 90 ft. (blind beyond this radius), passive Perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 8 (3,900 XP) Surviving until the chrysalis transitions is sufficient to gain XP

Amphibious. The chrysalis can breathe air and water.

Legendary Resistances (3/Day). If the chrysalis fails a saving throw, it can choose to succeed instead.

Regenerative State. The chrysalis regains all its hit points at the start of its turn.

Sticky Mucous. When a creature hits the chrysalis with a melee attack, it must succeed on a **DC 16 Strength saving throw** or become disarmed as its weapon stays stuck to the creature. A creature can use an action to make a **DC 16 Strength (Athletics)** check, freeing a stuck weapon within its reach on a success. If the attack requires that the attacker touch the aboleth (GM's discretion), then the attacker becomes **grappled** (escape **DC 16**) on a failed save. While it is grappled, it can't use that limb. If the natural weapon is a bite, then the creature can't speak while it is grappled in this way.

Transitional State. The chrysalis turns into an aboleth broodmother at the start of its fourth turn after becoming a chrysalis, ending any grapples it is a part of.

ACTIONS

Multiattack. The chrysalis makes three sticky ectoplasm attacks. Each attack must be against a different target.

Sticky Ectoplasm. *Ranged Weapon Attack: +8* to hit, range 30/90 ft., one target. *Hit:* 15 (**3d6 + 5**) acid damage and the target's speed is reduced by **15 feet** until the target uses an action to remove the ectoplasm. A creature whose speed is reduced to 0 feet by this effect is **restrained** (escape **DC 15**).

GREATER BROOD CHRYSALIS

Huge aberration, lawful evil

Armour Class 22 (natural armour)

Hit Points 312 (25d12 + 150)

Speed 5 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (-3)	22 (+6)	18 (+4)	14 (+2)	14 (+2)

Saving Throws Con +10, Int +8, Wis +6

Skills Perception +10

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 12 (8,400 XP) Surviving until the chrysalis transitions is sufficient to gain XP

Amphibious. The chrysalis can breathe air and water.

Legendary Resistances (3/Day). If the chrysalis fails a saving throw, it can choose to succeed instead.

Regenerative State. The chrysalis regains all its hit points at the start of its turn.

Sticky Mucous. When a creature hits the chrysalis with a melee attack, it must succeed on a **DC 18 Strength saving throw** or become disarmed as its weapon stays stuck to the creature. A creature can use an action to make a **DC 18 Strength (Athletics)** check, freeing a stuck weapon within its reach on a success. If the attack requires that the attacker touch the aboleth (GM's discretion), then the attacker becomes **grappled** (escape **DC 18**) on a failed save. While it is grappled, it can't use that limb. If the natural weapon is a bite, then the creature can't speak while it is grappled in this way.

Transitional State. The chrysalis turns into an aboleth broodmother at the start of its fourth turn after becoming a chrysalis, ending any grapples it is a part of.

ACTIONS

Multiattack. The chrysalis makes four sticky ectoplasm attacks. Each attack must be against a different target.

Sticky Ectoplasm. *Ranged Weapon Attack: +10* to hit, range 40/120 ft., one target. *Hit:* 16 (**3d6 + 6**) acid damage and the target's speed is reduced by **15 feet** until the target uses an action to remove the ectoplasm. A creature whose speed is reduced to 0 feet by this effect is **restrained** (escape **DC 17**).

BROODMOTHER CHRYSALIS

The broodmother's chrysalis is its failsafe. After gathering a sufficient volume of biomass within the huddle of charmed creatures, the broodlings encapsulate the huddle, creating a hard, sticky casing that protects the internal workings. In this temporary transitional state, the aboleth is almost unkillable. It

metabolises the constituent creatures at an astonishing rate almost immediately repairing any wounds it may sustain.

Brood Chrysalis CR Calculation. As the brood chrysalides' Regenerative State effectively prevents it from being killed, the CR presented here represents

only the offensive CR. You can remove the Transitional State and Regenerative State traits to use this creature as a normal, killable monster. If you do so, use the following CRs:

- Lesser Brood Chrysalis: CR 7 (2,900 XP)
- Brood Chrysalis: CR 13 (10,000 XP)
- Greater Brood Chrysalis: CR 18 (20,000 XP)



BROOD
CHRYSALIS

LESSER BROOD CHRYSALIS

Large aberration, lawful evil

Armour Class 17 (natural armour)

Hit Points 171 (18d10 + 72)

Speed 5 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	18 (+4)	16 (+3)	14 (+2)	10 (+0)

Saving Throws Con +7, Wis +5

Skills Perception +8

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses blindsight 90 ft. (blind beyond this radius), passive Perception 18

Languages Deep Speech, telepathy 120 ft.

