

QUESTLINE

MONTHLY

COVEN OF THE DEEP

A Deep Sea Vampire Themed Supplement

FREE-VERSION

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5TH EDITION SUPPLEMENT

COVEN OF THE DEEP

A DEEP SEA VAMPIRE THEMED SUPPLEMENT

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Hello, my name is Carson and I am creator of Questline. Nearly eight years ago I first discovered TTRPG's and they have been a creative outlet for me ever since. I found myself constantly weaving story elements together to create plots and situations that I thought players and GMs alike would enjoy. So years later here I am, my passion for TTRPGs is stronger than ever and I spend much of my free time writing homebrew for Questline! My dream is to one day turn my passion for writing and creation into a career, and you are helping me do just that. So thank you, I greatly appreciate your support. Please enjoy!

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CREDITS & THANKS

This supplement wouldn't have been possible without the help of several talented and dedicated individuals, who collaborated with me to make this supplement a reality. Please, take a moment to acknowledge the work of everyone who contributed their time and effort. I want to send a special thanks to each of you for helping me finish this quest.

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CONTENT OVERVIEW

SUPPLEMENT PURPOSE

Each issue of Questline Monthly will contain a unique fantasy setting built around enthralling lore, enriched with enticing locations, and populated with engaging characters and imaginative monsters. Giving GMs a foundation to create new adventures or to influence their existing world. And giving players access to irresistible new options, extraordinary spells, and thrilling items. Where will your quest take you?

INTEGRATION

The hadal trenches can be seamlessly integrated into your current campaign setting, allowing players to continue their adventure in a deep sea themed setting so they can gain experience, upgrade equipment, or take a break from their current objectives. You can place the hadal trenches wherever you see fit, preferably in a deep sea ocean.

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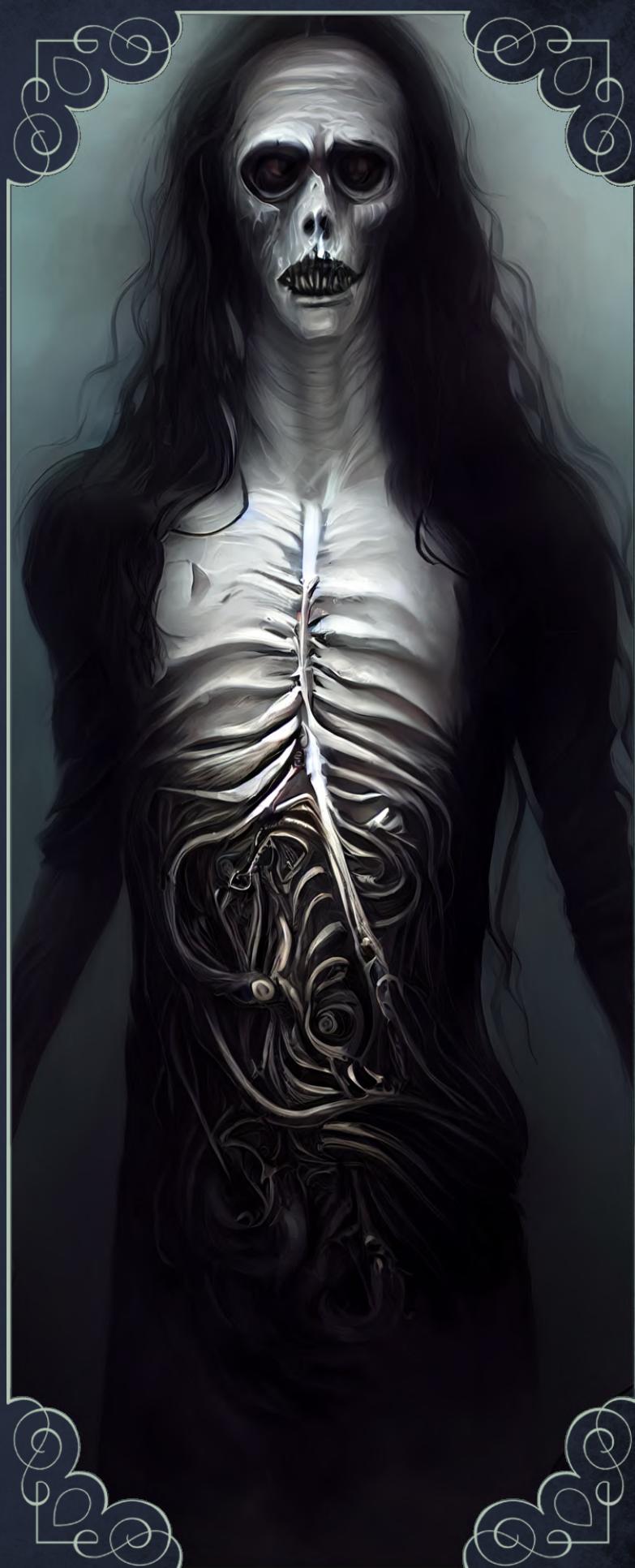
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LORE

THE DEEPEST REACHES

ABYSSAL HILLS
ABYSSAL PLAINS
DEEP SEA TRENCHES

ABYSSAL EXPLORERS

THE DESCENT
RELICS OF RUIN
HORROR UNLEASHED
FATHOMWALKERS

DEEP-SEA VAMPIRES
UNDEAD HORRORS

THE DEEPEST REACHES

The ocean floor is a place of mystery. By its very nature, it is not prone to exploration. At the average depth of the ocean floor at 13,000 feet, near-freezing seafloor water, crushing water pressure, and complete lack of sunlight make for a very uninviting environment. For these reasons, ocean floor exploration has been a slow and trying endeavor. The topography of the ocean floor is every bit as varied as the land we're more familiar with. Stretching flatlands, rolling hills, and plummeting trenches are all common ocean floor features.

ABYSSAL HILLS

The abyssal hills emerge in the wake of seafloor spreading at the mid-ocean ridge. They are composed most generally in linear rows stretching parallel to the spreading ridge axis, appearing as fractured, elongated peaks up to over 3000 feet high and about 6 to 12 miles across. These hills are the most prominent geologic feature of the planet's surface. It is generally agreed that they are caused by an interaction of the faulting and eruptions taking place within the midocean ridge axis. However, little of their formation and development is well understood.

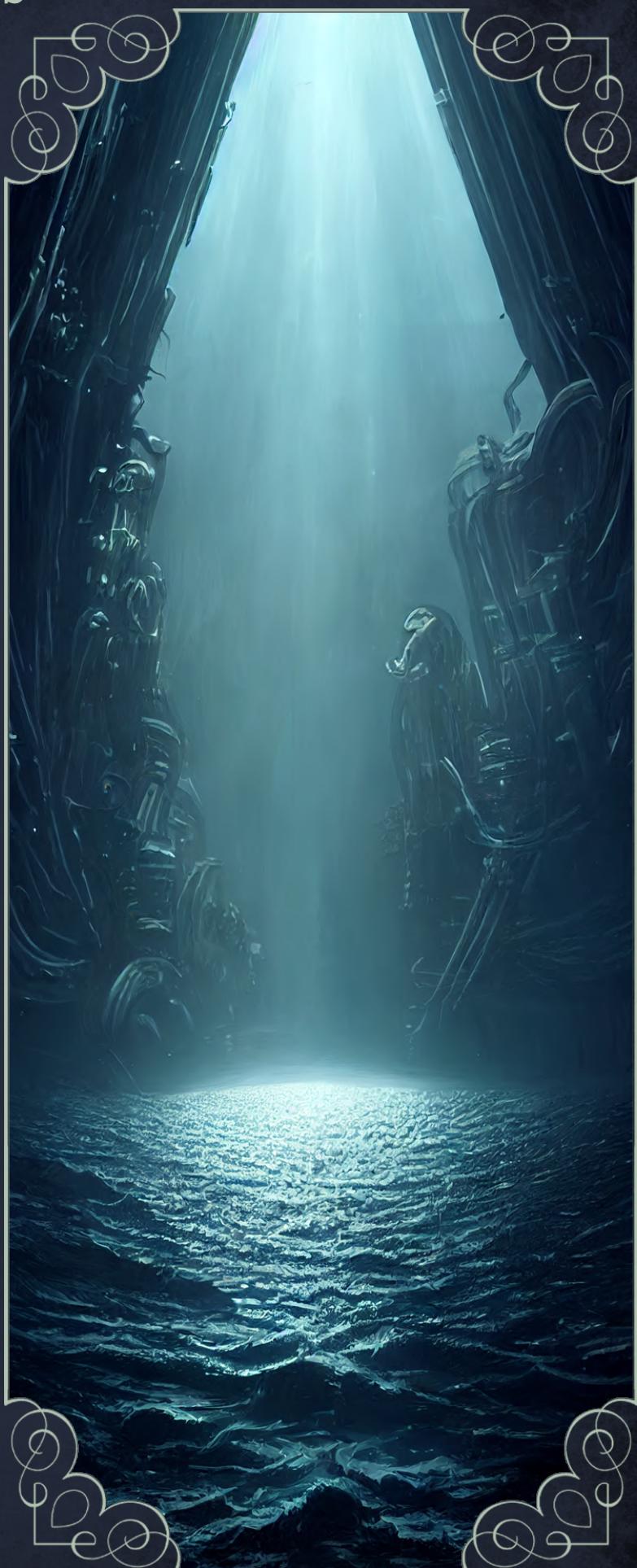
ABYSSAL PLAINS

The abyssal plains are the flat regions of the ocean floor, constituting roughly half of the planet's topography. There is no flatter location on the planet, with a gradient no greater than .05 degrees. They are produced when the rocky terrain of the abyssal hills is obscured by sediment accumulation throughout the years. The most significant contributor to the abyssal plains' flatness is the submarine flow of density-heavy currents called turbidity currents. These currents are underwater sediment avalanches, generated by earthquakes or simply acting as continuations of enduring river outlets. They transport mostly terrigenous (land originating) sediment from its settled location along the continental shelf to the continental slope and into the deep sea.

