

EXPANDED AQUATIC BEASTS

The background of the entire page is a dark, atmospheric underwater scene. In the foreground, a large, menacing aquatic creature with glowing red eyes and long, thin appendages is shown in profile, facing left. The creature has a dark, almost black body with some purple or magenta highlights. In the background, a school of small, glowing blue fish swims towards the left. The water is dark blue and black, with some light rays filtering through from above. The overall mood is mysterious and dangerous.

HOME BREW

by Soniverse Labs

AQUATIC BEASTS

The ocean can be almost be considered a world of its own as it is home to an almost innumerable variety of lifeforms and biomes. The creatures that call its depths home take many shapes and sizes and can come in a plethora of varieties. This guide provides an introduction to some of the most common (and dangerous) of these deep sea creatures.

SHARKS

Sharks are one of the most easily recognizable predators of the open seas thanks to their foreboding dorsal fins and fearsome jaws filled with razor sharp teeth. Of all the aquatic predators that pose a threat to humanoids, sharks are probably the most common. Their appearance also seems to vary depending on the region of the ocean they are encountered.

The heavily armored coral shark prefers to patrol the coastal regions near reefs using its armored shell as a means to blend into its surroundings to ambush its prey. Meanwhile, the open seas are home to brutish hammerhead shark which uses its armored skull to stun much larger prey while the legion shark relies on overwhelming numbers to attack creatures such as leviathans and whales.

Some sharks are also known to make their home in rather unusual environments. Lurking in the abyssal depths of the ocean trenches, the deep shark silent stalker their prey using their bioluminescence to confuse and disorient their prey. In the frozen waters, the frostbite shark disguises itself as drifting ice before striking out at its foes with its frozen jaws.

However, the rarest and deadliest of all sharks would be the megalodon. This colossal predator seems to have no fear feasting upon any creature that it sets its sight on. There are numerous accounts wherein this monster has sunken vessels with its colossal jaws feasting upon any sinking survivors.

SHARK TACTICS

Sharks are known for their keen sense of smell, particularly with the scent of blood. Although sharks rarely have a preference when initiatingly hunting for prey, at the taste of blood, they tend to focus their attacks on a wounded creature.

This bloodlust also may attract other sharks within the vicinity. When this occurs, the sharks will often all attack the same target but will begin to fight over the corpse once the prey is slain. The only exception to this case is the legion shark, which relies on cooperativer tactics from its other kin. However, this inherent bloodlust does not seem to hamper its survival instincts for a shark will often attempt to retreat if its prey is too much to handle.

Sharks are often the prized mounts of merrow and sahuagin which use these creatures as mounts and guardians of their underwater settlements. The bravest and most powerful of sahuagin civilizations have even tamed the great megalodons using them as beast's of war carrying their nautical war machines or equipped with battle armor.

OCTOPUS

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

Just like sharks, the octopus come in many different variations from the heavily armored and spined nautilus to the hypnotizing and bioluminescent siren octopus. Others have heightened camouflage capabilities capable of disappearing into the shadows such as the Shadowtide Octopus while others have toxic barbed tentacles such as the Death's Sting octopus.

OCTOPUS TACTICS

The octopus is an ambush predator at heart using its elusiveness and intellect to help it quickly capture its prey. Using its ability to camouflage in nearly any underwater environment as well as its very limber form, the octopus always tries to position itself in an ideal location for an ambush. Once it catches a creature by surprise, it uses its numerous tentacles to latch onto its foes bringing it in to the deadly beak.

There are numerous instance where an giant octopus has attacked terrestrial prey. Many common accounts reveal that an octopus climbed onboard of a vessel and dragged off an unsuspecting victim. Thankfully these accounts are rare, but some believe that such encounters may have not simply been out of predatory instinct. Instead, some theorize that giant octopus actually revere and primitively worship krakens and similar entities and such encounters may have been under the influence of a kraken. However, such beliefs have not been confirmed and are purely speculation, probably in an attempt to explain the unusual intelligence that the octopus possesses.

