

DARKLING RILL-SKITTER

Small abomination, skittering evil

- **Armor Class** 12 (natural armor)
- **Hit Points** 10 (3d6 + 0)
- **Speed** 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	4 (-3)	10 (+0)	6 (-2)

- **Skills** Stealth +4
- **Damage Vulnerabilities** Radiant
- **Condition Immunities** Cursed
- **Senses** Darkvision 60 ft., passive Perception 10
- **Languages** Understands Common but doesn't speak
- **Challenge** 1/4 (50 XP)

Amphibious. The Darkling Rill-Skitter can breathe air and water.

Murky Ambush. If the Darkling Rill-Skitter is in murky water or otherwise lightly obscured, it can use a bonus action to Hide. It has advantage on attack rolls against any creature it has surprised.

ACTIONS

Nipping Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DESCRIPTION

A small, reptilian darkling that flits through shallow rivers and lake edges, its shadowy form barely disturbing the water's surface before it strikes with a venomous nip. These creatures are born from the petty frustrations and anxieties lost to flowing waters.

DARKLING BLOOD-GORGER

Small abomination, draining evil

- **Armor Class** 13 (natural armor)
- **Hit Points** 16 (3d6 + 6)
- **Speed** 10 ft., swim 30 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	3 (-4)	10 (+0)	5 (-3)

- **Skills** Stealth +4
- **Damage Vulnerabilities** Radiant, Slashing
- **Condition Immunities** Cursed, Prone
- **Senses** Darkvision 60 ft., Blindsight 10 ft. (while in water or attached), passive Perception 10
- **Languages** —
- **Challenge** 1/2 (100 XP)

Amphibious. The Blood-Gorger can breathe air and water.

Spider Climb. The Blood-Gorger can climb difficult surfaces, including upside down on ceilings, without

needing to make an ability check.

Water Stealth. While in water, the Blood-Gorger has advantage on Dexterity (Stealth) checks made to hide.

ACTIONS

Drain Blood. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the Blood-Gorger attaches to the target. While attached, the Blood-Gorger doesn't attack. Instead, at the start of each of the Blood-Gorger's turns, the target loses 5 (1d6 + 2) hit points due to blood loss, and the Blood-Gorger regains hit points equal to the amount of hit points the target lost. The Blood-Gorger can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to detach the Blood-Gorger with a successful DC 11 Strength check.

DESCRIPTION

These leech-like darklings are born from the lingering pain of slow, agonizing injuries sustained near or in water. They cling to their victims with a chilling tenacity, their dark, bloated bodies swelling as they drain the very essence of life. They often lurk in stagnant pools or slow-moving river backwaters.

DARKFORME PIKE-MAW

Medium abomination, sudden evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 45 (6d8 + 18)
- **Speed** 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

- **Skills** Stealth +5, Perception +3
- **Damage Vulnerabilities** Radiant
- **Condition Immunities** Cursed
- **Senses** Darkvision 60 ft., passive Perception 13
- **Languages** —
- **Challenge** 2 (450 XP)

Aquatic Camouflage. The Pike-Maw has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The Pike-Maw can breathe only underwater.

Darting Attack. If the Pike-Maw moves at least 20 feet straight toward a target and then hits it with a Bite attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be pulled 5 feet toward the Pike-Maw.

DESCRIPTION

This darkforme manifests as a long, slender predator, reminiscent of a monstrous pike or gar, condensed from the sharp, sudden terror of unexpected underwater attacks and the cold dread of unseen things lurking in the reeds. It lies perfectly still, camouflaged amongst river weeds or sunken logs, before launching itself with terrifying speed to impale its prey on its needle-toothed snout.

DARKFORME CURRENT-SNAPPER

Medium abomination, lurking evil

- **Armor Class** 15 (natural armor)
- **Hit Points** 52 (7d8 + 21)
- **Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	4 (-3)	12 (+1)	7 (-2)

- **Skills** Stealth +2, Perception +3
- **Damage Vulnerabilities** Radiant
- **Condition Immunities** Cursed
- **Senses** Darkvision 60 ft., passive Perception 13
- **Languages** —
- **Challenge** 2 (450 XP)

Amphibious. The Current-Snapper can breathe air and water.

Iron Jaws. If the Current-Snapper hits a creature with its Bite attack, the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Current-Snapper can't bite another target.