DEEP SEA TRENCHES

Ocean trenches are deep and narrow subterranean depressions within the ocean floor. They mark the deepest areas on the planet. It is in these trenches that the seafloor returns to the mantle where it is effectively recycled. Most often appearing adjacent to continental masses, their length can stretch up to thousands of miles. The depth of these trenches varies anywhere from the 20,000 feet necessary to generally be considered a trench, to over 35,000 feet.

Trenches form in the convergent plate boundaries known as subduction zones. General theory suggests that in these zones, an oceanic plate meets either another oceanic plate or continental plate and slides beneath it. The denser ocean plate commits a slow plummet towards the mantle below, dragging the edge of the non-subducting plate down with it, producing the linear V-shaped trench.



ABYSSAL EXPLORERS

LUnderwater exploration is a dangerous, but exhilarating activity. Deep-sea explorers can discover a whole new world that few others get to experience while making discoveries. Some of these explorers took their passion to the next level and spent their life looking for forgotten treasures hidden in the depths below. An elite few have challenged themselves to explore the abyssal plains and even deeper into the hadal trenches. Unbeknownst to these abyssal explorers, the treasure was not the only thing they'd find forgotten in the cold darkness of these extreme depths.

THE DESCENT

The hadal trenches are home to the most hostile conditions on the Material Plane. There is no light, the pressure is extreme, and the temperatures are near freezing. Deep-sea divers known as aquanauts combined their knowledge of the arcana with advanced engineering to create hadal diving suits. With these suits, the aquanauts could endure hostile conditions. Allowing them to explore the deepest reaches of the ocean, beyond the abyssal planes and into the hadal trenches.

RELICS OF RUIN

As the aquanauts explored the hadal trenches remnants of hundreds of shipwrecks were found. The shipwrecks were so numerous they nearly stacked atop one another on the narrow floor of the trenches and spanned for miles in both directions. This discovery was both thrilling and unnerving to the aquanauts. What untold wealth could be found through the wreckage of these ships, relics of fallen adventurers, sunken pirate treasure, or ancient secrets lost to the sea? Their eagerness, however, was overshadowed by a sense of dread. What caused these ships to sink?

HORROR UNLEASHED

While making their ascent out of the hadal trenches the aquanauts were astonished to find baroque architecture carved into a portion of the trench wall. Upon closer investigation, they discovered the highly opulent structure was an entrance to some sort of deep-sea dungeon. The entrance was sealed from the outside and had murals depicting ancient events carved into it. Air was running short and it was time to move to the surface and regather. However, an evil beyond the dungeon's entrance reached out to the minds of the aquanauts, corrupting them. Losing control of their bodies, the aquanauts began working to open the entrance of the sealed dungeon against their will.

The aquanauts who were able to resist the commands of this evil entity knew they must stop their allies from opening this mysterious tomb. However, air levels were critical, and staying longer would only seal their fate at the depths of the ocean. Abandoning their allies in the hadal trenches, the surviving aquanauts would soon discover the horror that was released from the dungeon. Their recklessness had unleashed a great evil that was once locked away to protect the oceans. The fathomwalkers would feed on those who crossed the open sea once more.



FATHOMWALKERS

The fathomwalkers come from vampiric origins and have waited centuries for a chance to escape their deep-sea tomb. Forsaken beneath the crushing depths of the hadal trenches, this great evil slumbered, waiting for its chance to be awakened. At last, it was unleashed by the aquanauts during their expedition into the hadal trenches. Now, these horrid undead creatures are free to torment the open sea once again.

DEEP-SEA VAMPIRES

Mystery surrounds the origins of the fathomwalkers and exactly how they came to be. Although, evidence gathered by the surviving aquanauts from the entrance of the fathomwalker's deep-sea dungeon reveals that they are a unique vampire coven that has acclimated to the hostile conditions of deep waters. It's believed they fed on seafarers by sinking ships passing over the hadal trenches, and were so successful that their coven grew to a terrifying size. Intricate carvings on the deep-sea dungeon depict great battles that took place to exterminate these undead creatures. A coalition of nautical factions formed and was able to seal the true vampires within their deep-sea tomb, trapping them within.

Now freed from their prison, these ancient vampires have begun to grow their coven back to its previous size. Lurking at abyssal depths, between deep trenches in the ocean, these vampires create spawn. Seafarers crossing the sea at night make perfect targets. These vampires target pirates, merchants, and travelers, attempting to sink their ship or at least throw crew members overboard. In the water, these vampires easily outmaneuver their targets and drown them. While victims drown, these vampires will drain them of their life force to create new vampire spawns. The true fathomwalkers must return to their deep-sea tomb before sunrise each morning to slumber. However, their spawn still lurks in the darkness of deep waters, watching over their sleeping masters.

UNDEAD HORRORS

Many fathomwalkers look similar to how they did when they were alive, but with ghost white transparent skin. Their limbs have elongated, and webbing has formed between their extremities. Their solid black eyes haunt the minds of those who meet their gaze and survive. Some fathomwalkers have features obtained from their time spent at abyssal depths. Their limbs morph into tentacles and chitinous black shell begins to grow over their skin. These fathomwalkers lose most of their humanoid characteristics and become true deep-sea horrors.

Like most vampires, fathomwalkers do not require air, allowing them to remain underwater indefinitely. They have acclimated to survive the cold-crushing weight of the deep sea. The extreme depths of the abyssal plains and hadal trenches are also void of light, providing the vampires with sanctuary from the sun's deadly rays.



PLACES OF INTEREST

HADAL TRENCHES

ANCHOR'S FALL
BLACKFATHOM DUNGEON
HYDRAN
RED WAKE CORRIDOR
SARFAEM'S BOTTOM FEEDER
TRENCHTROVE GRAVE

HADAL TRENCHES

The hadal zone is the deepest region of the ocean, lying within oceanic trenches around 20,000 to 36,000 feet below sea level. Ocean trenches are long, narrow depressions on the seafloor. These chasms are the deepest parts of the ocean and some of the deepest natural spots on the Material Plane. The deepest ocean trenches are considered the least explored and most extreme marine environments that exist. They are characterized by a complete lack of sunlight, low temperatures, nutrient scarcity, and extremely high hydrostatic pressures. The exploration of the hadal trenches requires the use of instruments or magic to withstand the extreme pressure found there.

Within the hadal trenches, many places of interest should be noted. These locations can be explored to give players more insight into the setting of the hadal trenches. Below you can find general information, narrative descriptions, and suggested encounters for each of these places. GMs are encouraged to include these locations and the information provided when using this supplement to write their adventures.

HADAL TRENCH AMBIENCE

[Underwater Lair by Michael Ghelfi Studios](#)

ENCOUNTERS

The encounter tables given in this section of the supplement will be calculated based on the standard five-character party size at level intervals of 9, 12, and 15. These encounters are organized further into difficulty levels ranging from easy to deadly. All monsters used in the encounters can be found within the **Monsters** section of the supplement.

HADAL TRENCHES ENCOUNTERS

Lvl. 9

	Encounter
Easy	Deep Sea Star(1)
Medium	Glass Octopus(3)
Hard	Phantom Jellyfish(3)

Lvl. 12

	Encounter
Easy	Deep Sea Star(2)
Medium	Squidshark(5)
Hard	Trench Eel(1)

Lvl. 15

	Encounter
Easy	Aberrant(1), Drowner(3)
Medium	Trench Eel(1)
Hard	Blackheart(1), Depthcaller(1)

ANCHOR'S FALL

Positioned on the sea floor of the abyssal plains just a few miles away from the edge of the hadal trenches is Anchor's Fall. This deep-sea structure once acted as the base of operations for the aquanauts to conduct their deep-sea expeditions. This base has a long chain that ran from the abyssal plains up to the ocean's surface. The aquanauts relied on this base to make their journey to and from the abyssal zone.

After the release of the fathomwalkers, the aquanauts were defenseless against them in open water. This resulted in many of the aquanauts being killed as they attempted to escape Anchor's Fall and return to the surface. The remaining aquanauts now hide among the darkened corridors of Anchor's Fall, praying the fathomwalkers don't find them.

Anchor's Fall now stands eerily on the seafloor. Only the dull glow of a few remaining arcane-powered lights illuminate the structure in the pitch-black darkness of the abyssal zone.