Challenge 5 (1,800 XP) Surviving until the chrysalis transitions is sufficient to gain XP

Amphibious. The chrysalis can breathe air and water.

Legendary Resistances (1/Day). If the chrysalis fails a saving throw, it can choose to succeed instead.

Regenerative State. The chrysalis regains all its hit points at the start of its turn.

Sticky Mucous. When a creature hits the chrysalis with a melee attack, it must succeed on a **DC 15 Strength saving throw** or become disarmed as its weapon stays stuck to the creature. A creature can use an action to make a **DC 15 Strength (Athletics)** check, freeing a stuck weapon within its reach on a success. If the attack requires that the attacker touch the aboleth (GM's discretion), then the attacker becomes **grappled** (escape **DC 15**) on a failed save. While it is grappled, it can't use that limb. If the natural weapon is a bite, then the creature can't speak while it is grappled in this way.

Transitional State. The chrysalis turns into a lesser aboleth broodmother at the start of its fourth turn after becoming a chrysalis, ending any grapples it is a part of.

ACTIONS

Multiattack. The chrysalis makes three sticky ectoplasm attacks. Each attack must be against a different target.

Sticky Ectoplasm. *Ranged Weapon Attack:* **+7** to hit, range 30/90 ft., one target. *Hit:* 11 (**2d6 + 4**) acid damage and the target's speed is reduced by **15 feet** until the target uses an action to remove the ectoplasm. A creature whose speed is reduced to 0 feet by this effect is **restrained** (escape **DC 14**).

SWALLYBOGS

Swamp natives, swallybogs are an easily deceived race of amphibious humanoids prone to apotheosis. Amazed by even the most rudimentary of modern technologies, such as metal, swallybogs will quickly deify creatures that bring even a modicum of comfort or order to their lives. Their culture follows a loose hierarchy based on morphological adaptations encountered along their tumultuous lifecycle.

Early Life. Within holy *swabologs*—birthpools, in common—swallybogs begin their life as limbless tadpoles, void of sex or gender. When food is scarce, these tadpoles can become cannibalistic, ensuring only the strongest (or most devious) survive. Some more barbaric tribes purposefully limit food input to bring about this struggle—known as a *florbracka*—ensuring the strength of the next generation.

Emergence & Growth. After a year, these tadpoles absorb their tails and sprout limbs, clambering through the vines and mud to breathe air for the first time, an event known as the *Guppening*. If a swallybog reaches adulthood, an uncommon occurrence in the alligator-filled waterways of swamps, it undergoes a moulting. From its old skin, the swallybog emerges as a sharpfin.

These muscular swallybogs have fins to increase their underwater movement, and adopt the smaller, forward-facing eyes of a predator. These individuals are the guards and hunters of the swallybog people, and are the most likely to encounter wandering adventurers. Importantly, all sharpfins are male.

Matriarchy. The eldest members of any swallybog tribe are the females, known as gillwranglers. Once a year, gillwranglers oversee a phlegm-spitting contest amongst the sharpfins, choosing the strongest to sire the thousand or so eggs each releases into the *swalabog*.

Enrapture. Given swallybogs' gullibility, it is unsurprising that they treat a creature as old, powerful, and seemingly omniscient as the aboleth broodmother as a god. As for any troublemakers, Slkvol can quickly entrance them, or use them for 'additional biomass', a ritual which the swallybogs believe provides great honour.

SWALLYBOG

Medium humanoid (swallybog), neutral

Armour Class 13 (hide)

Hit Points 19 (3d8 + 6)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	7 (-2)	10 (+0)	6 (-2)

Skills Stealth +3

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Swallybog

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Amphibious. The swallybog can breathe air and water.

Gullible. The swallybog has **disadvantage** on **Wisdom (Insight)** checks.

