



PRIMEVAL FISH

DUNKLEOSTEUS

These massive, armored fish were among the first monstrous apex predators to roam the primeval oceans of the world. The dunkleosteus could reach between 20 to 30 feet in length and weigh over a ton. They possessed bony armor across the front of their body, and though they didn't have teeth in the traditional sense, their armor formed into a beak-like structure made of two razor-sharp bony plates. Combined with the massive bite force, these sheering jaws could cut through the armor of its equally bony prey with ease.

Though their heavy armor made them slower swimmers than most modern sea creatures, their methods of suction feeding allowed them to draw in prey before delivering their devastating bite.

Though they are believed to be extinct, some dunkleosteus may still lurk in lost seas cut off from the march of time. Through powerful magic, others may be brought back to life to terrorize the oceans once more. Should a dunkleosteus be brought into the service of a druid or other powerful being, it can be utilized as a devastating nautical tank, able to shred through heavily armored foes and ships alike with its sundering jaws.

DUNKLEOSTEUS

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 104 (11d12+33)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	16 (+3)	2 (-4)	14 (+2)	2 (-4)

Skills Perception +5

Senses darkvision 30 ft., passive Perception 15

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Water Breathing. The dunkleosteus can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 33 (5d10 + 6) piercing damage.

Vacuum Chomp. The dunkleosteus sucks up the water in a 15-foot cone in front of it. Each creature in that area that is in the same body of water as the dunkleosteus must succeed on a DC 16 Strength saving throw or be pulled within 5 feet of the dunkleosteus and take 33 (5d10 + 6) piercing damage.

Reactions

Cranial Plating. When an attack without advantage that the dunkleosteus can see hits it, it can use its reaction to absorb the damage through its skull, halving any bludgeoning, piercing, or slashing damage the attack deals.





MEGALODON

These titanic beasts are not only the greatest of all sharks but among the largest predators to have ever lived. The megalodon reached lengths of 50 to 60 feet, weighed over 60 tons, and had the most powerful bite of any beast to have ever lived. Their primary prey were whales and other large sea creatures, which they could kill with a single bite.

Though they are no longer commonplace, there are scattered reports that some megalodons still rule deep, remote ocean locals. Some even claim that megalodons occasionally venture into waters populated with humanoids where they terrorize sailors and local sea life alike. Others believe megalodons aren't a natural species of shark but divine punishment sent by wrathful sea gods to devour ocean-going mortals.

Regardless of a megalodon's origin, sahuagin always see its arrival as the coming of a divine avatar sent by their shark god. A sahuagin king will take charge of the mighty megalodon and use it to rally a conquering army. The presence of a megalodon inspires terror in enemies and near unbreakable ferocity in sahuagin warriors. Such a force can spell doom for entire undersea kingdoms and take control of a whole sea's worth of ship trade.

ART CREDIT

- Dunkleosteus - Micheal Spears & Joseph Snouwaert
- Voracious Greatshark - Mathias Kollros, Wizards of the Coast
- Spined Megalodon - Daniel Ljunggren, Wizards of the Coast

MEGALODON

Gargantuan beast, unaligned

Armor Class 14 (natural armor)

Hit Points 174 (12d20 + 48)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
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25 (+7)	14 (+2)	18 (+4)	2 (-4)	16 (+3)	2 (-4)
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Skills Perception +7

Senses blindsight 10 ft., passive Perception 17

Languages —

Challenge 10 (5,900 XP)

Proficiency Bonus +4

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

Keen Sense. The megalodon has advantage on Wisdom (Perception) checks.

Water Breathing. The megalodon can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 65 (9d12 + 7) piercing damage.



PRIMEVAL FISH

The following table provides you with some ways you can incorporate these ancient monstrous fish into your adventures.

DUNKLEOSTEUS ADVENTURES

d6

Plot Hook

- 1 A warmongering sea druid has found a way to resurrect long-dead dunkleosteus and plans to use them to destroy a hated undersea settlement.
- 2 A passage to a long-lost underground sea has been opened, releasing a school of voracious dunkleosteus into a large river used for travel and trade.
- 3 The players are sent to retrieve dunkleosteus fossils from a sea floor. This angers a sea god who brings the fossils to life and unleashes the ancient monsters on the pillaging intruders.
- 4 A naturalist asks for the players' aid in helping her to explore a newly discovered underground sea for ancient life. Little do they know this sea is home to schools of aggressive dunkleosteus.
- 5 An aboleth has gained a small army of prehistoric sea creatures, including several dunkleosteus, and is using them to rebuild its empire.
- 6 The players discover a rift leading to a mysterious plane of water containing schools of dunkleosteus that may escape into the Material Plane if left unchecked.

MEGALODON ADVENTURES

d6

Plot Hook

- 1 The players are sailing through an area populated by fishermen when a massive shark appears from nowhere and begins devouring each boat one by one.
- 2 A mage asks the players to recover a set of magical gems his apprentice was carrying when he was eaten by a shark. He fails to mention the gems may have grown the shark to a massive size.
- 3 Grieving sea elf refugees ask the players to help them exact vengeance on the sahuagin priestess who summoned a megalodon to destroy their town.
- 4 The players learn of a sahuagin king, who has amassed a fortune through his conquests and keeps his greatest treasures guarded by a mighty megalodon.
- 5 The players learn of a bounty placed on a massive shark that has been sinking ships traveling a specific trade route during stormy weather.
- 6 A megalodon, black as coal, has begun preying on ships coming in and out of an island village. Its victims return as undead to terrorize to the island.

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- Public release