Sudden Lunge. If the Current-Snapper moves at least 10 feet straight toward a target and then hits it with a Bite attack on the same turn, the target takes an extra 4 (1d8) piercing damage.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 3) piercing damage. If the target is a creature, it is grappled (escape DC 13).

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage.

DESCRIPTION

A heavily built, saurian darkforme resembling a monstrous snapping turtle or a crocodilian horror, born from the dread of being dragged under by unseen currents and the crushing despair of entrapment. Its shadowy shell is often indistinguishable from river rocks or sunken logs, allowing it to ambush prey with devastating force.

DARKLING RIVER-LURK

Small abomination, slithering evil

- **Armor Class** 13 (natural armor)
- **Hit Points** 13 (3d6 + 3)
- **Speed** 15 ft., swim 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	3 (-4)	11 (+0)	5 (-3)

- **Skills** Stealth +4, Perception +2
- **Damage Vulnerabilities** Radiant
- **Condition Immunities** Cursed
- **Senses** Darkvision 60 ft., passive Perception 12
- **Languages** —
- **Challenge** 1/4 (50 XP)

Amphibious. The River-Lurk can breathe air and water.

Slippery. The River-Lurk has advantage on ability checks and saving throws made to escape a grapple.

Waterside Skulk. The River-Lurk has advantage on Dexterity (Stealth) checks when it is within 5 feet of a body of water.

ACTIONS

Constricting Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and if the target is a Small or smaller creature, it is grappled (escape DC 10). Until this grapple ends, the creature is restrained, and the River-Lurk can't constrict another target.

DESCRIPTION

This small, serpentine darkling is formed from the anxieties of navigating treacherous riverbanks and the fear of sudden, constricting dangers hidden just beneath the water's surface. It often appears as a length of dark, wet vine or a shadow in the reeds before striking.

DARKFORME MIRE-CROAKER

Medium abomination, croaking evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 39 (6d8 + 12)
- **Speed** 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	5 (-3)	10 (+0)	8 (-1)

- **Skills** Stealth +3
- **Damage Vulnerabilities** Radiant
- **Condition Immunities** Cursed
- **Senses** Darkvision 60 ft., passive Perception 10
- **Languages** Understands Common but speaks only in guttural croaks
- **Challenge** 1 (200 XP)

Amphibious. The Mire-Croaker can breathe air and water.

Standing Leap. The Mire-Croaker'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 Mire-Croaker has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Sticky Tongue. *Ranged Weapon Attack:* +4 to hit, range 15 ft., one Medium or smaller creature. *Hit:* The target is pulled up to 10 feet straight toward the Mire-Croaker. If the target ends this movement within 5 feet of the Mire-Croaker, the Mire-Croaker can make a bite attack against it as a bonus action.

Dismal Croak (Recharge 5-6). The Mire-Croaker unleashes a horrifyingly deep and resonant croak. Each creature within 30 feet of the Mire-Croaker that can hear it must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DESCRIPTION

This darkforme takes the shape of a bloated, crocodilian or frog-like horror, its skin a mottled tapestry of dark greens and browns. It is born from the fear of stagnant, murky waters and the unsettling sounds that emanate from unseen depths in the dead of night. Its powerful legs allow it to leap surprisingly far to snatch prey with its sticky, prehensile tongue.

DARKFORME TITAN-SNAPPER

Huge abomination, ancient evil

- **Armor Class** 17 (natural armor)
- **Hit Points** 136 (13d12 + 52)
- **Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	19 (+4)	6 (-2)	14 (+2)	9 (-1)

- **Saving Throws** Str +9, Con +7
- **Skills** Stealth +2 (+5 in murky water), Perception +5
- **Damage Vulnerabilities** Radiant
- **Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Condition Immunities** Cursed, Frightened
- **Senses** Darkvision 120 ft., passive Perception 15
- **Languages** Understands Primordial but doesn't speak
- **Challenge** 8 (3,900 XP)

Amphibious. The Titan-Snapper can breathe air and water.

Siege Monster. The Titan-Snapper deals double damage to objects and structures.

Legendary Resistance (1/Day). If the Titan-Snapper fails a saving throw, it can choose to succeed instead.

Murk Dweller. While submerged in murky water, the Titan-Snapper can take the Hide action as a bonus action.