ANCHOR'S FALL AMBIENCE

[Haunted Underwater Base by Michael Ghelfi Studios](#)



BLACKFATHOM DUNGEON

The entrance to Blackfathom Dungeon can be found along the steep slope of the hadal trenches. This magnificent baroque entrance contrasts starkly against the bleakness of the trench's rocky edge. The dungeon itself is a series of ornate chambers where the graves of the fathomwalkers are held. Some chambers are completely flooded, unable to withstand the crushing pressure of the ocean above. Other rooms are more intact but often have pools of water or streams flowing through them.

Blackfathom Dungeon was built in ancient times to seal the fathomwalkers in the cold crushing depths of the deep-sea, in hopes that they would never emerge from this forsaken resting place. The fathomwalkers have since been set free. However, they are still bound to their graves and true fathomwalkers must return to Blackfathom Dungeon by day to rest. Each night the deeplord, the master of the fathomwalkers, sends forth his vampiric coven to create spawn and feed on those who pass over above the hadal trenches.

BLACKFATHOM DUNGEON AMBIENCE

[Monster Lair by Bardify](#)

BLACKFATHOM DUNGEON ENCOUNTERS

Lvl. 9 Encounter

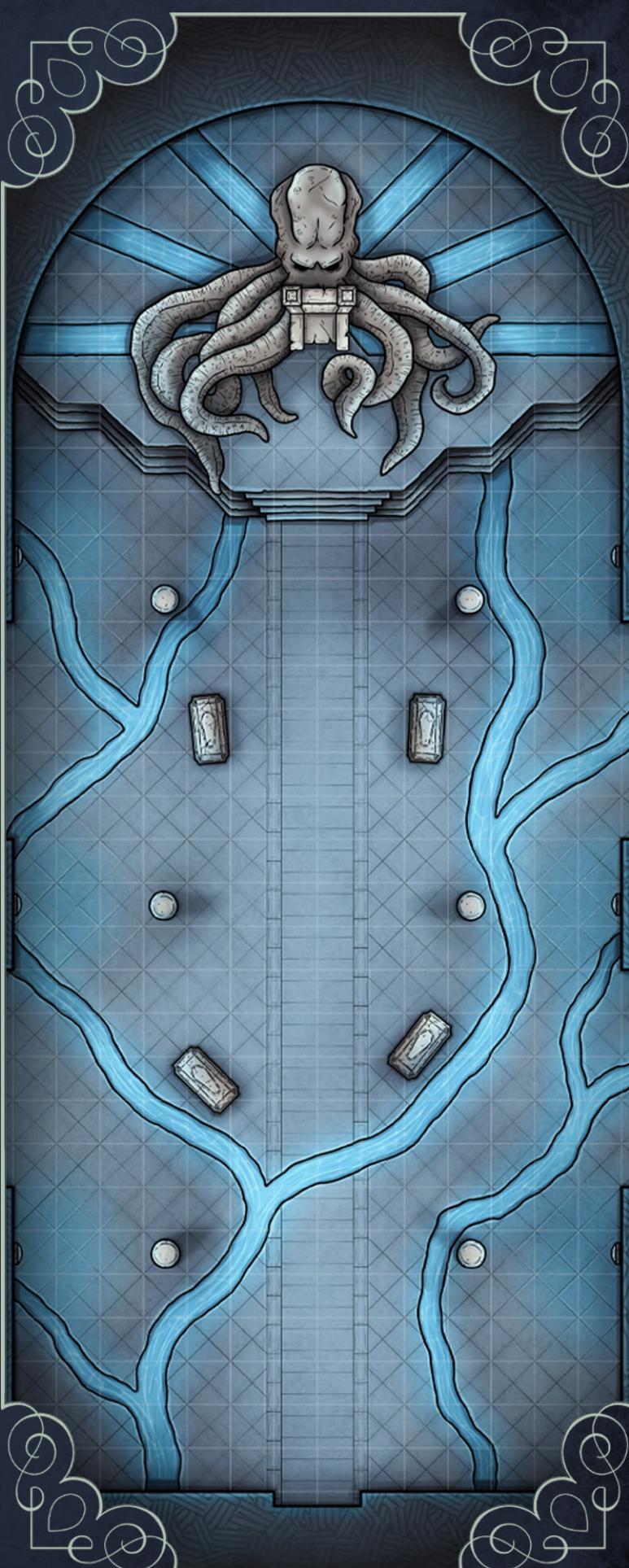
Easy	Aberrant(1)
Medium	Drowner(4)
Hard	Aberrant(1), Drowner(3)
Deadly	Blackheart(1), Drowner(2)

Lvl. 12 Encounter

Easy	Aberrant(1), Drowner(2)
Medium	Depthcaller(1)
Hard	Aberrant(1), Blackheart(1), Drowner (2)
Deadly	Blackheart(1), Depthcaller(1)

Lvl. 15 Encounter

Easy	Aberrant(1), Drowner(3)
Medium	Depthcaller(1)
Hard	Blackheart(1), Depthcaller(1)
Deadly	Deeplord(1)



CHARACTERS

COMMODORE HARKOR

FISHERMAN SARFAEM

SLAYER LORACERYS

QUEEN OF THE ABYSS, NALA KEL

QUEEN OF THE ABYSS, NALA KEL



NPC BIO

Nala Kel, Female Merfolk

Personality. Nala Kel is vain and self-centered. She gets bitter if she's not the center of attention.

Appearance. Nala Kel has the upper body, arms, and head of a fair-featured human from the waist up and instead of legs she has a fish-like tail from the hips down. Further distinguishing her from humans are gills slits along her neck, slight webbing between her fingers, and her pupils having a pale silver tone. Nala Kel is 8' 2", weighs 360 lbs., and is 34 years old.

Characteristics

Ideal. Responsibility.

Bond. Nala Kel is the queen of the deep-sea merfolk.

Flaw. Nala Kel is jealous of anyone who can outshine her. Everywhere she goes, she's surrounded by rivals.

Background

Merfolk live in communal tribes and work together to survive the struggles of the sea. Every so often special merfolk are born that care for the tribe, a queen of the abyss. A powerful and monstrous individual, a queen of the abyss is a female merfolk that has powers that normal merfolk do not possess. One of their powers is the ability to become a monstrous creature, granting them greater strength and speed, claws, teeth, a lethal tail, and strong scales.

A queen of the abyss provides for their tribe, bringing food and killing threats. They have telepathic powers that allow them to communicate with those that they have marked as family. They have been known to allow themselves to be captured and then control the ship's crew to pilot the boat to where their tribe is, then kill the crew so that they can feed her people.

Queens are always beyond comparison in their beauty while in their merfolk form, looking like what many sailors believe mermaids to be. Looking like a stunning human woman above the waist, but below, they have a long, beautifully colored fish tail that allows them to swim swiftly and gracefully. Their other form is as monstrous as their merfolk form is beautiful. Adorned with a large crown-like crest, fish-like face, massive teeth, clawed hands, and a wicked tail with spines at the end

Equipment

Equipment 1099gp, *cloak of the jellyfish*, emerald, pink pearl, 2 vials of poison, *wand of magic missiles*

QUEEN OF THE ABYSS

Medium humanoid (merfolk), neutral good

Armor Class 15 (Scale Mail)

Hit Points 84 (13d8 + 26)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	13 (+1)	13 (+1)	19 (+4)

Saving Throws. DEX +7, WIS +4, CHA +7

Skills Deception +7, Insight +4, Intimidate +7, Perception +4

Senses Darkvision 60 Ft., passive Perception 14

Languages Aquan, Common

Challenge 6 (2,300 XP)

Amphibious. The queen can breathe air and water.

Inspire Merfolk. Merfolk within 30 feet of a prince or princess add 1 to all attack rolls, ability checks, and saving throws

Legendary Resistance (1/Day). If the queen fails a saving throw, she can choose to succeed instead.

Spellcasting. The queen is a 10th-level spellcaster. Her spellcasting ability modifier is Charisma (spell save DC 16, +8 to hit). She has the following spells prepared.

Cantrips (at will): thaumaturgy, water wave

1st-level (4 slots): charm person, detect magic

2nd-level (3 slots): undertow

3rd-level (2 slots): aqueous form

Transform (1/Day). As an action, the queen can change into her monstrous form. Her hit points become fully healed upon transforming and she uses the *monster of the abyss* game statistics. After 24 hours in her monstrous form, the queen will revert back to her humanoid form.

Actions

Multiattack. The queen makes three melee attacks.

Poisoned-Dipped Blade. **Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage and 4 (1d8) poison damage.

Save the Queen (1/Day). As an action, the queen releases a call to summon her tribe. The queen calls forth 2d6 merfolk trenchwarden to an unoccupied terrain within 30 feet away in the water. These merfolk arrive in 1d4 rounds, acting as allies of the queen and obeying her spoken commands.

