

EXPANDED AQUATIC BEASTS PART 3

HOME BREW

by Soniverse Labs

AQUATIC BEASTS

The ocean is home to a wide variety of creatures from beautiful jellyfish, migratory crabs, and the elusive eel. Due to the plethora of creature inhabiting the seas, it is nearly impossible to categorize them all, not to mention the ones yet to be discovered. However, this guide will hopefully shed more light onto the variations and behaviors of more of these aquatic marvels.

CRABS

At first glance, crabs can sometimes be confused for water-dwelling insects. Although loosely related, crabs are distinctly different in physiology from their land-dwelling kin. Although they have many different species, most crabs share the same common traits of large pincers to grasp prey and a squat thick exoskeleton that protects its from harm.

Crabs tend to scavengers and bottom feeders, eating pretty much anything than can get their claws on. Crabs tends to keep to themselves largely ignoring humanoids but are known to be somewhat territorial when their space is intruded upon.

Individually they can pose a decent threat thanks to the sharp pincers; however, antagonizing crabs can quickly prove deadly as they are very social creatures.

NOMAD CRABS

Nomad crabs to carry beautiful shells upon their back, often abandoned, or at times stolen from other sea dwelling creatures. These shells serve as an extra layer of defense for these crab as well as shelter for when it sleeps.

These crabs keep their mobile homes with them either until they outgrow them or find another shell that it likes better. In regions where shells are scarce, nomad crabs have been known to engage non-lethal duels over shells.

In fact, these shells play a central role in the nomad crabs life. They get their unique name for their migratory treks they take along beaches and the ocean floor. From various account from druids and other custodians of the seas, it is believed that these crabs embark on these migrations in search for the perfect shell traveling in large groups in their quest.

It has been reported that the largest of these migrations can included hundreds of crabs. As a result, many coastal cities and settlements actually have festivals or holidays scheduled around the arrival of a migrating troupe of nomad crabs passing through their region.

ICE CRAB

Ice crabs primarily live in regions of snow and ice. Their shells are perfectly adapted for their frigid environment as their shells seems to simulate the appearance of ice making it nearly indistinguishable from their surroundings. Ice crabs also seem to sport a rather unique appearance as their claws and appendages are actually covered in a thick layer of hair giving them a fur-like appearance.

SWAMP CRABS

Swamp crabs prefer to makes their homes in swamps and at times sewers beneath cities rather than the ocean. Due to their time living in such filthy environments, they have gained a natural tolerance to poisons and acidic toxins. The presence of swamp crabs can be easily recognized thanks to its sickening stench that they give off to deter predators.

SPINY CRABS

Spiny crabs probably has the most terrifying appearance of all crabs. These creatures seem to resemble large aquatic spiders thanks to their elongated appendages allowing them to traverse difficult terrain with ease. Their body is also covered with hundreds of spikes deterring any foolhardy predator.

HULK CRAB

Hulk crabs are notorious for their oversized and extremely armored pincers almost resembling muscular arms. Thanks to the size of these pincers, these crabs can perform impressive feats of strength.

In fact, these crabs seem to make a sport of proving its strength against its other kin engaging in pincer matches with its rivals or attempting to break objects that it deems to be difficult to tear down. Unfortunately, this makes this crab quite the culprit for vandalism and property damage. Their brazen nature also makes them rather difficult to deal with as they are prone to throw objects and boulders at anyone who trespasses their territory or threatens them.

DIVINE CRABS

Interactions between crabs is already a somewhat strange phenomenon in general. However, the concept of divine crabs makes it even more perplexing. Divine crabs are the largest of all crabs reaching to size rivaling that of a medium sized vessel.

As suggested in their names, divine crabs seem to give off a god-like presence to its lesser kin for any crabs that behold its presence becomes enthralled by the crab. As a result, the presence of the divine crab is always preceded by an unnatural amount of crabs of all sizes. Once enthralled, these crabs are forever under its control unless the divine crab dies or another rival divine crab challenges its authority. Such an encounter usually results in a legendary battle (at least for the crabs) as both titans and their minions battle for dominance as the loser gains control of whatever crabs are left.