Unstoppable. The Titan-Snapper has advantage on saving throws against being knocked prone, pushed, or grappled.

ACTIONS

Multiattack. The Titan-Snapper makes two attacks: one with its Bite and one with its Crushing Tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Titan-Snapper can't bite another target.

Crushing Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Swallow. The Titan-Snapper makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the Titan-Snapper, and it takes 14 (4d6) acid damage at the start of each of the Titan-Snapper's turns. If the Titan-Snapper takes 20 damage or more on a single turn from a creature inside it, the Titan-Snapper must succeed on a DC 15 Constitution saving throw at the end of that

turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Titan-Snapper. If the Titan-Snapper dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Dreadful Bellow (Recharge 6). The Titan-Snapper emits a terrifying roar. Each creature of its choice within 60 feet of it that can hear it must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 18 (4d8) psychic damage and is frightened for 1 minute. On a successful save, the creature takes half as much damage and isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DESCRIPTION

An immense, ancient horror, the Titan-Snapper is a darkforme born from the primal fear of colossal beasts lurking in the deepest, oldest lakes and riverbeds—a manifestation of forgotten drownings and the crushing weight of eons of accumulated misery at the bottom of dark waters. Its moss-covered, rock-like carapace makes it nearly invisible when still, resembling a small island or a collection of sunken boulders before it erupts from the depths. Its jaws can crush boats, and its tail can shatter fortifications.

DARKLING MURKFIN SWARMER

Tiny abomination, numerous evil

- **Armor Class** 11
- **Hit Points** 7 (2d4 + 2)
- **Speed** 0 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	2 (-4)	8 (-1)	4 (-3)

- **Damage Vulnerabilities** Radiant
- **Condition Immunities** Cursed, Prone
- **Senses** Darkvision 30 ft., passive Perception 9
- **Languages** —
- **Challenge** 1/8 (25 XP)

Swarm Tactics. The Murkfin Swarmer has advantage on an attack roll against a creature if at least one of the swarmer's allies is within 5 feet of the creature and the ally isn't incapacitated.

Water Breathing. The Murkfin Swarmer can breathe only underwater.

ACTIONS

Razor Fin. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

DESCRIPTION

These tiny, fish-like darklings are born from the collective anxiety of being overwhelmed by unseen numbers in dark waters. Individually weak, they rely on sheer numbers, their shadowy forms darting through murky lakes and rivers in large schools, their fins sharpened to razor edges by condensed despair.

DARKLING ANGLER-LURK

Small abomination, deceptive evil

- **Armor Class** 12 (natural armor)
- **Hit Points** 18 (4d6 + 4)
- **Speed** 5 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	12 (+1)	5 (-3)	13 (+1)	7 (-2)

- **Skills** Stealth +1, Deception +1
- **Damage Vulnerabilities** Radiant
- **Condition Immunities** Cursed
- **Senses** Darkvision 60 ft., passive Perception 11
- **Languages** —
- **Challenge** 1/2 (100 XP)

Amphibious. The Angler-Lurk can breathe air and water.

False Lure. As a bonus action, the Angler-Lurk can create a faint, captivating light or a subtle, enticing ripple on the water's surface within 5 feet of itself. A creature that can see the lure must succeed on a DC 11 Wisdom saving throw or be charmed by the Angler-Lurk

until the start of its next turn. While charmed in this way, the creature is incapacitated and must use its movement to move towards the lure by the safest available route.

Murky Concealment. The Angler-Lurk has advantage on Dexterity (Stealth) checks made to hide in murky water.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage. If the target is charmed by the Angler-Lurk, the attack is a critical hit.

DESCRIPTION

This darkling resembles a grotesque, shadowy anglerfish, its form born from the fear of deceptive appearances and hidden traps beneath the water. It lurks in the darkest parts of lakes and slow rivers, using a phantom light or ripple to draw unsuspecting prey into its waiting, oversized maw.

DARKFORME RIVER TYRANT

Large abomination, dominating evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 95 (10d10 + 40)
- **Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	7 (-2)	12 (+1)	10 (+0)

- **Saving Throws** Str +7, Con +7
- **Skills** Stealth +3, Perception +4
- **Damage Vulnerabilities** Radiant
- **Condition Immunities** Cursed, Frightened
- **Senses** Darkvision 60 ft., passive Perception 14
- **Languages** Understands Common but rarely speaks
- **Challenge** 5 (1,800 XP)

Amphibious. The River Tyrant can breathe air and water.