LEVIATHAN

Whereas the shark is the most common of all aquatic predators, leviathans are probably the dominant predators of the seas. These creatures are actually not fish, despite the appearance of some, but actually are large reptiles, somewhat resembling aquatic dragons or lizards. As reptiles, they still require air to breathe and must hold its breathe while underwater. Although they can hold their breath for extended periods of times, they rarely descend to the depths of the ocean for long periods of times before needing to resurface.

SHARKFIN LEVIATHAN

The most common variant are sharkfin leviathans. These creatures seem to resemble sharks more than actual reptiles, hence their name. However, despite the correlation of their name, they are actually quite passive creatures (at least to humanoids) preferring hunt smaller fish and other aquatic beasts. In fact, whenever they are threatened, they prefer to flee, swimming at extreme speeds to escape. Because of their agility, they are often prized aquatic mounts to tame.

SERPENT LEVIATHAN

The serpent leviathan is somewhat self-explanatory. Its most notable feature is its long snake like neck that its moves with surprising speed to snatch up prey. Although they tend to hunt for fish, they do at times prefer humanoid prey using their long necks to reach overboard and drag its unfortunate victim to the its doom in the water depths.

WHALE EATER LEVIATHAN

The largest form of leviathan are the whale eaters. As its name suggests, this creature dominates the natural food chain in the ocean hunting the largest of organisms: whales. These monstrous leviathans have an unsatiated appetite consuming anything that comes along its path. Sailors warn of these beasts as they love to target small or medium-sized vessels snapping up chunks of ship along with any crew trapped in its reach. For larger ships, these creatures attempt to use its brute size and strength to capsize or breach its hull causing the vessel to sink as it swallows any prey that falls into the sea or attempts to escape via life boats.

WHALES

Whales are the largest of all aquatic beasts. Despite their fish-like appearance, they are actually closely related to terrestrial mammals. Much like leviathans, they must hold their breathe while underwater resurfacing using a blowhole located on the top of their heads. Whales are known to be very social animals living in large pods which provide protection and support to raise young.

HARLEQUIN WHALE

Like many other aquatic beasts, whales come in many shapes and sizes. One of the smallest whale species are harlequin whales. They colorful whales are known for their extremely friendly personalities. It is not uncommon for these whales to approach humanoids out of curiosity and attempt to play harmless pranks or games with them hence coining the name harlequin whale. They also have even been known to aid individuals stranded amidst the waves from shipwrecks or pulled out by the tidal current. They are also a welcome presence along any coast as they pods tend to drive out larger, more dangerous aquatic predators. Despite being smaller than most aquatic threats, harlequin whales use their agile speed and coordinated tactics to harry its opponent until it flees.

TUSKTOOTH WHALE

Another species of whale, often found in cold climate, is the tusktooth whale. As its name suggests, these whales tend to have one or two spear like tusks protruding from its jaws that it uses to defend itself or challenge rivals. Unlike their smaller kin, the tusktooth whale tends to be a bit temperamental becoming aggressive if humanoids encroach on its territory for too long. When provoked, it will ram into its opponent with its lance-like tusks that are capable of shearing a humanoid in two or splintering the hull of a vessel.

KILLER WHALE

The killer whale resembles the harlequin whale in many way; however, it is very sinister predator. It uses its disarming appearance to its advantage often playing with its prey to lead it astray while the rest of its pods moves in for the kill. There are accounts where these whale will playful leap out of the water as if to do tricks near a vessel but will progressively become more reckless using their bodies to capsize the vessel. There is no limit to what killer whale will attempt to hunt, using their superior coordination and communication through echolocation to hunt its prey.

TITAN AND DREADNAUGHT WHALES

Titans and dreadnaughts are believed to be the largest whales as well as the largest of all natural organisms, as the largest of these specimens dwarf the largest of vessels. However, the size of these creatures are their only common characteristic. Whereas Titan whales are peaceful creatures feasting on small aquatic preys in colossal gulps using their baleen-filled mouths, dreadnaughts are vicious hunters, that hunt in small groups of 3(1d4). Although they hunt any prey smaller than them, they have a special appetite for humanoids often breaching the water to capsize larger vessels to acquire the tasty morsels within its hull. Because of this, these whales tend to be very rare and only found in remote expanses of the ocean they have been constantly hunted when spotted near civilization.



