



ART BY ODYSSEY2049

Sunken Warrior

These warriors of old have long sunk with their ship, but an ancient curse has brought them back to life. Corrupted light flows through them, tricking sunken Sailors. They follow it blindly thinking it will bring them to safety, when in reality it is only there to drown them.

Possessed Bodies. Sunken warriors are believed to be possessed by the corrupted light that lingers within the depths of Bricia. This light grants them life after death, whether they wish for it or not.

Fierce Warriors. Even if the light misguides them, these were once proud warriors. Their will still presents in death. As such, they never back down from a fight, and reel any who runs away closer to them, to end them with honor.

SUNKEN WARRIOR

Medium undead, neutral

Armor Class 15 (scale mail)

Hit Points 102 (12d8 + 48)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	5 (-3)	11 (+0)	5 (-3)

Skills Athletics +6

Damage Resistances acid

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands All Languages It Spoke In Life But Can't Speak

Challenge 4 (1,100 XP)

Fortitude Beyond Death. If damage reduces the sunken warrior to 0 hit points, it must make a Constitution saving throw with a DC of 7 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the sunken warrior drops to 1 hit point instead.

Light in the Depths (Recharges on a Short or Long Rest). As a bonus action, the sunken warrior unleashes a surreal blaze for 1 minute. It emits bright light in a 10-foot-radius, and dim light for an additional 20-feet. All creatures within the light must make a DC 14 Wisdom saving throw. On a failed save, a creature is drawn to the sunken warrior, compelled by the light. For the duration, the creature has disadvantage on attack rolls against creatures other than the sunken warrior, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from the sunken warrior; if it succeeds on this saving throw, this ability doesn't restrict the target's movement for that turn; if it fails its speed becomes 0 for the rest of the turn. If a creature ends its turn outside of the light, the effect ends for it.

ACTIONS

Multiattack. The sunken warrior uses its grasp of the depths followed by two axe attacks.

Axe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Grasp of the Depths. The sunken warrior manipulates the water around a creature that it can see within 60 feet of it. If the creature is Large or smaller, it must succeed on a DC 14 Strength saving throw, or be pulled up to 20 feet closer to the sunken warrior, before being restrained until the end of the sunken warrior's turn. If the target isn't in a body of water of 5-foot-cube or larger, or under heavy rain, this ability doesn't work.

PARASITIC ANEMONE

Small plant, neutral

Armor Class 13 (natural armor)

Hit Points 45 (6d6 + 24)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	3 (-4)	17 (+3)	18 (+4)

Skills Athletics +8

Condition Immunities blinded, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Abyssal

Challenge 2 (450 XP)

Sunlight Hypersensitivity. The parasitic anemone takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on Attack rolls and Ability Checks.

Bloodsense. The parasitic anemone is aware of the presence of creatures within 300 feet of it that have blood and are alive.

ACTIONS

Multiattack. The parasitic anemone uses makes one attack with its tentacle and uses Devour Will.

Tentacle. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 4 (1d6 + 1) bludgeoning damage and the parasitic anemone can choose to grapple the target. The parasitic anemone can grapple up to 4 Medium creatures or 2 Large ones. If the parasitic anemone has grappled the maximum number of creatures it can, it cannot use its tentacle attack until it releases a creature.

Devour Will. The parasitic anemone chooses one creature it has grappled that has a Charisma of 3 or higher. The target must succeed on a DC 14 Constitution saving throw or take 16 (3d10) necrotic damage and have their Charisma score reduced by 1d6. If the target fails the saving throw by 5 or more, its Charisma score is reduced to 0. Otherwise, the reduction lasts until the target finishes a short or long Rest. The target is unconscious until it regains at least 1 point of Charisma (either from completing a rest or from a lesser restoration spell).

Parasitic Possession. The parasitic anemone chooses one unconscious creature within 5 feet of it and engages it in a contest of Charisma. The parasitic anemone overpowers the creature's will if it beats the target on a contested Charisma check. The parasitic anemone creeps inside the creature's skull and magically implants itself in the creature's brain, taking full control of the target's body. While inside the creature's brain, the parasitic anemone has total cover against attacks and other effects outside of the host. The parasitic anemone retains its Intelligence, Wisdom, and Charisma scores, as well as its comprehension of language, and its traits. Otherwise, it inherits the target's statistics, memories and knowledge, including spells and languages. If the host body drops to 0 hit points, the parasitic anemone must leave the host. It can also be magically forced from the host's body by means of a *protection from evil and good* spell being cast on the host. The parasitic anemone can choose to leave the host at any time by spending 5 feet of its movement and creeping out of the skull to an unoccupied space within 5 feet of the target. If a target's brain has been the host of a parasitic anemone for more than 1 minute, the target becomes permanently under the parasitic anemone's control, only a *wish* spell can undo the bond.



ART BY DEAN SPENCER

Parasitic Anemone

Fearsome Predators. This simple plant has evolved to become one of the most prolific hunter found within the depths. It preys on blood and as such has developed a particular talent when it comes to sensing it. Once its found its victim, the parasite will bury itself within its skull, drinking the blood from the inside.

Unending Threat. Once inside a creature, the anemone will destroy its will, turning the creature into its puppet. It will then use its new flesh envelope to hunt for fresh new food, ideally before its previous host dies.

Territorial Being. The only reason the depths aren't overrun by these creatures, is because they are highly territorial and competitive. During the mating season, an anemone will try to kill any other anemone that it senses on its territory. These blood baths turn the bed of the ocean red.

WHAT'S THIS THING I FEEL
CRAWLING INSIDE MY BRAIN?
IT'S SO... SOOTHING.



ART BY SVERKER CASILLO

Abyssal Drudge

Forced Servitude. Abyssal drudge were once brave adventurers, or perhaps simply oceanic explorers that lost to a parasitic anemone. They now roam the ocean as their undying slave.

Parasitic Symbiosis. Despite losing their free will, these once self aware creatures gained something from this unfair exchange. An increased vitality procured by the parasite and the ability to generate a devastating toxin.

Uncanny Diet. Now servants to the anemone, the abyssal drudge's appearance is profoundly altered, covered in coral, the drudge makes its way in the ocean, devouring all that it can find that possesses blood, to feed its newfound master.

ABYSSAL DRUDGE

Medium humanoid (parasite host), neutral

Armor Class 16 (scale mail)

Hit Points 67 (9d8 + 27)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	3 (-4)	17 (+3)	18 (+4)

Skills Athletics +6

Condition Immunities blinded, exhaustion, frightened, poisoned

Senses blindsight 60 ft., passive Perception 13

Languages Common, understands Abyssal

Challenge 3 (700 XP)

Bloodsense. The abyssal drudge is aware of the presence of creatures within 300 feet of it that have blood and are alive.

Parasitic Regeneration. The abyssal drudge regains 2 hp at the start of its turn if it has at least 1 hp and isn't in sunlight. If the abyssal drudge takes radiant damage, this trait doesn't function at the start of the abyssal drudge's next turn.

Parasitical Poison. The abyssal drudge's body constantly secretes a toxin generated by the parasite inside. A creature that touches the abyssal drudge takes 2 (1d4) necrotic damage. In addition, the abyssal drudge's attacks inflict an additional 2 (1d4) necrotic damage (included in the attack).

Sunlight Hypersensitivity. The abyssal drudge takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on Attack rolls and Ability Checks.

Unwilling Host. When the abyssal drudge dies, a **parasitic anemone** emerges from its body in an unoccupied space within 5 feet of it.

ACTIONS

Multiattack. The abyssal drudge uses makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage and 2 (1d4) necrotic damage.