Hold Breath. The River Tyrant can hold its breath for 1 hour.

Siege Monster. The River Tyrant deals double damage to objects and structures.

Territorial Roar. As a bonus action, the River Tyrant can unleash a guttural roar. Each creature of the River Tyrant's choice within 30 feet of it that can hear the roar must succeed on a DC 13 Wisdom saving throw or become frightened of the River Tyrant for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ACTIONS

Multiattack. The River Tyrant makes two attacks: one with its Bite and one with its Tail Slap.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the River Tyrant can't bite another target.

Tail Slap. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Death Roll (Recharge 5-6). If the River Tyrant has a creature grappled in its bite, it can use its action to perform a death roll. The grappled creature takes 26 (4d10 + 4) slashing damage and must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.

DESCRIPTION

A monstrous crocodilian darkforme, the River Tyrant embodies the raw, brutal power of apex river predators and the fear of being violently dragged into the depths. Its thick, shadowy hide is as tough as ancient leather, and its eyes gleam with malevolent intelligence. It establishes dominion over significant stretches of river,

its presence warping the local ecosystem with palpable dread.

DARKFORME ABYSSAL LEVIATHAN

Gargantuan abomination, ancient dread

- **Armor Class** 18 (natural armor)
- **Hit Points** 247 (15d20 + 90)
- **Speed** 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	22 (+6)	8 (-1)	16 (+3)	12 (+1)

- **Saving Throws** Str +13, Con +11, Wis +8
- **Skills** Perception +8, Stealth +5 (+10 in deep water)
- **Damage Vulnerabilities** Radiant
- **Damage Resistances** Cold, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Condition Immunities** Cursed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
- **Senses** Darkvision 120 ft., Blindsight 60 ft., passive Perception 18
- **Languages** Understands Primordial and Common, but speaks only in deep, resonant moans
- **Challenge** 15 (13,000 XP)

Amphibious. The Abyssal Leviathan can breathe air and water.

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

Siege Monster. The Abyssal Leviathan deals double damage to objects and structures.

Abyssal Aura. At the start of each of the Abyssal Leviathan's turns, each creature within 30 feet of it takes 7 (2d6) cold damage and 7 (2d6) necrotic damage. A creature that touches the Abyssal Leviathan or hits it with a melee attack while within 5 feet of it takes this damage as well. Additionally, the area within 30 feet of the Leviathan is difficult terrain for creatures other than darklings.

Deep Dweller. The Abyssal Leviathan has advantage on Dexterity (Stealth) checks made to hide in deep or murky water.

ACTIONS

Multiattack. The Abyssal Leviathan can use its Frightful Presence. It then makes three attacks: one with its Bite and two with its Tentacle Slams.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the Abyssal Leviathan can't bite another target.

Tentacle Slam. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the Abyssal Leviathan's choice that is within 120 feet of the Abyssal

Leviathan and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Abyssal Leviathan's Frightful Presence for the next 24 hours.

Swallow. The Abyssal Leviathan makes one bite attack against a Huge or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the Abyssal Leviathan, and it takes 21 (6d6) acid damage at the start of each of the Abyssal Leviathan's turns. If the Abyssal Leviathan takes 30 damage or more on a single turn from a creature inside it, the Abyssal Leviathan must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Abyssal Leviathan. If the Abyssal Leviathan dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

LEGENDARY ACTIONS

The Abyssal Leviathan 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 Abyssal Leviathan regains spent legendary actions at the start of its turn.

Detect. The Abyssal Leviathan makes a Wisdom (Perception) check.

Tentacle Attack. The Abyssal Leviathan makes one Tentacle Slam attack.

Crushing Depths (Costs 2 Actions). The Abyssal Leviathan intensifies its abyssal aura. Each creature within 30 feet of it must succeed on a DC 18 Strength saving throw or be pulled 10 feet directly towards the Leviathan and be knocked prone.

DESCRIPTION

The Abyssal Leviathan is a terror of the deepest, coldest lakes and lightless riverbeds, a manifestation of the crushing fear of the unknown depths and the ancient sorrows that settle there. Its colossal, serpentine body is wreathed in shadowy tendrils and emits an unnatural chill. Legends speak of entire lakeside communities vanishing overnight, dragged into the abyss by this silent, patient horror.