SHARK TEMPLATE

large beast, unaligned

Armor Class 11 (Natural Armor)

Hit Points 45 (6d10+12)

Speed swim 40ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	13 (+1)	15 (+2)	1 (-5)	15 (+2)	4 (-3)

Skills Athletics +6, Perception +6

Senses blindsight 30ft., darkvision 120ft., passive Perception 16

Challenge 4(1100 XP)

Keen Senses The shark has advantage on Wisdom(Perception) checks that rely on sight or smell

Aggressive Can move up to its movement speed toward a hostile creature that it can see as a bonus action

Blood Frenzy When it takes the Attack action against a creature below half its hitpoint maximum, it can make an additional bite attack as part of that action.

Waterbreathing The shark can breathe only underwater

Actions

Bite. +6 to hit; 5ft., , one target. *Hit* 22(4d8+4) piercing damage.

CORAL SHARK

Traits

Skills Stealth +5

Armor Class 15 (Natural Armor)

Coral Camouflage The coral shark has advantage on Dexterity (Stealth) checks it makes in underwater terrain provided there is ample cover. While these conditions are met, it can use its bonus action to Hide.

Spined Shell A creature that hits the coral shark with a melee attack or grapples it while within 5ft. of it takes 5(1d8) piercing damage

DEEP SHARK

Traits

Bioluminescence The Deep Shark has advantage on magical saving throws. It can use its bonus action to emit a bright light in a 10ft radius and a dim light an additional 10ft. It can dismiss this light as a free action.

Shadow Stalker The deep shark has advantage on Dexterity (Stealth) checks it makes in dim light or darkness. While in darkness, it is invisible to creatures with darkvision. While these conditions are met it can use its bonus action to Hide.

Shadow Hunter The shark has advantage on initiative checks and attack rolls while in dim light or darkness

HAMMERHEAD SHARK

Traits

Stunning Dive If the hammerhead shark moves at least 20ft. straight towards a target and then hits it with a bite attack on the same turn, the target takes an extra 9(2d8) piercing damage. If the target is a creature, it must succeed a DC 14 Constitution saving throw or be stunned until the end of its next turn.

Relentless If the hammerhead shark takes damage that would reduce it to 0 hitpoints, it can make a DC 10 Constitution saving throw to regain 1 hitpoint. Upon a success, the DC increases by 5. This DC can reset after it takes a short or long rest

FROSTBITE SHARK

Traits

Damage Immunities Cold

False Appearance While the shark remains motionless, it is indistinguishable from a floating piece of ice.

Bite. +6 to hit; 10ft., one target. Hit 13(2d8+4) piercing damage + 9(2d8) cold damage. Creatures hit by this attack must succeed a DC 14 saving throw or have its movement speed reduced to 0 until the end of its next turn.

LEGION SHARK

Traits

Pack Tactics The legion shark has advantage on an attack roll against a creature if at least one of the shark's allies is within 5ft. of the creature and the ally is not incapacitated.

Blood Sense The legion shark can pinpoint the location of a creature with blood within 1 mile of it.



MEGALODON

Huge beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 138 (12d12+60)

Speed swim 50ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	13 (+1)	21 (+5)	1 (-5)	15 (+2)	4 (-3)

Saving Throws Strength +9, Constitution +8

Skills Athletics +9, Perception +8

Senses blindsight 30ft., darkvision 120ft., passive Perception 18

Challenge 10(5900 XP)

Keen Senses The shark has advantage on Wisdom(Perception) checks that rely on sight or smell

Aggressive Can move up to its movement speed toward a hostile creature that it can see as a bonus action

Blood Frenzy When it takes the Attack action against a creature below half its hitpoint maximum, it can make an additional bite attack as part of that action.

Waterbreathing The shark can breathe only underwater

Siege Monster The shark deals doubles damage to buildings and structures

Actions

Bite. *+9 to hit;*, 5ft., , one target. *Hit* 39(6d10+6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained and the megalodon can't bite another target. If a creature is grappled in this manner, it can use its bonus action to make an additional bite attack against that creature.