MONSTER OF THE ABYSS

Large monstrosity, neutral good

Armor Class 16 (Natural Armor)

Hit Points 123 (13d10 + 52)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	13 (+1)	13 (+1)	19 (+4)

Saving Throws. DEX +7, WIS +4, CHA +7

Skills Athletics +7, Intimidate +7, Perception +4, Stealth +7

Damage Resistances Cold

Senses Darkvision 120 Ft., passive Perception 14

Languages Aquan, Common

Challenge 8 (3,900 XP)

Amphibious. The queen can breathe air and water.

Brutal. Upon dealing a critical hit, the queen can triple the damage die instead of doubling it.

Detect Thoughts. The queen can innately cast detect thoughts at will, requiring no material components.

Legendary Resistance (1/Day). If the queen fails a saving throw, she can choose to succeed instead.

Reckless. At the start of each of its turns, the queen can grant herself advantage on melee weapon attacks until the start of its next turn. However, attacks against the queen have advantage until the start of her next turn.

Surprise Attack. If the queen surprises a creature and hits it with an attack during the first round of combat, the targets take an extra 3 (2d6) weapon damage from the attack.

Actions

Multiattack. The queen makes three attacks: two with her claws, and one with her bite or her tail on a different target.

Bite. **Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 4) piercing damage.

Claws. **Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 12 (2d8 + 4) slashing damage.

Tail. **Melee Weapon Attack:** +7 to hit, reach 10 ft., one target. **Hit:** 17 (3d8 + 4) bludgeoning damage.

Bonus Action

Aggressive. The queen can use her bonus action to move up to its movement speed towards a creature she can see in range. However, it must end this movement closer to a hostile creature.

GAME MASTER RESOURCES

ZONES OF THE OCEAN

SUNLIGHT ZONE
TWILIGHT ZONE
MIDNIGHT ZONE
ABYSSAL ZONE
HADAL ZONE

DEEP-SEA RULES

BREATHING
VISION
SWIMMING
PRESSURE

UNDERWATER COMBAT

MELEE WEAPON ATTACKS
RANGED WEAPON ATTACKS
FROM LAND TO SEA
CASTING SPELLS
FIRE DAMAGE
LIGHTNING DAMAGE

VAMPIRISM

VAMPIRE TYPES
CREATION
CURING VAMPIRISM

ZONES OF THE OCEAN

QWhether you're playing in a fantasy world or a more science accurate one, just having the ability to breathe underwater is not enough once you reach a certain point below sea level. The incredible vastness of the ocean creates several dangerous conditions for creatures to deal with, affecting humanoid biology in very particular ways. Every level of depth comes with its complications, and those risks accumulate the deeper one travels.

SUNLIGHT ZONE

This surface zone extends from the surface to 650 feet. It is in this zone that most of the visible light exists.

100 BELOW THE SURFACE

Once a humanoid dives below 100 feet, the symptoms of Nitrogen Narcosis begins to manifest. Also known as "raptures of the deep," affected creatures begin acting as if drunk, often with impaired judgment and losing the ability to think critically. When spending more than 1 minute at this depth, a creature gains the poisoned condition until they spend at least 1 minute above this depth. Like all the risks described here, these symptoms will continue to progress as depth increases.

200 BELOW THE SURFACE

Past 200 feet, the effects of narcosis increase and amplify. This is compounded with the symptoms of Oxygen Toxicity, in which the very air we need to survive slowly begins to destroy living tissue. Every minute, creatures below this depth must make a DC 12 Constitution saving throw, taking 2d6 poison damage on a failed to save, or half as much damage on a successful one. Every 10 minutes spent at this depth increases a creature's exhaustion level by one.

300 BELOW THE SURFACE

This is the maximum safe diving depth for humanoids, and continuing further increases the chances of death exponentially. Euphoria and hallucinations become common, and the senses of sight and sound can become overwhelmingly sensitive. In addition to the previous conditions, creatures below this depth must also make a DC 15 Constitution saving throw every minute, taking a further 4d6 poison damage on a failed save, or half as much damage on a successful one. Every 10 minutes spent at this depth increases a creature's exhaustion level by three.

400 BELOW THE SURFACE

This is the general depth of the Continental Shelf, a mostly flat sea floor that extends about 500 feet from the coast. This is the foundation for most of what we know about ocean ecosystems, home to the coral reefs and all the life that surrounds them. Sunlight still reaches these depths, fueling the plants and plankton that feed everything else. In a fantasy world, this is the most likely home for tritons, merfolk, and other aquatic humanoids.

600 BELOW THE SURFACE

If you go to the edge of the continental shelf, you reach the steep drop-off known as the Continental Margin. This is like a sheer cliff that descends towards the true ocean floor.



TWILIGHT ZONE

The twilight zone lies 650 to 3,300 feet below the ocean surface, just beyond the reach of sunlight.

700 BELOW THE SURFACE

Diving down to 700 feet light from the surface is significantly dimmed and plants can no longer grow. This is a region of dim light, and the sunlight is not strong enough here to affect those with sunlight sensitivity. From this depth, creatures are considered to be immersed in frigid water.

1000 BELOW THE SURFACE

At this depth, the pressure of the ocean begins to take its toll on humanoid bodies. Every minute, creatures below this depth must take 3 (1d6) bludgeoning damage.

3000 BELOW THE SURFACE

This is the maximum depth that sunlight can be seen. Below this is a region of complete darkness.

MIDNIGHT ZONE

The midnight zone is the part of the open ocean that extends from a depth of 3,300 to 13,100 feet below the ocean surface.

Hydrothermal vents are located throughout the midnight zone. Hot venting fluids are buoyant and can rise a considerable distance in the water column, supplying hydrogen, methane, sulfur, and iron to organisms in the bathypelagic. Creatures near hydrothermal vents no longer take cold damage as a result of the cold depths, however, if creatures move within 10 feet of a hydrothermal vent they must make a DC 15 Constitution saving throw or take 35 (10d6) points of fire damage per round of exposure.

ABYSSAL ZONE

The abyssal zone is found between 13,100 and 19,700 feet below the surface.

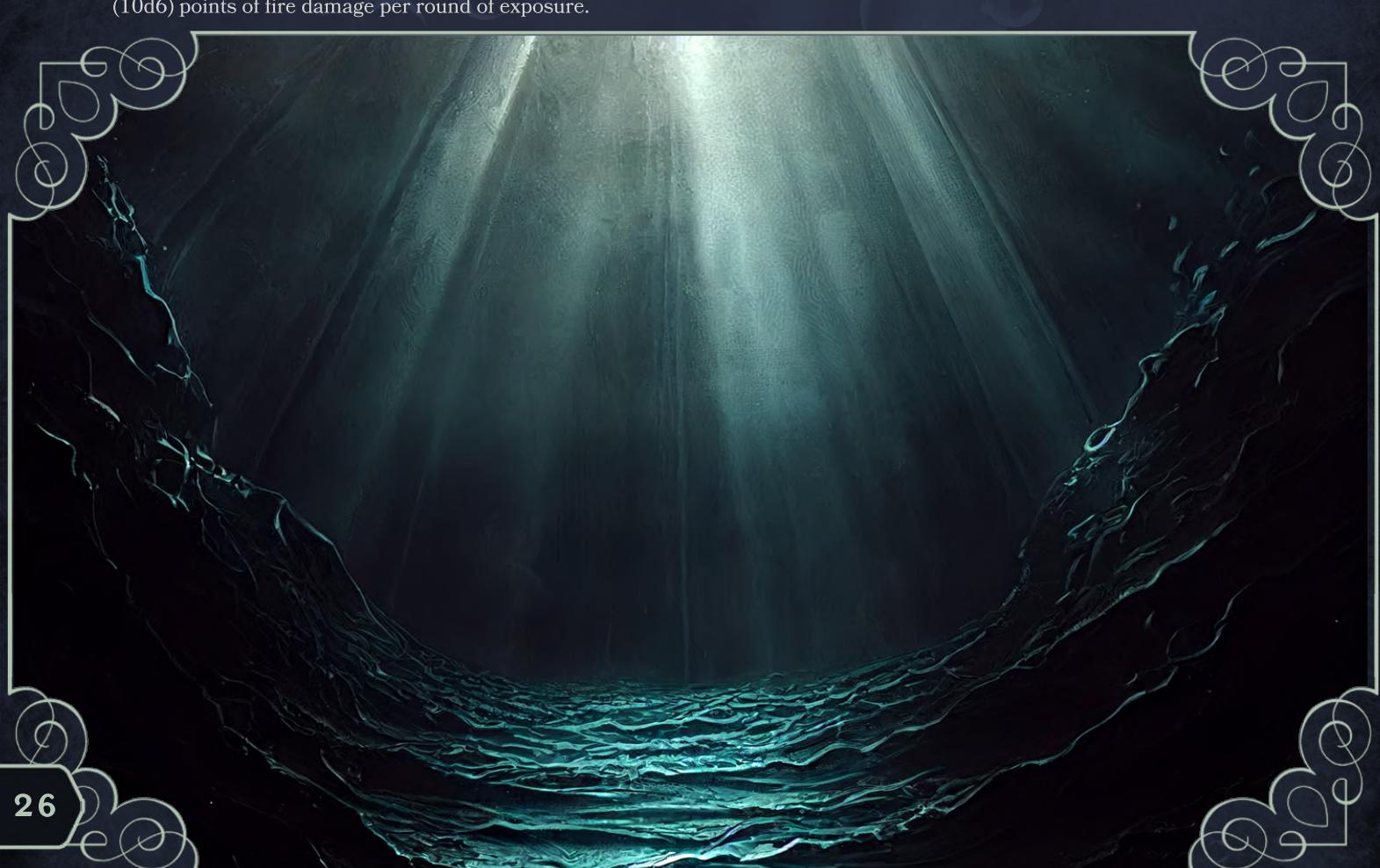
15,000 BELOW THE SURFACE

At an astounding 15,000 feet below the surface and 900 feet from shore, we reach the Abyssal Plains, the vast stretch of emptiness that connects the continents. Almost nothing can live at these extreme depths, and those few creatures that do are often strange and horrifying. While sunlight cannot reach this far, life finds a way. Some creatures survive off of detritus and waste matter that drifts down from the surface regions, others thrive using the chemicals spewed from large cracks and vents in the bedrock. If you want to include this region in your game, it should be appropriately dangerous and alien.