The sheer amount of crabs following in its wakes makes its mere presence a major inconvenience for nearby settlements. Handling such an encounter requires a lot of careful thought and tact for an angered divine crab usually means a legion of angry crabs following its every command. How this effect is occurs is not completely understood, some believe it could be an innate magical effect while other believe it is a natural phenomenon.

Thankfully, such encounters are rare as divine crabs only seem to come from the deepest parts of the ocean every couple of decades and at times, entire centuries.



GIANT CRAB TEMPLATE

medium beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 20 (3d8+6)
Speed 30ft., 30ft. swim, 30ft. burrow, 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16(+3)	8 (-1)	14(+2)	1 (-5)	9 (-1)	3 (-4)

Skills Athletics +5, Perception +1, Stealth +3
Senses blindsight 30ft., passive Perception 11
Challenge 2(450 XP)

Amphibious Can breathe in air and in water

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

Thick Exoskeleton Whenever the crab takes bludgeoning piercing, or slashing damage, the crab can reduce the damage taken by 4.

False Appearance While motionless, the crab is indistinguishable from a rock or piece of coral

Actions

Multiattack The giant crab can make two attacks with its claws

Claw. +5 to hit; 5ft., , one target. **Hit** 7(1d6+3) bludgeoning damage and if the the target is a Medium or smaller creature, it is grappled(escape DC 13). The crab has two claws, each of which can grapple only one target. While grappling a creature in this manner, it cannot make a pincer attack against another target but can use its bonus action to make an additional pincer attack against a grappled creature



DIVINE CRAB TEMPLATE

Huge beast, unaligned

Armor Class 16 (Natural Armor)
Hit Points 120 (12d12+48)
Speed 30ft., 30ft. swim, 30ft. burrow, 30ft. climb

STR	DEX	CON	INT	WIS	CHA
21(+5)	8 (-1)	19(+4)	1 (-5)	9 (-1)	13 (+1)

Saving throws* Strength +8, Constitution +8
Skills Athletics +8, Perception +4, Stealth +5
Senses blindsight 60ft., passive Perception 14
Challenge 9(5000 XP)

Amphibious Can breathe in air and in water

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

Thick Exoskeleton Whenever the crab takes bludgeoning piercing, or slashing damage, the crab can reduce the damage taken by 7.

False Appearance While motionless, the crab is indistinguishable from a rock or piece of coral

Siege Monster The crab deals double damage to buildings and objects

False Deity Any crab that is aware of it within 120ft. must succeed a DC 12 Wisdom saving throw or become charmed by the Divine Crab at the start of its turn or when it first enters this radius. On a failed save, the crabs treat the divine crab as its ally and obeys its commands without question(no action required). Other divine crabs are immune to this effect. This effect ends if the divine crab releases a crab from its influence or if the divine crab dies. Upon a successful save, the crab is immune to this effect for the next 24 hours.

Actions

Multiattack The giant crab can make two attacks with its claws

Pincer. +8 to hit; 5ft., , one target. *Hit* 22(3d10+5) bludgeoning damage and if the the target is a Large or smaller creature, it is grappled and restrained(escape DC 16). The crab has two claws, each of which can grapple only one target. While grappling a creature in this manner, it cannot make a pincer attack against another target but can use its bonus action to make an additional pincer attack against a grappled creature

Boulder +8 to hit; 5ft., , one target. *Hit* 44(6d12+5) bludgeoning damage . Creatures must succeed a DC 16 Strength saving throw or be knocked prone.

Nomad Crab

- **Challenge** increases by 1

Shell Defense As a reaction, the crab can add +5 to its armor class against the next attack roll made against it. If the attack still hits, the crab gains resistance to that damage.

Armored Shell When the Nomad crab succeeds a Dexterity saving throw against an effect that causes it to take no damage, it takes no damage instead. Upon a failed saving throw, the crab takes half damage instead.