OCTOPUS TEMPLATE

Large beast, unaligned

Armor Class 14 (Natural Armor)
Hit Points 52 (8d10+8)
Speed 10ft., 10ft. climb, swim 60ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	18 (+4)	13 (+1)	8 (-1)	10 (+0)	4 (-3)

Saving Throws Strength +6, Dexterity +6
Skills Athletics +6, Acrobatics +6, Stealth +6, Sleight of Hand +6, Perception +2
Senses blindsight 30ft., darkvision 60ft., passive Perception 18
Challenge 4(1100 XP)

Hold Breath While out of water, the octopus can hold its breath for one hour

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

Suction Cups Creature's grappled by the octopus have disadvantage on its ability check to escape the grapple

Waterbreathing The octopus can breathe only underwater

Malleable Form The Octopus can move through any space large enough for a Small creature without squeezing

Reel It can use its bonus action to pull a grappled creature 15ft. towards it.

Actions

Multiattack The octopus can make four tentacle attack actions on its turn.

Tentacle. +6 to hit; 15ft., one target. Hit 8(1d6+4) bludgeoning damage. If the target is a creature, it is grappled(escape DC 14). Until this grapple ends, the target is restrained and the octopus can't use its tentacles on another target. The octopus can grapple up to 4 creatures in this manner at a time

Beak +6 to hit; 5ft., one grappled target. Hit 18(4d6+4) piercing damage.

Ink Cloud(Recharge 5-6) A 20ft. radius cloud of ink extends all around the octopus if it is underwater. The area is obscured for one minute although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

NAUTILUS

Traits

Armor Class 17 (Natural Armor)

Spined Shell A creature that hits the nautilus with a melee attack or grapples it while within 5ft. of it takes 5(1d8) piercing damage

Barbed Tentacles Creatures grappled by the Nautilus take 5(2d4) piercing damage at the start of each of its turns

SHADOWTIDE OCTOPUS

Traits

Darkvision 120ft.

Shadow Stalker The shadow tide octopus has advantage on Dexterity(Stealth) checks it makes in dim light or darkness. While in darkness, it is invisible to creatures with darkvision. While these conditions are met it can use its bonus action to Hide.

Umbral Ink When the Shadowtide Octopus uses its Ink Cloud ability, that area becomes magical darkness and creatures fully within this area are blinded. No light, magical or otherwise can illuminate this area.

Shadow Hunter The octopus has advantage on initiative checks and attack rolls while in dim light or darkness

SIREN OCTOPUS

Abilities

Hypnotic Presence When a creature that can see the octopus's eyes starts its turn within 30 feet of the octopus, the octopus can force it to make a DC 11 Wisdom saving throw if the octopus isn't incapacitated and can see the creature. On a failed save, the creature is charmed. While charmed in this way, a creature can do nothing but use its movement to approach the octopus in a safe manner. While an affected creature is within 5 feet of the octopus, its movement speed is 0 and is incapacitated. It can repeat its save at the end of each of its turns or if it takes any damage. present.

Bioluminescence The Siren Octopus has advantage on magical saving throws. It can use its bonus action to emit a bright light in a 10ft radius and a dim light an additional 10ft. It can dismiss this light as a free action

DEATH STING OCTOPUS

Traits

Damage Resistances Poison.

Poison Resistance Has advantage on saving throws against being poisoned

Actions

Sting All creatures grappled by the Octopus must succeed a DC 11 Constitution save or take 4d6 poison damage and become poisoned for one minute. It can repeat it saving throw at the end of each of its turns to end the effect. On a successful saving throw, creatures take half damage and are otherwise unaffected.

Noxious Ink When the Death Sting Octopus uses its Ink Cloud ability, creature that first enter or start its turn within the cloud must succeed a DC 11 Constitution saving throw or be poisoned until the end of its next turn. While poisoned in its manner, its spends it is unable to take an action or reactions as it spends its turn writhing.