DARKLING POND-SKULKER

Small abomination, thieving evil

- **Armor Class** 12
- **Hit Points** 13 (3d6 + 3)
- **Speed** 20 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	4 (-3)	10 (+0)	6 (-2)

- **Skills** Stealth +4, Sleight of Hand +4
- **Damage Vulnerabilities** Radiant
- **Condition Immunities** Cursed
- **Senses** Darkvision 60 ft., passive Perception 10
- **Languages** Understands Common but doesn't speak
- **Challenge** 1/2 (100 XP)

Amphibious. The Pond-Skulker can breathe air and water.

Bait Snatcher. The Pond-Skulker has advantage on Dexterity (Sleight of Hand) checks made to steal small, unattended objects or items from a fishing line.

Shadowy Escape. If in dim light or darkness, the Pond-Skulker can use a bonus action to Hide after a successful Dexterity (Sleight of Hand) check or if it misses with an attack.

ACTIONS

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

Annoying Splash. The Pond-Skulker splashes water at a creature within 10 feet of it that is on land. The target must succeed on a DC 10 Dexterity saving throw or have disadvantage on its next attack roll or ability check.

DESCRIPTION

These mischievous darklings are born from the minor irritations of lost fishing tackle and the frustration of a day with no bites. They resemble small, shadowy humanoids with webbed hands and feet, lurking near the edges of ponds and slow rivers. Their primary goal is to cause annoyance by stealing bait, tugging on lines, or splashing water, rather than direct harm.

DARKLING WEED-TANGLER

Medium abomination, ensnaring evil

- **Armor Class** 11 (natural armor)
- **Hit Points** 27 (5d8 + 5)
- **Speed** 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	3 (-4)	11 (+0)	5 (-3)

- **Skills** Stealth +2 (+4 in weedy water)
- **Damage Vulnerabilities** Radiant, Slashing
- **Damage Resistances** Bludgeoning
- **Condition Immunities** Cursed, Prone, Restrained by non-magical plants
- **Senses** Darkvision 60 ft., Tremorsense 30 ft. (in water only), passive Perception 10
- **Languages** —
- **Challenge** 1 (200 XP)

Amphibious. The Weed-Tangler can breathe air and water.

False Appearance. While the Weed-Tangler remains motionless in water with sufficient plant life, it is indistinguishable from normal aquatic weeds.

Grasping Tendrils. The Weed-Tangler can have up to two creatures grappled at a time.

ACTIONS

Multiaction. The Weed-Tangler makes two tendrill attacks.

CRAB CLAW

Melee Weapon Attack: +4 to hit, reach **5 ft.**, one target.

Hit: 5 (1d6 + 2) bludgeoning damage. If the target is a **Medium or smaller** creature, it is **grappled** (escape DC 12).

Tendrill. **Melee Weapon Attack:** +4 to hit, reach 10 ft., one target. **Hit:** 5 (1d6 + 2) bludgeoning damage, and if the target is a Medium or smaller creature, it is grappled (escape DC 12).

Drag Under. The Weed-Tangler attempts to pull one creature grappled by it. The target must succeed on a DC 12 Strength saving throw or be pulled 5 feet towards the Weed-Tangler and, if in water, 5 feet under the surface.

DESCRIPTION

Born from the fear of unseen hazards snagging lines or limbs beneath the water's surface, the Weed-Tangler manifests as a sentient mass of dark, grasping river weeds. It lurks in shallow, overgrown lakes and rivers, its shadowy tendrils lashing out to entangle unsuspecting fishers or waders, hoping to cause panic and minor inconvenience rather than fatal harm.

DARKFORME MUD-GNASHER

Medium abomination, territorial evil

- **Armor Class** 13 (natural armor)
- **Hit Points** 33 (5d8 + 10)
- **Speed** 20 ft., swim 20 ft., burrow 10 ft. (in mud or soft earth only)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

- **Skills** Stealth +1 (+3 in muddy terrain or water)
- **Damage Vulnerabilities** Radiant
- **Condition Immunities** Cursed, Prone
- **Senses** Darkvision 60 ft., Tremorsense 30 ft., passive Perception 10
- **Languages** —
- **Challenge** 1 (200 XP)

Amphibious. The Mud-Gnasher can breathe air and water.