Ice Crab

- **Damage Resistances** Cold

Ice Treader The crab can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Snow Camouflage The crab has advantage on Dexterity (Stealth) checks in any terrain with ample obscuring snow or ice. While these conditions are met, it can use its bonus action to Hide

Swamp Crab

- **Damage Resistances** Acid
- **Damage Immunities** Poison
- **Challenge** increases by 1

Stench Any creature other than the swamp crab within 5 feet of it must make a DC 12 Constitution saving throw or be poisoned until the end of its next turn. On a successful save, creatures are immune to being poisoned in this manner for the next 24 hours

Spiny Crab

- **Challenge** increases by 1

Spined Body Creatures that hit the spiny crab with a melee attack or grapples it while within 5ft. of it take 5(1d8) piercing damage

Elongated Legs The spiny crab can travel through the space of a creature one size or smaller than it without any penalties to its movement speed. Its movement speed is not hindered by non-magical difficult terrain

Elongated Claws The crabs melee attack have an increased reach by 5ft.

Hulk Crab

- **Challenge** increases by 1

Powerful Build The crab counts as one size larger for the purpose of pushing, shoving, carrying, and grappling

Siege Monster The crab deals double damage to buildings and objects

Superior Strength The Hulk crab has advantage on Strength checks and saving throws

Vice Grip Creatures grappled by the crab are restrained and take 4(1d6) piercing damage at the start of each of its turns. This damage increases to 17(3d10) if the crab is a divine crab.

Actions

Stone +5 to hit.; 5ft., , one target. Hit 12(2d8+3) bludgeoning damage . Creatures hit by this attack must succeed a DC 13 Strength saving throw or be knocked prone

JELLYFISH

Jellyfish are some of the most beautiful but deadly creatures in the entire ocean. These creatures have a somewhat simple appearance due to its translucent disc-like body and a string-like array of tendrils. Despite its seemingly harmless appearance, jellyfish are quite deadly thanks to their extremely venomous tendrils. Even the smallest jellyfish has the capability of killing a fully grown humanoid.

Although these creatures aren't malevolent hunters as they tend to prefer to eat smaller prey, they float into areas where humanoids often swim, oftentimes in large numbers wherein many humanoids meet their doom from an accidental touch.

Because of their potent tendrils, many underwater civilizations tame them to guard stronghold deterring unwanted intruders. Others farm them to utilize their toxins into lethal weapons.

FROSTBLOOD JELLYFISH

The frostblood jellyfish prefers to live in frigid waters but have been known to make their home anywhere. As their name suggests, creatures unfortunate enough to be poisoned by these creature can have their blood transformed into a numbing frost that drains its stamina.

VAMPIRIC JELLYFISH

Vampiric jellyfish are probably the most dangerous of all jellyfish. As their name suggests, vampiric jellyfish prefer to feast on the blood of living creatures. Their tendrils are lined with tiny barbs that inject 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 hopes of ensnaring an unfortunate victim.

GLASS JELLYFISH

Glass jellyfish are probably responsible for the most humanoid deaths to their creatures. The primary reason is for their unique ability to seemingly become invisible underwater. Their bodies are completely transparent making them nearly impossible to see. Because of this ability, many unfortunate victims never even are aware they were slain by the glass jellyfish as they wandered into its tendrils.

GHOST JELLYFISH

Ghost jellyfish are the most beautiful of all jellyfish. Their natural bioluminescence gives them a ethereal, otherworldly appearance. Encountering a ghost jellyfish swarm is one of the most beautiful encounters on the open seas as the ocean transforms into a starscape illuminated by hundreds of ghost jellyfish.

However, this beauty also has a lethal twist as it has a somewhat hypnotic presence to it. Although these jellyfish use these lights to attract fish, humanoids that get to close to the ocean's surface during an encounter can be transfixed by the light causing them to jump overboard into the writhing tendrils of these jellyfish.

LIGHTNING JELLYFISH

These jellyfish have falsely been rumored to cause massive storms at sea. This myth came about as large swarms of these jellyfish seem to always be present during a storm. However, these jellyfish actually are attracted to the electrical energy generated by the lightning generated by these storms.

This is probably due to their unique ability to absorb lightning energy as a source of food and energy. This ability makes them a bit more dangerous than most jellyfish as they tend to discharge excess electricity to their surroundings.