SERPENT LEVIATHAN

Huge Beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 76 (8d12+24)

Speed 20ft., 80ft. swim

STR	DEX	CON	INT	WIS	CHA
18(+4)	15(+2)	16(+3)	2(-4)	12(+1)	5(-3)

Skills Athletics +7, Perception +3

Senses darkvision 60ft., passive Perception 14

Challenge 3 (700 XP)

Hold Breath The serpent leviathan can hold its breath for one hour

Reactive The serpent leviathan can take one reaction on every turn in combat

Siege Monster The serpent leviathan deals double damage to buildings and structures

Actions

Bite +7 to hit; 15ft., one target. *Hit* 21 (3d10+4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). While a creature is grappled in this manner, it cannot make a bite attack against another target

SHARKFIN LEVIATHAN

Large Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 36 (4d10+12)

Speed 20ft., 80ft. swim

STR	DEX	CON	INT	WIS	CHA
16(+3)	17(+3)	16(+3)	2(-4)	12(+1)	5(-3)

Skills Athletics +7, Perception +3

Senses darkvision 60ft., passive Perception 14

Challenge 2 (450 XP)

Hold Breath The sharkfin leviathan can hold its breath for one hour

Agile Swimmer The sharkfin leviathan can swim outside a creature's reach without provoking opportunity attack

Quick Escape If it is below half its hitpoint maximum, it can take the Dash action as a bonus action

Pack Tactics The sharkfin leviathan has advantage on an attack roll against a creature if at least one of the leviathan's allies is within 5ft. of the creature and the ally is not incapacitated.

Actions

Bite +5 to hit; 5ft., one target. *Hit* 8 (2d4+3) piercing damage.



WHALE-EATER LEVIATHAN

Gargantuan Beast, unaligned

Armor Class 17 (Natural Armor)

Hit Points 248 (16d20+80)

Speed 20ft., 60ft. swim

STR	DEX	CON	INT	WIS	CHA
23(+7)	15 (+2)	21 (+5)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Strength +11, Constitution +9

Skills Athletics +11, Perception +5

Senses darkvision 60ft., passive Perception 15

Challenge 13 (10000 XP)

Hold Breath The whale eater leviathan can hold its breath for one hour

Siege Monster The whale eater leviathan deals double damage to buildings and structures

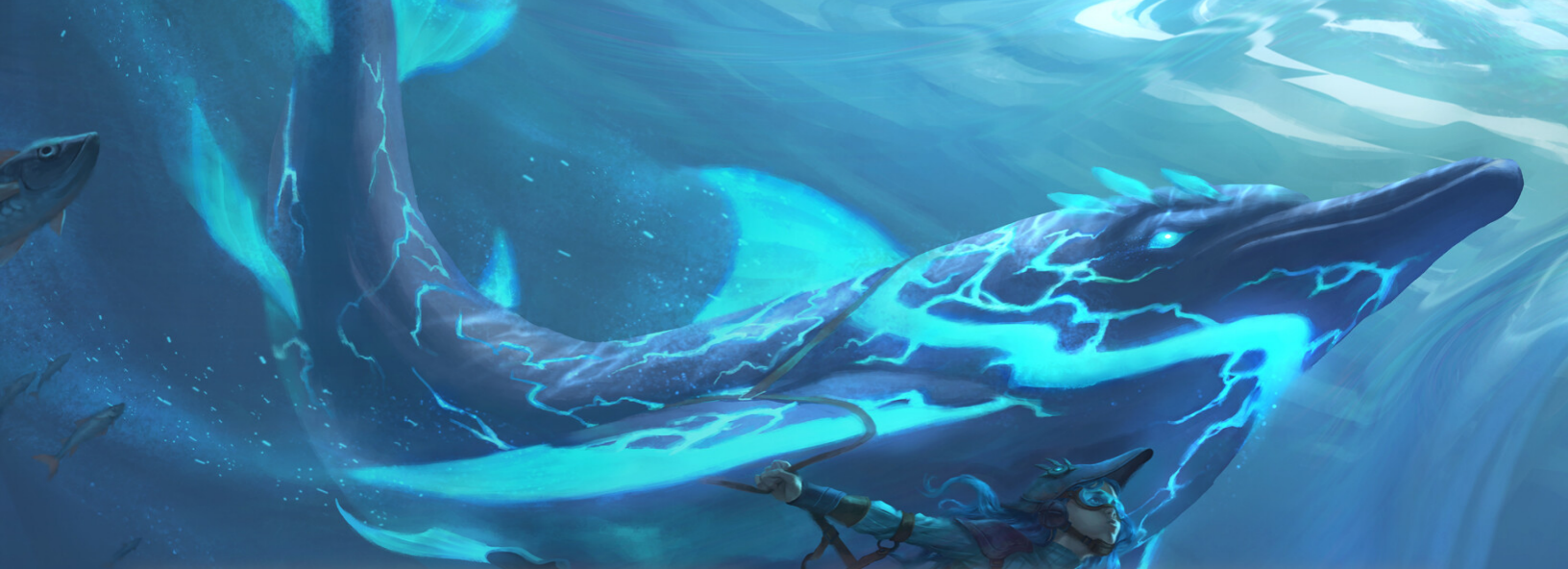
Apex Predator Has advantage on saving throws against being frightened and cannot be frightened by creatures smaller than it.