Mud Lurker. The Mud-Gnasher can use a bonus action to Hide when it is at least lightly obscured by mud or murky water.

Surprise Attack. If the Mud-Gnasher surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Bite. **Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 9 (2d6 + 2) piercing damage.

Muddy Eruption (Recharge 5-6). The Mud-Gnasher erupts from the mud or murky water in a 10-foot radius around it. Each creature in that area must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.

DESCRIPTION

This darkforme resembles a stout, powerfully built creature with a wide, toothy maw, adapted for lurking in muddy riverbeds and lake bottoms. It is born from the unease of stepping into unseen muck and the startling shock of something erupting from below. It is highly territorial and will snap aggressively at anything that disturbs its muddy lair, though it rarely pursues prey far from its chosen spot.

DARKLING GLOOM-NEWT

Medium abomination, disorienting evil

- **Armor Class** 12 (natural armor)
- **Hit Points** 22 (4d8 + 4)
- **Speed** 25 ft., swim 25 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	3 (-4)	11 (+0)	7 (-2)

- **Skills** Stealth +3
- **Damage Vulnerabilities** Radiant
- **Condition Immunities** Cursed
- **Senses** Darkvision 60 ft., passive Perception 10
- **Languages** —
- **Challenge** 1/2 (100 XP)

Amphibious. The Gloom-Newt can breathe air and water.

Slippery Hide. The Gloom-Newt has advantage on ability checks and saving throws made to escape a grapple.

Disorienting Slime. A creature that touches the Gloom-Newt or hits it with a melee attack while within 5 feet of it must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature has disadvantage on Wisdom (Perception) checks. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 1) piercing damage.

Tail Slap. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 1) bludgeoning damage.

DESCRIPTION

A larger, more unsettling version of a common newt, this darkling is born from the subtle fear of unseen things in stagnant water and the disorientation of murky depths. Its dark, glistening skin constantly oozes a disorienting slime. It prefers to avoid direct confrontation, relying on its slime to confuse potential threats while it makes its escape or delivers a quick bite.

DARKFORME CURRENT-DRIFTER

Medium abomination, shocking evil

- **Armor Class** 13 (natural armor)
- **Hit Points** 44 (8d8 + 8)
- **Speed** 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	5 (-3)	12 (+1)	8 (-1)

- **Skills** Stealth +4, Perception +3
- **Damage Immunities** Lightning
- **Damage Vulnerabilities** Radiant

- **Condition Immunities** Cursed, Grappled, Prone, Restrained
- **Senses** Darkvision 60 ft., Blindsight 30 ft. (in water only), passive Perception 13
- **Languages** —
- **Challenge** 2 (450 XP)

Amorphous. The Current-Drifter can move through a space as narrow as 1 inch wide without squeezing.

Water Camouflage. The Current-Drifter has advantage on Dexterity (Stealth) checks made while underwater.

Shocking Aura. A creature that touches the Current-Drifter or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage.

ACTIONS

Constricting Shock. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) bludgeoning damage plus 5 (1d10) lightning damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or be stunned until the end of its next turn.

Lightning Pulse (Recharge 5-6). The Current-Drifter emits a pulse of electrical energy. Each creature within 15 feet of it in the water must make a DC 11 Dexterity saving throw, taking 11 (2d10) lightning damage on a failed save, or half as much damage on a successful one.

DESCRIPTION

This eel-like darkforme is a manifestation of the sudden, sharp pains of unseen aquatic stings and the fear of electrical storms over water. It's a sinuous, almost translucent creature that blends seamlessly with the river's current, often appearing as nothing more than a shimmer. It delivers a startling, numbing shock to anything it brushes against, preferring to incapacitate and then drift away rather than engage in prolonged fights.

I've added the following: Darkling Pond-Skulker (CR 1/2): A small, thieving darkling. Darkling Weed-Tangler (CR 1): A plant-like darkling that ensnares. Darkforme Mud-Gnasher (CR 1): A territorial, burrowing darkforme. Darkling Gloom-Newt (CR 1/2): An amphibious darkling with disorienting slime. Darkforme Current-Drifter (CR 2): An eel-like darkforme with electrical attacks. These should provide a good range of common, lower-CR encounters for your players when they're near lakes and rivers. Let me know if you'd like any adjustments or more specific types!