JELLYFISH TEMPLATE

Tiny beast, unaligned

Armor Class 12 (Natural Armor)
Hit Points 5 (2d4)
Speed 20ft. swim

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	10 (+0)	1 (-5)	9 (-1)	11 (+0)

Skills Perception +1
Senses blindsight 30ft., passive Perception 11
Challenge 1/2 (200 XP)

Waterbreathing Can breathe underwater

Water Dependency The jellyfish takes 5 (1d8) acid damage every minute it goes without exposure to water.

Tendrils Creatures that first enter or start its turn within 5ft. of the Jellyfish must succeed a DC 10 Constitution saving throw or take 14(4d6) poison damage become poisoned for one minute. On a successful save, creatures take half damage and are not poisoned.

GIANT JELLYFISH TEMPLATE

large beast, unaligned

Armor Class 12 (Natural Armor)
Hit Points 23 (3d10+6)
Speed 20ft. swim

STR	DEX	CON	INT	WIS	CHA
16(+3)	15 (+2)	15(+2)	1 (-5)	9(-1)	11(+0)

Skills Perception +1
Senses blindsight 30ft., passive Perception 11
Challenge 2 (450 XP)

Waterbreathing Can breathe underwater

Water Dependency The jellyfish takes 5 (1d8) acid damage every minute it goes without exposure to water.

Tendrils Creatures that first enter or start its turn within 10ft. of the Giant Jellyfish must succeed a DC 10 Constitution saving throw or take 14(4d6) poison damage become poisoned for one minute. On a successful save, creatures take half damage and are not poisoned.

Actions

Tendrils +5 to hit, 10ft., one target. Hit: If the target is a creature that is Medium or smaller, that creature is grappled (escape DC 13). Until the grapple ends, the target is restrained



COLOSSAL JELLYFISH TEMPLATE

Gargauntuan beast, unaligned

Armor Class 12 (Natural Armor)
Hit Points 132 (9d20+45)
Speed 30ft. swim

STR	DEX	CON	INT	WIS	CHA
21(+5)	15 (+2)	20(+5)	1 (-5)	9(-1)	16 (+3)

Skills Perception +3
Senses blindsight 60ft., passive Perception 14
Challenge 5 (1800 XP)

Waterbreathing Can breathe underwater

Water Dependency The jellyfish takes 5 (1d8) acid damage every minute it goes without exposure to water.

Tendrils Creatures that first enter or start its turn within 20ft. of the Colossal Jellyfish must succeed a DC 17 Constitution saving throw or take 28 (8d6) poison damage become poisoned for one minute. On a successful save, creatures take half damage and are not poisoned.

Actions

Tendrils +8 to hit; 20ft., all creatures in range. Hit: If the target is a creature that is Huge or smaller, that creature is grappled (escape DC 16). Until the grapple ends, the target is restrained

Frostblood Jellyfish

- **Damage Resistances** Cold
- **Challenge** increases by 1.

Frostblood Poison Creatures poisoned by the Jellyfish take 9(2d8) cold damage at the start of each of its turns and have its movement speed halved for the duration to this effect.

Vampiric Jellyfish

- **Damage Resistances** Poison, Necrotic
- **Challenge** increases by 1.

Deathblood Poison The jellyfish deals necrotic damage instead of poison damage. Additionally, creatures poisoned by the Jellyfish cannot regain hitpoints for the duration of this effect. Whenever it recovers hitpoints, it takes necrotic damage equal to the amount healed instead.

Life Drain When creature takes damage from the jellyfish's tendrils, it can recover a number of hit points equal to half the necrotic damage dealt to that creature

Glass Jellyfish

- **Challenge** increases by 1.

Clear Body While underwater, the jellyfish can use its bonus action to Hide. It is also invisible to creatures that rely on sight to perceive it.

Ghost Jellyfish

- **Challenge** increases by 2.

Bioluminescence The jellyfish has advantage on saving throws against spell effects. The jellyfish emits bright light in a 10ft. radius and dim light an additional 10ft.

Hypnotic Presence Each creature within 30ft. of the jellyfish that can see it must succeed a DC 12 Wisdom saving throw (DC 14 for colossal jellyfish) or become charmed by the Jellyfish. Creatures charmed in this manner must use its turn and movement to move as close as it can towards the jellyfish. If it is already within 5ft. of the jellyfish, its movement speed is reduced to 0 and is considered incapacitated. Whenever it takes damage or at the end of each of its turns, the creature can repeat its saving throw to end the effect. Upon a success, the creature is immune to being charmed in this manner for the next 24 hours.