Actions

Multiattack The Whale Eater Leviathan can make a bite and tail attack on its turn. It cannot make both attacks against the same creature

Bite *+11 to hit*, 10ft., , one target. *Hit* 33(4d12+7) piercing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 19). While a creature is grappled in this manner, it is restrained. The leviathan can use its bonus action to make another bite attack against a target grappled in this manner The leviathan cannot make bite attack against another target

Tail *+11 to hit*, 15ft., , one target. *Hit* 25(4d8+7) bludgeoning damage. If the target is a creature, it must succeed a DC 19 Constitution saving throw or be stunned until the end of its next turn.



HARLEQUIN WHALE

Large Beast, unaligned

Armor Class 12 (Natural Armor)
Hit Points 26 (4d10+4)
Speed 60ft. swim

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	13(+1)	9(-1)	17(+3)	12(+1)

Skills Athletics +4, Acrobatics +4, Performance +5, Deception +5, Perception +7
Senses blindsight 120ft., darkvision 120ft., passive Perception 17
Challenge 1 (200 XP)

Hold Breath The harlequin whale can hold its breath for 90 minutes

Echolocation The whale can't use blindsight while deafened

Keen Senses The harlequin whale has advantage on Wisdom (Perception) checks relying on hearing or sight

Agile Swimmer The whale can swim outside a creature's reach without provoking opportunity attack

Siege Monster The serpent leviathan deals double damage to buildings and structures

Pack Tactics The harlequin whale has advantage on an attack roll against a creature if at least one of the leviathan's allies is within 5ft. of the creature and the ally is not incapacitated.

Actions

Bite +4 to hit; 5ft., , one target. Hit 9(2d6+2) piercing damage.

TUSKTOOTH WHALE

Huge Beast, unaligned

Armor Class 10 (Natural Armor)
Hit Points 76 (8d12+24)
Speed 40ft. swim

STR	DEX	CON	INT	WIS	CHA
19(+4)	10(+0)	16(+3)	7(-2)	17(+3)	12(+1)

Skills Athletics +6, Perception +7
Senses darkvision 60ft., passive Perception 17
Damage Resistances Cold
Challenge 3 (700 XP)

Hold Breath The tusktooth whale can hold its breath for 90 minutes

Echolocation The whale can't use blindsight while deafened

Keen Senses The tusktooth whale has advantage on Wisdom (Perception) checks relying on hearing or sight

Siege Monster The Tusktooth whale can deal double damage to buildings and objects

Dive Attack If the tusktooth whale moves at least 20ft. straight towards a target and then hits it with a bite attack on the same turn, the target takes an extra 13(2d12) piercing damage

Actions

Gore +6 to hit; 10ft., , one target. Hit 17(2d12+4) piercing damage.



