



ISONADES

Ihis monstrous shark stalks busy fishing routes, preferring stormy or murky waters that reduce visibility and help it to sneak up on its prey. The isonade's preferred prey is not the fish along these routes but the fishermen, and its victims are often snatched right off their boat without a trace of their passing.

Fisher of Fishermen. The isonade possesses a long, dexterous, hooked tail it uses to snatch up its prey. Sailors near the edge of their boat may suddenly be pulled overboard before they can even shout, and the isonade has the uncanny ability to sneak up and perform such attacks while no one else is looking. One by one, the boat's crew may disappear, with the terrified sailors unaware of the monster's presence.

Even travelers on larger ships, where the deck is far above the water's surface, are not safe. When the isonade spots an isolated target near the railing of such a ship, it can leap 40 feet out of the water to reach its victim, yanking them overboard to a watery grave.

Barbed Armor: Even those able to put up a fight against the isonade find themselves pitted against an unnaturally fearsome foe. Not only does the isonade combine the natural ferocity of a shark with an unnatural hook tail, but it is also clad in armor-plating covered in wicked barbed spines. Those who tangle with the isonade in melee, or are snatched by its tail, risk being hooked to the monster, unable to flee as it drags them into the depths.

Anti-Naval War Beast. Isonades are feared and revered by sahuagin, for they are potent allies but dangerously difficult to control, with only especially powerful sahuagin able to do so. Isonades working alongside sahuagin are used to counter enemy ships by preying on their crew. The isonade pulls sailors overboard, where the sahuagin can easily dispatch them. Sometimes the isonade rapidly pulls as many enemies overboard as possible, and other times it waits until a key target is vulnerable before striking. Eventually, the ship is deprived of critical combatants, with the survivors staying away from the deck's edge. This paves the way for the sahuagin's attack as they climb aboard the ship and slaughter the remaining crew.

ISONADE

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	17 (+3)	6 (-2)	16 (+3)	5 (-3)

Skills Perception +6, Stealth +7

Senses blindsight 10 ft., passive Perception 16

Languages —

Challenge 7 (2,900 XP)

Proficiency Bonus +3

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

Hooked Hide. When a creature misses the isonade with a melee attack while within 5 feet of it, the creature becomes grappled by the isonade (escape DC 16). At the start of each of its turns, the isonade deals 4 (1d8) piercing damage to any creature grappled by it or grappling it.

Keen Senses. The isonade has advantage on Wisdom (Perception) checks.

Swimming Leap. With a 10-foot swimming start, the isonade can long jump up to 40 feet and high jump up to 20 feet.

Water Breathing. The isonade can breathe only underwater.

Actions

Multiattack The isonade makes two attacks: one with its bite and one with its hooked tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Hooked Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pulled within 5 feet of the isonade. If the target is Medium or smaller, it is grappled (escape DC 16).

ISONADE ADVENTURES

The following table provides some ways to introduce isonades into your games:

ISONADE ADVENTURE HOOKS

d6

Adventure Hook

1 The players are journeying on a crowded ship to their next destination when they begin to notice that people are disappearing each night.

2 The players find a small fishing boat, apparently abandoned in stormy waters.

3 An isonade uses a fisherman's floating body as bait to lure sailors within range of its hook.

4 A school of isonades has become adept at rapidly dismantling small boats, turning the crews into helpless meals.

5 Sailors and fishermen must pay tribute to a local sahuagin baron or become the target of his isonade.

6 A storm wash tides of sea water containing isonades into a port city's sewers. Now the isonades stalk under the city's streets, snatching lone pedestrians down sewer drains.

ART CREDIT

- Isonade – Joseph Snouwaert
- Island, Shadows over Innistrad - Jonas De Ro, Wizards of the Coast



1.0.0

- Public release

1.0.1

- Clean up stat block based on feedback

1.0.2

- Add languages to stat block