Standing Leap. The swallybog's long jump is up to **20 feet** and its high jump is up to 10 feet, with or without a running start.

Swamp Camouflage. The swallybog has **advantage** on **Dexterity (Stealth)** checks made to hide in swampy terrain.

ACTIONS

Multiattack. The swallybog makes two attacks with either its blowgun or its trident.

Blowgun. *Ranged Weapon Attack:* **+3** to hit, range 25/100 ft., one target. *Hit:* 2 piercing damage plus 5 (**2d4**) poison damage.

Trident. *Melee or Ranged Weapon Attack:* **+3** to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (**1d6 + 1**) piercing damage, or 5 (**1d8 + 1**) piercing damage if used with two hands to make a melee attack.



GILLWRANGLER

Martriarchs of the tribe, gillwranglers are the wisest, fiercest, and most intelligent (although that isn't saying much) of all swallybogs. With this final moulting comes a change in brain chemistry granting more rational decision-making and a stronger grasp of magic. Their druidic magics are often the focus of any ritual or celebration.

Combat. Before a hunt, a gillwrangler blesses sharpfins with enhanced jumping, allowing them to silently leap onto their prey. If endangered themselves, a gillwrangler can summon swarms of insects and whirlpools, whipping foes with lashes of water. Gillwranglers are also the tribe's healers, uses swamp plants and magic to prevent wounds festering.

SWALLYBOG GILLWRANGLER

Medium humanoid (swallybog), neutral

Armour Class 16 (natural armour)

Hit Points 90 (12d8 + 36)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	9 (-1)	19 (+4)	14 (+2)

Saves Dex +5, Con +6, Wis +7

Skills Nature +2, Perception +7, Stealth +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 17

Languages Common, Druidic, Swallybog

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious. The swallybog can breathe air and water.

Gullible. The swallybog has **disadvantage** on **Wisdom (Insight)** checks.

Spellcasting. The swallybog is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *shillelagh*, *swarm*^{*}, *water whip*^{*}

1st level (4 slots): *cure wounds*, *jump*[†], *thunderwave*

2nd level (3 slots): *moonbeam*[‡], *riptide*^{*}

3rd level (3 slots): *depth charge*^{*}, *dispel magic*, *plant growth*

4th level (3 slots): *dominate beast*, *control water*[‡], *polymorph*[‡]

5th level (2 slots): *contagion*, *insect plague*[‡], *mass cure wounds*

^{*}see Appendix B; bold indicates combat spell; [‡]indicates concentration; [†]cast on self and three other swallybogs before combat (60 ft. jump).

Standing Leap. The swallybog's long jump is up to **20 feet** and her high jump is up to 10 feet, with or without a running start.

Swamp Camouflage. The swallybog has advantage on **Dexterity (Stealth)** checks made to hide in swampy terrain.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

SHARPFIN

Sharpfins are distinguished by the fin-like plum that rises from the top of their heads. Masters of net-based combat, sharpfins will leap out of the shadows, entangling its quarry in a net before finishing the job with its trident.

SWALLYBOG SHARPFIN

Medium humanoid (swallybog), neutral

Armour Class 16 (hide armour, shield)

Hit Points 90 (12d8 + 36)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	7 (-2)	13 (+1)	6 (-2)

Skills Athletics +5, Stealth +4, Survival +3

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 11

Languages Swallybog

Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The swallybog can breathe air and water.

Gullible. Swallybogs are prone to believing anyone capable of magic is a deity and have **disadvantage** on **Insight** checks.

Net Master. Being within 5 feet of a hostile creature doesn't impose disadvantage on the swallybog's ranged attack rolls. Making an attack with a net doesn't limit the number of non-net attacks the swallybog can make (included in actions).

Standing Leap. The swallybog's long jump is up to **20 feet** and its high jump is up to 10 feet, with or without a running start.

Swamp Camouflage. The swallybog has advantage on **Dexterity (Stealth)** checks made to hide in swampy terrain.

ACTIONS

Multiattack. The swallybog makes three attacks: one with its net and two with its trident.

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, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, plus 5 (2d4) poison damage.

Net. *Ranged Weapon Attack:* +4 to hit, range 5/10 ft., one target. *Hit:* the target is restrained if it is Large or smaller. 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.

SWALLYBOG SHARPFIN