Lightning Jellyfish

- **Condition Immunities** Paralyzed
- **Challenge** increases by 1.

Discharge When the jellyfish takes lightning damage, it takes no damage. Creatures within 10ft. of the Jellyfish must succeed a Constitution saving throw or become paralyzed until the end of its next turn.

Paralytic Poison Creatures poisoned by the jellyfish are paralyzed for the duration of the effect.

EELS

Eels are often confused for being a species of snake when in fact they are actually a species of fish. This is probably due to the fact that they share some of the behaviors that snakes possess such as their preternatural speed to lash out at their foes as well as their ability to bind and constrict prey to prevent its escape.

Eels by nature are ambush hunters, relying on stealth to surprise and quickly immobilize and suffocate its prey. Once bound, the eels can rip into its prey at its own leisure using its sharp teeth. Whenever faced with danger, its body is lined with a thin layer of slime that allows it to easily slip free to make an escape.

LIGHTNING EEL

The lightning eel is an extremely dangerous species of eel that can generate its own natural source of electrical energy. Its body is lined with special organs that emit a powerful shock to any creature that touches it. In fact, the eel is immune to electrical shock rather storing and redirecting it at its opponent.

HUNTER EEL

Although most eels are solitary hunters, hunter eels prefer strength in numbers. Using their keen sense of smell and superior speed, they are able to quickly chase down their prey. While hunting, they typically prefer to have one member of their pack immobilize their prey while the others rip it to shreds.

SWAMP EELS

Swamp eels prefer to live in lakes, swamps, and rivers instead of the ocean. They have built a natural tolerance to poisonous and acid environments. They actually prefer to cloak themselves in muck and mire to ambush their prey. Their filthy life style actually grants them several defensive advantages such as their poisonous skin and sickening aura of stench.

LEECH EEL

Leech eels is a parasitic predator that drains the blood from its victims. It has an uncanny sense of smell to track the slightest scent of smell. Once the scent is acquired, the leech eel relentlessly hunts down its prey latching on to it with its multiple rows of teeth sucking the blood from its quarry with each bite.

DRAGON EEL

The dragon eel is the largest of its kin, causing many sailors to mistake it for an aquatic dragon. These colossal beasts have been known to sink entire vessels wrapping its colossal around the vessel dragging it to its doom in the water depths. However, despite its large size, the dragon eel is often a staple food for other apex predators in the ocean such as krakens, predatory whales, and leviathans.



GIANT EEL TEMPLATE

Large beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 51 (6d10+18)

Speed 5ft., 30ft. swim

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

Skills Perception +3

Senses darkvision 60ft., passive Perception 14

Challenge 2(450 XP)

Ambusher The eel has advantage on attack rolls against surprised creatures and can make an additional bite attack against a creature that is surprised.

Waterbreathing The eel can only breathe underwater

Reactive The giant eel can make a reaction on every creatures turn. This reaction can only be used to make opportunity attacks

Slippery Body The Eel has advantage on checks and saving throws to escape being grappled or restrained.

Suffocation Creatures grappled by the dire eel cannot breathe and take 6(1d10) bludgeoning damage at the start of each of its turns.

Actions

Bite *Melee Weapon Attack* +5 to hit:, 10ft., one target. Hit: 10(2d6+3 piercing damage)

Constrict *Melee Weapon Attack* +5 to hit:, 10ft., one target. Hit: 9(1d10+3 bludgeoning damage) and the if the target is a Large or smaller creature, it is grappled. Until this grapple ends, that creature is restrained and the eel cannot constrict another target. The eel can make another bite attack against a creature that is grappled.