HADAL ZONE

The hadal zone is the deepest region of the ocean, lying within oceanic trenches. The hadal zone ranges from around 3.7 to 6.8 miles or 20,000 to 36,000 feet below sea level and exists in long, narrow, topographic V-shaped depressions.

In campaign worlds, trenches serve as perhaps the most remote locations of the Material Plane much like in reality. Very few would likely know of their existence, and fewer still would be willing to explore them. However, those that take the proper precautions and brave the seemingly bottomless depths of these trenches should have plenty of sights to see. Long-abandoned ruins of ancient civilizations found along the trench walls or partially submerged treasures of immeasurable worth within the sediment-filled valley are but a couple of enticements.



SPELLS

BLOODCRAFT
SCARLET BLADE
HEMORRHAGE
WATER WAVE
BLOODSENSE
UNDERTOW
AQUEOUS FORM
ANGLER'S CHARM
WEIGHT OF THE DEPTHS
BEFOUL
CALL OF THE ABYSS
SUBMERGE

**WATER WAVE***Conjuration cantrip***Casting Time:** 1 action**Range:** 20 feet**Components:** S, M (a drop of water)**Duration:** Instantaneous**Classes:** Druid, Sorcerer, Wizard

You create a horizontal slash of water with your arm and cause a 10-foot wide, 6-inch thick wave of water to rush forward from you 20 feet in a direction of your choosing. Each creature caught by this wave must succeed on a Strength saving throw or take 1d4 bludgeoning damage.

If you cast this spell while submerged in seawater, the wave is amplified and travels 30 feet in a direction of your choosing and is 15 feet wide.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

BLOODSENSE*2nd-level divination***Casting Time:** 1 minute (ritual)**Range:** Self**Components:** V,S,M (a vial of blood)**Duration:** 1 hour**Classes:** Druid, Ranger, Sorcerer, Wizard

You imbue yourself with blood-seeking senses. For the duration of this spell, you have advantage on all Wisdom (Perception and Survival) and Intelligence (Investigation) checks made to find a creature who is missing hit points, and as an action, you can tell how many creatures are missing hit points within 60 feet of you, but not their locations.

If you cast this spell while submerged in seawater, when you use your action to determine how many creatures are missing hit points around you, the radius increases to 300 feet.

UNDERTOW*2nd-level evocation***Casting Time:** 1 minute (ritual)**Range:** Self (30-foot radius)**Components:** S, M, (a seashell or pearl and a length of rope)**Duration:** 1 minute**Classes:** Druid, Sorcerer, Warlock, Wizard

You cause spectral waves to appear and pull inwards. Each creature within 30 feet of you when you cast this spell must succeed on a Strength saving throw or be knocked prone and pulled 20 feet closer to you.

For the duration, the area 30 feet around you is considered difficult terrain which you are unaffected by, and as a bonus action on each of your turns, after you have cast this spell, you can force a target within 30 feet of you to make a Strength saving throws or be knocked prone and pulled 20 feet closer to you.

Creatures who are submerged in seawater have disadvantage on their saving throws made to resist being pulled closer to you.

**AQUEOUS FORM***3rd-level transmutation***Casting Time:** 1 action**Range:** Touch**Components:** V S M (A drop of water)**Duration:** Concentration, up to 1 hour**Classes:** Sorcerer, Warlock, Wizard

When you begin casting this spell, the target must be submerged in water for the entirety of the casting time, otherwise, the spell fails.

For the duration, the target takes on a watery form. The target and their equipment become aqueous and translucent as if made of water. While in this aqueous form they cannot take any actions, they have a swimming speed equal to twice their walking speed or swimming speed, they can breathe underwater, they have resistance to acid bludgeoning, piercing, and slashing damage, and if they are not moving, they have advantage on Dexterity (Stealth) checks made to remain hidden and creatures have disadvantage on Wisdom (Perception) checks made to spot them.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature per spell slot above 3rd provided each creature is submerged in water and within 20 feet of you.

ANGLER'S CHARM*4th-level enchantment***Casting Time:** 1 action**Range:** Self (60-foot radius)**Components:** S, M (a shard of glowstone or an angler fish's lure)**Duration:** Concentration, up to 1 minute**Classes:** Bard, Druid, Sorcerer, Warlock, Wizard

You hold your hand up and cause a warm but brilliant light to shine from your palm, which provides 60 feet of dim light. Each creature that can see you and this light within 60 feet of you must succeed on a Wisdom saving throw or become a Charmed for the duration.

While charmed in this way, they must use their action on each turns to take the dash action to move to a space within 5 feet. If they are already within 5 feet of you, they must use their action to sit down and do nothing else. While a creature is charmed in this way, all attack rolls against them have advantage. The creature remakes their initial saving throw each time they take damage, or at the end of each of their turns, ending this effect upon a success.



WEIGHT OF THE DEPTHS

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a calcified lead sphere)

Duration: 1 round

Classes: Bard, Druid, Sorcerer, Warlock, Wizard

You cause intense pressure to build and crush enemies in a 30-foot cube centered at a point you can see within range. Each creature within the area of this cube must succeed on a Strength saving throw or take 4d10 bludgeoning damage and be knocked prone, or take half damage on a successful save and not knocked prone. Creatures who fail this saving throw by 5 or more also have their speed reduced to 0 until the end of their next turn.

Creatures who are immune to the environmental effects of ocean depths greater than 100 feet automatically succeed on their saving throw against this spell.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you deal an additional 1d10 bludgeoning damage per spell level above 4th.



BEOFUL

5th-level necromancy

Casting Time: 1 action (ritual)

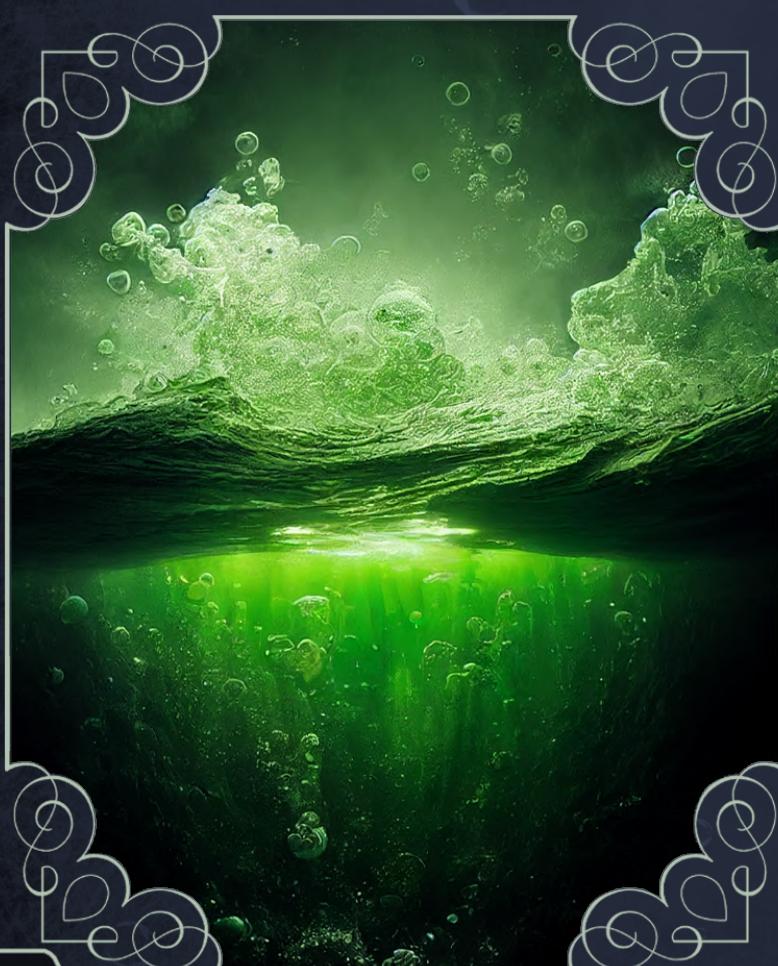
Range: 300 feet

Components: V, S, M (rotting organic matter)

Duration: Instantaneous

Classes: Cleric, Druid, Warlock

You befoul a 60-foot cube of water, where its coloration and consistency become visibly foul. A creature that consumes this befouled water or swims in it for the first time during its turn must make a Constitution saving throw. On a successful save, the creature is unaffected and is immune to its effects for 24 hours. On a failed save, the creature takes 4d6 poison damage and is poisoned until the end of their next turn. Befouled water is considered diseased and desecrated for the purposes of divine sense, purifying food and drink, and other magical effects.