KILLER WHALE

Huge Beast, unaligned

Armor Class 12 (Natural Armor)
Hit Points 68 (8d12+16)
Speed 50ft. swim

STR	DEX	CON	INT	WIS	CHA
19(+4)	14(+2)	14(+2)	8 (-1)	17 (+3)	12 (+1)

Skills Athletics +6, Acrobatics +4, Performance +5, Deception +5, Perception +7
Senses blindsight 120ft., darkvision 120ft., passive Perception 17
Damage Resistances Cold
Challenge 3(700 XP)

Hold Breath The killer whale can hold its breath for 90 minutes

Echolocation The whale can't use blindsight while deafened

Keen Senses The killer whale has advantage on Wisdom (Perception) checks relying on hearing or sight

Stunning Dive If the killer whale swims at least 30ft. straight towards a target and then hits it with a bite attack on the same turn, the target must succeed a DC 14 saving throw or become stunned until the end of its next turn.

Siege Monster The killer whale deals double damage to buildings and structures

Pack Tactics The harlequin whale has advantage on an attack roll against a creature if at least one of the leviathan's allies is within 5ft. of the creature and the ally is not incapacitated.

Actions

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

TITAN WHALE

Gargantuan Beast, unaligned

Armor Class 15 (Natural Armor)
Hit Points 224 (16d20+96)
Speed 40ft. swim

STR	DEX	CON	INT	WIS	CHA
25(+7)	9 (-1)	23 (+6)	4 (-1)	17 (+3)	7(-2)

Saving Throws Strength +10, Constitution +9
Skills Athletics +10, Perception +9
Senses darkvision 60ft., passive Perception 19
Damage Resistances Cold
Challenge 9(5000 XP)

Hold Breath The Titan whale can hold its breath for 90 minutes

Echolocation The whale can't use blindsight while deafened

Siege Monster The Titan whale can deal double damage to buildings and objects

Bioluminescence The Titan Whale has advantage on magical saving throws. It can use its bonus action to emit a bright light in a 10ft radius and a dim light an additional 10ft. It can dismiss this light as a free action.

Actions

Tail +10 to hit, 20ft., one target. *Hit* 28 (3d12+7) bludgeoning damage. If the target is a creature, it must succeed a DC 18 Constitution saving throw or become stunned until the end of its next turn.



DREADNAUGHT WHALE

Gargantuan Beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 198 (12d20+72)

Speed 50ft. swim

STR	DEX	CON	INT	WIS	CHA
26(+8)	8 (-1)	22 (+6)	3 (-4)	12 (+1)	5(-3)

Saving Throws Strength +11, Constitution +9

Skills Athletics +11, Perception +7

Senses blindsight 120ft., darkvision 120ft., passive Perception 17

Damage Resistances Cold

Challenge 10(5900 XP)

Hold Breath The killer whale can hold its breath for 90 minutes

Echolocation The whale can't use blindsight while deafened

Keen Senses The killer whale has advantage on Wisdom (Perception) checks relying on hearing or sight

Siege Monster The killer whale deals double damage to buildings and structures

Actions

Multiattack The whale can make two attack actions: one with its bite and one with its tail. It cannot make both attacks against the same creature on the same turn.

Bite +11 to hit; 10ft., one target. *Hit* 25(3d10+8) piercing damage. If the target is Large or smaller, it must succeed a DC 19 Strength saving throw or be swallowed by the whale. A swallowed creature is restrained and blinded and has total cover against attacks and other effects outside the whale and takes 10(3d6 acid damage) + 10(3d6 bludgeoning) damage at the start of each of the whale's turns. If the whale takes damage, it must succeed a Constitution saving throw with a DC equal to half the damage dealt by the swallowed creature(minimum 10.) On a failed saving throw, the whale regurgitates all swallowed creatures which fall prone in a space within 10ft. of the whale. If the whale dies, a swallowed creature can escape from the corpse by using 20ft. of movement exiting prone.

Tail +11 to hit; 10ft., one target. *Hit* 28 (3d12+8) bludgeoning damage. If the target is a creature, it must succeed a DC 19 Constitution saving throw or become stunned until the end of its next turn.

Sonic Burst(Recharge 5-6) Creatures within a 120ft. cone must succeed a DC 19 Constitution saving throw or become stunned for one minute. It can repeat its save at the end of each of its turns to end the effect.

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