DRAGON EEL TEMPLATE

Gargantuan beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 198 (12d20+72)

Speed 10ft., 40ft. swim

STR	DEX	CON	INT	WIS	CHA
22(+6)	17 (+3)	22(+6)	2 (-4)	12(+1)	3 (-4)

Saving throws* Strength +9, Constitution +9

Skills Perception +4, Stealth +9

Senses darkvision 60ft., passive Perception 14

Challenge 9(5000 XP)

Ambusher The eel has advantage on attack rolls against surprised creatures and can make an additional bite attack against a creature that is surprised.

Siege Monster The dragon eel can deal double damage to buildings or objects

Waterbreathing The eel can only breathe underwater

Reactive The giant eel can make a reaction on every creature's turn. This reaction can only be used to make opportunity attacks

Slippery Body The Eel has advantage on checks and saving throws to escape being grappled or restrained.

Suffocation Creatures grappled by the dire eel cannot breathe and take 18(3d10) bludgeoning damage at the start of each of its turns.

Actions

Bite *Melee Weapon Attack* +9 to hit; 20ft., one target. Hit: 27(6d6+6) piercing damage.

Constrict *Melee Weapon Attack* +9 to hit; 20ft., one target. Hit: 33(3d10+6) bludgeoning damage) and if the target is a Huge or smaller creature, it is grappled. Until this grapple ends, that creature is restrained and the eel cannot constrict another target. The eel can make another bite attack against a creature that is grappled.

Lightning Eel

- **Condition Immunities** Paralyzed
- **Challenge** increases by 2.

Discharge When the eel takes lightning damage, it takes no damage. Creatures within 10ft. of the eel must succeed a DC 13 Constitution saving throw (the DC is 17 for the dragon eel) or become paralyzed until the end of its next turn. If the target is underwater, it has disadvantage on its saving throw

Charged Body Creatures that hit the eel with a melee attack or grapples it while within 5ft. of the eel takes 9(2d8) lightning damage

Charged Suffocation Creatures grappled by the eel take lightning damage instead of bludgeoning damage

Actions

Bite *Melee Weapon Attack* +5 to hit; 10ft., one target. Hit: 10(2d6+3) piercing damage +5(1d8) lightning damage.

Discharge(Recharge 5-6) Creatures within a 10ft. radius of the lightning eel must succeed a DC 13 Constitution saving throw (or DC 17 for dragon eel) or take 18(4d8) lightning damage on a failed saving throw and are paralyzed for one minute. Creatures can repeat its saving throw at the end of each of its turns to end the effect. While underwater, creatures have disadvantage on this saving throw. On a successful saving throw, creatures take half damage and are not paralyzed

Hunter Eel

- **Challenge** increases by 1.

Pack Tactics The hunter eel has advantage on attack rolls against a creature that is within 5ft. of one the the eel's allies that is not incapacitated.

Aggressive The hunter eel can use its bonus action to move up to its movement speed towards a hostile creature it can see.

Keen Senses The hunter eel has advantage on Wisdom(Perception) checks relying on smell.

Swamp Eel

- **Damage Resistances** Acid
- **Damage Immunities** Poison
- **Condition Immunities** Poisoned
- **Challenge** increases by 2.

Stench Any creature other than the swamp eel within 5 feet of it must make a DC 12 Constitution saving throw or be poisoned until the end of its next turn. On a successful save, creatures are immune to being poisoned in this manner for the next 24 hours

False Appearance The swamp eel is indistinguishable to a mound of mud while it is motionless.

Poisonous Body Creatures that hit the eel with a melee attack or grapples it while within 5ft. of the eel takes 9 (2d8) acid damage.

Poison Fang Creature hit by the eel's bite attack must succeed a DC 13 Constitution saving throw (DC 17 for dragon eel) or take 14(4d6) poison damage(21(6d6) poison damage for dragon eel) and are poisoned until the end of its next turn. On a successful save, creatures take half damage and are not effect.

Leech Eel

- **Damage Resistances** Poison, Acid
- **Challenge** increases by 2.

Blood Sense The leech eel can pinpoint the location of a creature below half its hitpoint maximum within 1 mile of it. That creature must have blood for this ability to work

Blood Frenzy When the leech eel make a bite attack against a creature below its hitpoint maximum, it make an additional attack as part of its action.

Blood Drinker When the leech eel hits a creature with its bite attack, it regains a number of hitpoints equal to half the damage dealt..

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