ITEMS

BLACKFATHOM TRIDENT
BRACELET OF THE HAGFISH
PENDANT OF ANCHORING
HADAL DIVING SUIT
HARPOON GUN
ANGLER'S FOLLY
CLOAK OF THE JELLYFISH

ANGLER'S FOLLY*Wondrous item, rare*

This 4-inch wide glass sphere has a pearlescent sheen to it that always seems to faintly glow even in the deepest depths of the ocean.

Alluring Light. As an action, you can toss the Angler's Folly to a point within 30 feet of you, where it immediately glows a soft but brilliant iridescent light out to 60 feet, providing bright light out to 60 feet for 1 minute. Creatures within 60 feet of the sphere that can see the light must succeed on a DC 15 Wisdom saving throw or become charmed, a creature must spend their turn dashing to get closer to the light, and do nothing else. A creature remakes the initial saving throw at the end of each of its turns and upon taking damage, ending this effect upon success and becoming immune to this effect for 24 hours.

Once the Angler's Folly has been used, the magic fades from it and it becomes a mundane glass sphere.

**CLOAK OF THE JELLYFISH***Wondrous item (cloak), rare (requires attunement)*

This translucent cloak looks akin to that of a jellyfish and faintly moves on its own as if affected by invisible underwater currents.

Paralyzing Sting. If a creature grapples you, a creature makes a Shove attack against you, a creature comes into direct contact with your cloak, or you are swallowed by a creature while you are wearing this cloak, as a reaction you can activate the paralytic and stinging properties of the cloak. The creature must succeed on a DC 14 Constitution saving throw or take $3d6$ poison damage and be paralyzed until the end of your next turn, only taking half damage on a success. Once you have used this feature you cannot use it again until next dawn.

MONSTERS

FATHOMWALKERS

DROWNER
ABERRANT
DEPTHCALLER
BLACKHEART
DEEPLORD

DEEP SEA LIFE

BELOS, THE ANGLER
BLACKFATHOM OOZE
DEEP SEA STAR
GLASS OCTOPUS
HULLBUSTER SHRIMP
MERFOLK TRENCHWARDEN
PHANTOM JELLYFISH
SHARKTOPUS
SWARM OF LEECHES
QUEEN OF THE ABYSS
TRENCH EEL

SEAFARERS

RED WAKE FREEBOOTER
VAMPIRE HUNTER

FATHOMWALKERS

Fathomwalkers look similar to how they did when they were alive, but their bodies have changed due to remaining in the extreme conditions of the hadal zone for an extended period. Their skin has turned ghost white and is nearly transparent, similar to other deep sea creatures. Their limbs have elongated, and webbing has formed between their extremities. Their eyes have turned solid black eyes and much of their humanoid personality was lost to the cold darkness of the seafloor.

Vampiric Nature. Fathomwalkers are powerful vampiric undead that prey upon the living to devour their blood. By their very nature, fathomwalkers are creatures of the night and thus are hardly seen during the day. They are extremely weakened in the presence of sunlight and at times, it can physically burn them. Like most vampires, fathomwalkers do not require air, allowing them to remain underwater indefinitely. The extreme depths of the abyssal plains and hadal trenches are also void of light, providing the vampires' sanctuary from the sun's deadly rays. Fathomwalkers can be divided into two general categories, fathomwalker spawn and true fathomwalkers.

Deep Sea Adaptation. Fathomwalkers have acclimated to survive the cold crushing weight of the deep sea. As a result, fathomwalkers do not take damage from water pressure or cold temperatures.

FATHOMWALKER SPAWN

Fathomwalker spawn are the weakest of the fathomwalkers. Spawn have been granted their supernatural abilities from the bite of a true fathomwalker, such as superior strength, speed, and endurance.

However, despite their similarities to true fathomwalkers, spawn are significantly weaker than true fathomwalkers. One of the defining differences is that vampire thrall do not possess any inherent vampiric abilities, nor can they naturally cast spells.

FATHOMWALKER DROWNER

A drowner is a fathomwalker spawn that was recently turned by a true fathomwalker. They can have features closely resembling their living self except with pale pruney skin and soulless eyes. After some time at extreme depths, their skin tends to slough away, giving them an even more horrifying undead appearance.

As their name suggests, these fathomwalkers use their supernatural abilities to climb passing ships and drag crewmen overboard. Once in the open waters, they will use their superior strength to drown victims. This makes them easier to feed upon or be turned by a true fathomwalker.

FATHOMWALKER ABERRANT

An aberrant is a fathomwalker spawn that has spent countless years beneath the crushing weight of the ocean. These spawn are a stronger variant of the fathomwalker drowner and have been in the service of a true fathomwalker for a while. Their limbs morph into tentacle-like appendages and chitinous black shell begins to grow across their skin. These fathomwalkers lose most of their humanoid characteristics and become true deep-sea horrors.

TRUE FATHOMWALKERS

True fathomwalkers are the greatest of all fathomwalkers. A bite from a true fathomwalker can turn a humanoid into a fathomwalker spawn, which is forever bound to their will. Because of their greater vampiric gifts, they possess a variety of abilities such as shapeshifting and dark magic.

From the Fathoms. True fathomwalkers are bound to a lair deep beneath the sea and must return there to rest by day. If the fathomwalker can't return to its lair before sunrise it dies.

FATHOMWALKER DEPTHCALLER

Depthcallers have a unique connection to the deep sea. They have manipulated the ocean and the creatures that lurk beneath it to come to their call. This unique power is also used to charm prey, forcing their body to swim down into the abyss, where they have even less hope for survival.

BLACKHEART

The blackheart are fathomwalkers that have embraced the dark magic that flows through them. They specialize in manipulating this dark arcana to torment their prey and wring them of every ounce of blood they may possess. Blackhearts utilize a combination of blood and deep-sea magic to feed and create new spawn.

FATHOMWALKER DEEPLORD

Deeplords are the most powerful of their kind. It is believed that these entities have lived for centuries and even millennia. Most fathomwalkers that have reached this level of power seek to push the boundaries of their undead form. Some seek to overcome their form's various weaknesses by seeking long-lost rituals, while others seek to spread their gift to the worthy while cultivating the weak as if they were cattle.



FATHOMWALKER

DEPTHCALLER

Medium undead (*shapechanger*), lawful evil

Armor Class 16 (Natural Armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws DEX +9, WIS +7, CHA +9

Skills Perception +7, Stealth +9

Damage Resistance Cold, Necrotic, Poison;

Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

Senses Blindsight 60 Ft., Darkvision 120 Ft., passive Perception 17

Condition Immunities Charmed

Languages The Languages It Knew In Life

Challenge 13 (10,000 XP)

Aqueous Escape. When the depthcaller drops to 0 hit points it transforms into a Medium pool of water instead of falling unconscious, provided that it isn't in sunlight. If it can't transform, it is destroyed. While it has 0 hit points in water form, it can't revert to its depthcaller form, and it must reach its lair within 2 hours or be destroyed. Once in its lair, it reverts to its depthcaller form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its lair with 0 hit points, it regains 1 hit point.

Blood Sense. The depthcaller knows the direction of a creature that is below its hit point maximum or has its hit point maximum reduced as long as it is within 1 mile of it.

Regeneration. The depthcaller regains 10 hit points at the start of its turn if it has at least 1 hit point, and isn't in sunlight. It regains 20 hit points if it is submerged in seawater and isn't in sunlight. If the depthcaller takes radiant damage or damage from holy water, this trait doesn't function at the start of the depthcaller's next turn.

Sunlight Hypersensitivity. The depthcaller takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Turn Defiance. The depthcaller has advantage on saving throws against effects that turn undead.

Shapechanger. If the depthcaller isn't in sunlight, it can use its action to polymorph into a swarm of leeches or a Medium pool of water, or back into its true form. While in water form, the depthcaller can't take any actions, speak, or manipulate objects. It has a walking speed of 20 feet, and a swimming speed of 80 feet and can enter a hostile creature's space and stop there. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Actions

Multiattack. The depthcaller makes two attacks, only one of which can be a bite attack.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* (1d8 + 4) bludgeoning damage. Instead of dealing damage, the depthcaller can grapple the target (escape DC 18).

Vampiric Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., a creature that is grappled by the depthcaller, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the depthcaller regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. If a humanoid is bitten in this way and then drowned in the sea within the following night it will rise as a fathomwalker spawn under the depthcaller's control.

Call of the Abyss. The depthcaller targets one humanoid it can see within 30 feet of it. If the target can see the depthcaller, the target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by the depthcaller. While charmed in this way, the creature can do nothing but use its movement to approach the sea and swim straight down to the furthest point possible. If the depthcaller or the depthcaller's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 1 minute or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Deep (1/Day). The depthcaller magically calls 2d4 swarms of leeches, provided that it is submerged in seawater. While in the Hadal Zone, the depthcaller can call forth two squidsharks instead. The called creatures arrive in 1d4 rounds, acting as allies of the depthcaller and obeying its spoken commands. The beasts remain for 1 hour until the depthcaller dies, or until the depthcaller dismisses them as a bonus action.

DEEP SEA LIFE

Below the ocean's surface is a mysterious world that remains largely unexplored. As you dive down through this vast space you notice that light starts fading rapidly. By 650 feet all the light is gone from our eyes and the temperature has dropped dramatically. Dive deeper and the weight of the water above continues to accumulate to a massive crushing force. Any light still filtering down has diminished to appear completely black, leaving only animals and bacteria to produce the light found here. By 13,000 feet, the temperatures are frigid. At this depth, we've reached the average depth of the deep-sea floor, a place that may start to get a little muddy. The further we dive down from the surface, the less new food is available, making the fight to survive that much more challenging. Despite these harsh conditions, there is life. An astounding variety of creatures that will boggle your mind survive at even these extreme depths.

BELOS, THE ANGLER

Belos is an ancient and monstrous being that takes the form of a massive angler fish with a single milky white eye that stares eerily at whoever is speaking. She was once a powerful leader from a strange plane that was banished from her home dimension after committing unspeakable acts. Belos' goal is to feed on the souls of drowned sailors and use that power to return to her home plane where she will once again wage war on her enemies.

BLACKFATHOM OOZE

Blackfathom oozes are found at the bottom of the ocean, slowly absorbing marine snow, corpses, ocean muck, or the occasional creature that wanders too close. These oozes look like black tendrils of ocean muck and are usually easy to spot unless encountered in darkness.



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DEEP SEA STAR

Five-limbed masses of undulating flesh, these starfish-like horrors can be found anywhere in the ocean where the water is deep enough to support coral reefs or other bottom-dwelling creatures. Ravenous beasts and deep sea stars have two predominant behaviors— hunting and eating. They are too slow to reliably chase down prey, but are capable of lying in ambush - often on walls or ceilings - and if one can get ahold of a creature, it crushes it with powerful arms and then stuffs it into a teeth-lined maw upon its belly.

Dark Harvest. Deep sea stars reproduce through the willful shedding of their limbs in a pit or valley-like spawning grounds. They then enter a feeding frenzy, consuming many of the resulting spawnlings - those strong or wily enough to remain uneaten until they achieve maturity from the next generation.

Simple Predators. Deep sea stars are single-minded when it comes to hunting. Only able to eat one thing at a time, they chase off competition by battering it while restraining their chosen prey with a vice-like grip. Because of their slow speed and simple intellect, it's easy to get away from one so long as it hasn't latched onto you already. If presented with multiple targets, a deep sea star can recognize physical prowess and will target the weakest potential meal first.

Resilient and Relentless. While slow and dim-witted, deep sea stars are extremely difficult to kill. They can eat almost anything and if allowed to shed or spawn, can quickly become a plague that threatens entire regions. Despite this, many of the sea's larger denizens such as aboleths, krakens, and dragon turtles consider deep sea stars to be a delicacy and will snap them up when the opportunity arises. While this can help to keep deep sea star populations down, particularly messy eaters often do more harm than good by leaving many limbs behind, only resulting in more of the bothersome creatures to deal with.

GLASS OCTOPUS

The glass octopus is a rather clever aquatic predator. It possesses strange physiology, consisting of a bulbous head with a writhing mass of tentacles. These tentacles are lined with suction cups that latch onto their prey, preventing it from easily escaping. Once prey is captured, the glass octopus begins to feast on that creature, using its bone-crushing beak to snap its prey in two. Despite its large size, the octopus has the uncanny ability to squeeze into much smaller spaces, allowing it to pursue prey hiding in rocky crevices.

Transparent Body. The glass octopus acquired its name for its glass-like body, which makes it almost completely invisible while underwater.



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COVEN OF THE DEEP

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MONTHLY

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MONSTERS



HULLBUSTER SHRIMP

A horse-sized member of its species; these large creatures are adept predators of the ocean. They are known to sometimes swim to the surface and punch holes in passing ships with their powerful front limbs in an attempt to sink them, so they can get feed on the ship's crew. They can see in all directions and have acute sight. Their antennae allow them to sense prey within a distance of themselves, even if invisible. Their clubbed claws are known to be powerful enough to break a ship's hull with a single strike.

MERFOLK TRENCHWARDEN

Merfolk trenchwarden are warriors that have taken up arms to protect their aquatic brethren from the horrors climbing out of the hadal trenches. They work in groups to restrain their target with their nets, then drag it away from the trenches edge with their hooks while stabbing it with their spears from a safe distance.

The threat of the fathomwalkers have put the merfolk of Hydran on high alert. They patrol the trenches' edge keeping a lookout for fathomwalkers but stand little chance of defeating one on their own. The trenchwardens rely on using their numbers to overwhelm the fathomwalkers to defeat them.

PHANTOM JELLYFISH

Phantom jellyfish is probably the most dangerous of all jellyfish. As their name suggests, phantom jellyfish prefer to feast on the blood of living creatures. Their tendrils are lined with tiny barbs that inject a poison that amplifies blood loss in a creature. This poison prevents a creature from healing itself, actually reversing its effects to inflict more damage on its prey instead. Because of their appetite for blood, they intentionally float towards large groups of creatures in hope of ensnaring an unfortunate victim.

SHARKTOPUS

No one knows when, but there is a rumor of who created the horrid creatures that are part shark, part octopus. A wizard experimenting with sea creatures made the first of its kind to protect his island fortress. Seeing the effectiveness of it, he made many more. He learned eventually that his guardians were also his jailors, preventing him from leaving his island. Now, these monstrosities swim the deep of the ocean, coming to the surface to attack small ships when food is in short supply.

Ocean Monsters. The wretched abomination created by magic, this creature has a body of a shark, with the backside made of eight octopus tentacles, tipped with spikes. These creatures are intelligent, due to their octopus heritage. They can solve problems to get to prey that is hidden from them. They also have an octopus's ability to change its skin color to camouflage itself to its surroundings, though not its shape as it is covered in tough shark skin.

Deep Sense. Able to sense the movement of prey, these creatures are sensitive to movement in the water, as well as the scent of blood. They home in on prey using these senses in the dark depths or track down the loud splashing of boats on the surface. These senses are also sensitive to loud sounds, causing them pain when affected.

SWARM OF LEECHES

The majority of leeches live in freshwater habitats, while some species can be found in marine environments. These creatures attach themselves to a host with a sucker and feed on blood, secreting a chemical to prevent the blood from clotting. Some leech species are predatory, mostly preying on small invertebrates. However, they occasionally gather in swarms so they can prey on larger creatures.

TRENCH EEL

Inhabiting the deepest depths of the seas, trench eels have grown to be the largest creatures to survive in the crushing weight of the hadal zone.

Bioluminescent. Within the near-complete darkness of the deep sea, trench eels have evolved light-producing organs in the space between segmented armor hide capable of producing flashes of bright light, which they use to daze their prey. These organs are powered by natural lightning generated within the worm's body as it burrows through the seabed.

Trench eels also use these organs as a form of bait, creating dim flashes of light to attract the attention of other creatures. Specific lineages of trench eels also display unique patterns of flashing lights as a form of communication with others of their kind.

Volcanic Warmth. In the crushing cold of the ocean's depths, trench eels burrow down, searching for the warmth of volcanic vents. This gradually expands the hot gasses produced by these vents, forcing the eel to abandon its den in search of a new source of heat. Other deep-sea creatures that seek these volcanic vents often wander unsuspectingly straight into the maw of a monstrous worm.



BELOS, THE ANGLER

Huge aberration, neutral evil

Armor Class 15

Hit Points 75 (6d12+6)

Speed 5 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+2)	11 (+0)	10 (+0)	11 (+0)

Skills Perception +6, Stealth +3

Damage Resistances Piercing and Slashing from Nonmagical Attacks

Senses Darkvision 60ft., Passive Perception 10

Languages Aquan, Common, Deep Speech

Challenge 5 (1,800 XP)

Ancient Being. Belos has advantage on Intelligence (History) checks.

Light Sensitivity. While in bright light, Belos has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Trans-Planar. Belos can detect the subtle shifting of the planes and always knows the direction of the nearest portal between them.

Actions

Multiattack. Belos makes three bite attacks and one crush attack.

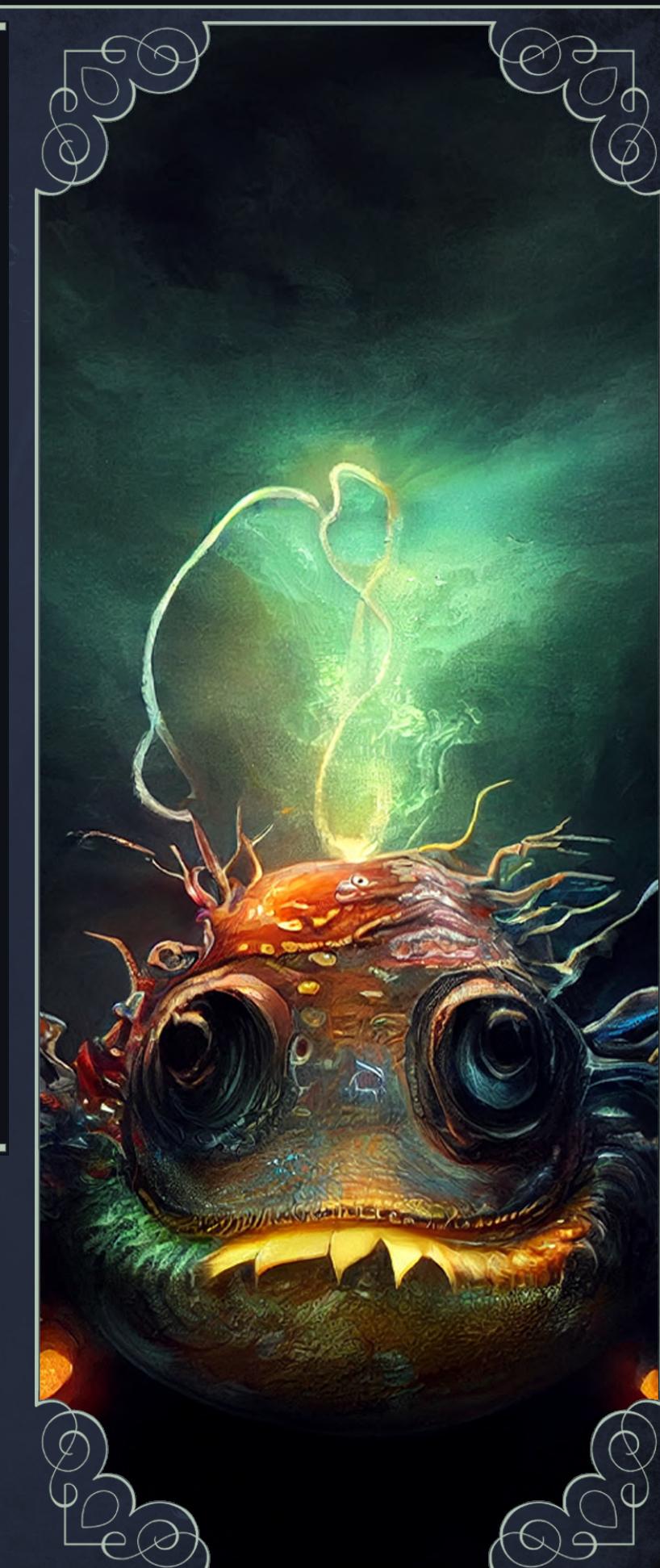
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Crush. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3) bludgeoning damage.

Legendary Actions

Curse (Costs 2 Actions). Belos curses one creature. The next time that creature takes damage, it takes an additional 11 (2d8+2) necrotic damage.

Hypnotize. Belos casts *Suggestion* (DC 14 Wisdom Save).



DEEP SEA STAR

Large monstrosity, unaligned

Armor Class 13 (Natural Armor)

Hit Points 139 (10d10 + 84)

Speed 20 ft., climb 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	2 (-4)	11 (+0)	5 (-3)

Skills Athletics +7, Stealth +1, Survival +3

Damage Resistances Cold, Thunder; Bludgeoning, Piercing, and Slashing Damage from Nonmagical Attacks

Condition Immunities Prone

Senses blindsight 60 Ft. (blind beyond this radius), passive Perception 10

Languages --

Challenge 7 (2,900 XP)

Amphibious. The deep sea star can breathe air and water.

Spider Climb. The deep sea star can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Limb Regeneration. The deep sea star has five limbs, each of which can be used for movement or attacking. When the deep sea star takes 15 or more damage at once, one of its limbs is severed. At the end of the deep sea star's turn, if it has fewer than five limbs and has not taken any acid or lightning damage since the end of its previous turn, it regrows a limb and regains 25 hit points.

If a deep sea star is reduced to 0 hit points and has not taken any acid or lightning damage since the end of its last turn, it goes dormant instead of dying. A dormant deep sea star regenerates all of its limbs and returns to life with half of its hit points after 1 hour.

Spontaneous Revival. Severed deep sea star limbs can suddenly spring to life. At initiative count 0, roll a d6 for every severed limb. On a 6, a limb springs to life as a deep sea star spawnling. A limb has an AC of 13 and automatically fails saving throws. If a limb was severed using acid or lightning damage or is dealt acid or lightning damage after being severed, this trait no longer functions for it.

Actions

Multiattack. The sea star makes a slam attack for each unoccupied limb it has, then uses its engulf attack if it has at least one unoccupied limb.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) bludgeoning damage.

Engulf. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) The target is grappled (escape DC 15) and is restrained while it is grappled. While grappling a creature in this way the sea star's speed is reduced to 0. The sea star can grapple a number of creatures at one time up to the number of limbs it has.

Crush. Melee Weapon Attack: automatic hit, reach 5 ft., one target grappled by the deep sea star. **Hit:** The deep sea star deals 14 (3d6+4) bludgeoning damage for each limb it has.

DEEP SEA SPAWNLING

Small monstrosity, unaligned

Armor Class 15 (Natural Armor)

Hit Points 33 (6d6 + 12)

Speed 10 ft., climb 10 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	2 (-4)	11 (+0)	5 (-3)

Damage Resistances Cold, Thunder; Bludgeoning, Slashing, and Piercing from Nonmagical Attacks

Condition Immunities Prone

Senses Blindsight 30 Ft. (blind beyond this radius), passive Perception 10

Languages --

Challenge 3 (700 XP)

Amphibious. The spawnling can breathe air and water.

Rapid Maturation. If a spawnling has not taken any acid or lightning damage for 10 minutes, it becomes a deep sea star with two limbs and half of its maximum hit points.

Regeneration. The spawnling regains 5 hit points at the start of its turn. If the spawnling takes acid or lightning damage, this trait doesn't function at the start of the spawnling's next turn. The spawnling dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) bludgeoning damage.

SQUIDSHARK

Large monstrosity, unaligned

Armor Class 14 (Natural Armor)

Hit Points 73 (9d10 + 25)

Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	4 (-3)	12 (+1)	5 (-3)

Skills Perception +3

Condition Immunities Thunder

Senses Blindsight 60 Ft., Darkvision 60 Ft., passive Perception

Languages --

Challenge 4 (1,100 XP)

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

Hold Breath. While out of the water, the squidshark can hold its breath for 10 minutes.

Keen Smell. The squidshark has advantage on Wisdom (Perception) skill checks that rely on smell.

Underwater Camouflage. The squidshark has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The squidshark can breathe only underwater.

Actions

Multiattack. The squidshark makes two attacks, only one of which can be with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained. The squidshark has ten tentacles and can grapple two Medium-sized creatures at a time. At the start of the squidshark's turn, if a target is grappled by its tentacles, the squidshark can use a bonus action to pull the target 10 feet towards it and make a bite attack.

Reaction

Ink Escape. When the squidshark is hit with a melee attack it can use its reaction to release a cloud of ink and move 30 feet away to an unoccupied space without provoking attacks of opportunity. The ink cloud extends in a 10-foot radius around the attacker. The area is heavily obscured until the end of the attacker's next turn, although a significant current can disperse the ink.



VAMPIRE HUNTER

Medium humanoid (any race), any lawful alignment

Armor Class 18 (Plate)

Hit Points 101 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	12 (+1)	19 (+4)	12 (+1)

Saving Throws WIS +7, CHA +4

Skills Athletics +7, Perception +7, Religion +4

Senses passive Perception 17

Languages Any two languages

Challenge 8 (3,900 XP)

Divine Magic. The vampire hunter is a 13th-level cleric. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The vampire hunter has the following cleric spells prepared:

Cantrips (at will): guidance, sacred flame, spare the dying, thaumaturgy

1st level (4 slots): cure wounds, detect evil and good, protection from evil and good, shield of faith

2nd level (3 slots): gentle repose, prayer of healing, spiritual weapon

3rd level (3 slots): daylight, dispel magic, mass healing word

4th level (3 slots): death ward, divination, locate creature

5th level (2 slots): commune, greater restoration

6th level (1 slot): forbiddance

7th level (1 slot): divine word

Actions

Multiattack. The vampire hunter makes two weapon attacks.

+1 Holy Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus an additional 1d6 radiant damage.

Channel Divinity: Radiance of the Dawn (1/Day). Any magical darkness within 30 feet of the vampire hunter is dispelled. Additionally, each hostile creature within 30 feet must make a DC 15 Constitution saving throw. A creature takes 21 (2d10 + 13) radiant damage on a failed saving throw and half as much damage on a successful one.

Channel Divinity: Turn Undead (1/Day). Each undead creature within 30 feet must make a DC 15 Wisdom save or be turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from the vampire hunter as it can, and it can't willingly move to a space within 30 feet of the vampire hunter. It also can't take reactions. If there's nowhere to move, the creature can use the Dodge Action.



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Sincerely, *Carson H.*

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