

EXPANDED FISH

HOME BREW

by Soniverse Labs

FISH

Of all aquatic beasts, fish tend to be the most common. They come in nearly an infinite variety of shapes, sizes, and colors. Many serve as a staple food for many civilizations while others can pose a dire threat for anyone attempting to traverse the coastal reefs or the wide open seas.

BLOODFISH

Bloodfish are small but vicious carnivores that have been known to live in bodies of freshwater and saltwater. By itself, the bloodfish is a relatively minor inconvenience. However, its is rare one will ever encounter a bloodfish by itself for they hunt in large schools. Aided by their acute senses, they are able to detect the location of living creatures within one mile of them. When they enter their feeding frenzy, their schools transform into a storm a tiny maws devouring their prey alive.

BLOODFISH TACTICS

Bloodfish are pack predators that rely on numbers to overwhelm their prey. Oftentimes, the schools engulf their prey in the midst of their school while they barrage it with a flurry of bites. Once engulfed by a bloodfish swarm, there is often little hope of survival for that creature. Thankfully, bloodfish are not the brightest of creatures and seem to have a sense of tunnel vision when they enter into their blood frenzy. Many times, they can be diverted away by the scent of fresh blood or raw meat; however, this could prove rather difficult if they have already begun to feast on a target.

Thanks to their acute sense of smell and ravenous appetite, these swarms are often tamed by sahuagin and merrow who uses them to patrol their underwater strongholds. Large bloodfish swarms are the ominous herald of an oncoming sahuagin or merrow raid or invasion as they release these tiny monsters in large numbers to thin out enemy forces in an underwater assault.

BEHOLDER FISH

The beholder fish is a bizarre predator that lurks in the deepest depths of the ocean. It gains its name due to its somewhat uncanny appearance to a beholder thanks to its array of bioluminescent stalks. However, the only thing they have in common with beholders is their somewhat similar appearance. Instead of eyestalks, the beholder fish has a bioluminescent organ that glows a hypnotic light to draw prey towards its toothy maw. Most specimens tend to have one or two of these appendages, but the largest of these creatures have been reported to have up to five. This appendage also seems to have a somewhat magical property slightly dampening magical effects around the beholder fish causing this creature to be quite valuable for hunters. However, to acquire such a prize would come at great expense for one would have to traverse to the deepest depths of the sea and face this monstrous fish.

BEHOLDER FISH TACTICS

The beholder fish is a patient predator relying on its bioluminescent stalk to draw prey to it. In fact, the beholder fish prefers not have to swim at all to acquire its prey, instead leading it come to it. Once close enough, the beholder snatches its prey with its ghastly cage-like jaw that prevents its prey escape. Sometimes the beholder fish's tactics work a bit too well attracting larger predators to it. When it encounters a foe too large or powerful than it, it uses its appendage to temporarily blind its opponent so that it can promptly flee.

DEVILFISH

Devilfish are commonly referred to as the wolves of the sea. Despite their name, these creatures are not fiendish in origin although their appearance can be quite intimidating as they are lined with rows of sharp teeth and spiny scales. These large predatory fish tend to travel in small schools of about 11(2d10) members. Devil fish are very agile swimmers allowing them to shoot through the water like an arrow. In fact, this ability to swim at these speeds actually tends to be quite lethal as they launch themselves at their prey piercing into them with their razor sharp teeth. They have even been known to launch themselves out of the water to attack humanoids traveling on small boats.

DEVILFISH TACTICS

As pack predators, devil fish are most efficient when hunting in schools. Using their underwater agility, they often take turns launching themselves at their prey using their momentum to piercing even the thickest of hides. Since they often target much larger prey, they often use their nimbleness to quickly escape the reach of their quarry before it can retaliate.

MONSTERFISH

Whereas the largest sharks tend to dominate the open seas, the monster fish is the apex predator of coral reefs and in some rare instances rivers and lakes. These massive fish are covered this thick plated armor that is seemingly impervious to conventional weapons and natural attacks. This armored shell gives this creature the uncanny ability to blend into its surroundings making it indistinguishable from coral or underwater rocks. However, its most potent feature is its crushing jaws capable of cleaving prey at times, smaller vessels in two.

MONSTERFISH TACTICS

Despite its large size, the monsterfish prefers to be an ambush predator as it is quite a slow swimmer. Instead, it prefers to burrow itself into the soft silt at the bottom of the ocean and wait for unsuspecting prey swimming out in short bursts to quickly devour its prey before proceeding to return to its hiding spot. Thanks to its natural defenses, the monsterfish has hardly any natural enemies outside of another one of its kin. Because of this, monsterfish are often prone to attempt to hunt new kinds of prey. As a result, they are often known to attack vessels, regardless of its size, using its powerful jaws to tear into its hull.

MACEFISH

Macefish have a somewhat comical appearance with their slightly bloated bodies covered with prickly spines. When threatened, they have the unique ability to inflate their bodies and elongate their body spines to make themselves hard to swallow. The spines on its body are quite poisonous and can be lethal to most humanoids. When inflated, these spines are even more potent as the macefish pumps more venom from its glands into the spines as a last line of defense.

MACEFISH TACTICS

These fish are quite peaceful and do not directly pose a threat to humanoids. However, because they like to congregate in large numbers near reefs, they can transform the reef into a deadly minefield to swim through. Swimmers have to be careful not to bump into these fish while traversing through large schools of macefish for a simple touch can be prove to be quite lethal. One has to be careful not to aggravate or frightened these fish while swimming through them, because if they inflate, they become much harder to avoid and their spines are more potent. Many water dwelling civilizations often keep these creatures as a deterrent to trespassers using unique magics to communicate with these fish for safe passage to safely pass through their schools.

SWORDFISH

Swordfish are some of the fastest of all fish. They are easily recognizable due to their sharp lance-like beak. They use their beak as a means of self-defense and combating rivals in fights somewhat reminiscent of jousting knights. They are often seen in large schools in the open ocean following colossal schools of smaller fish that they prey on.

SWORDFISH TACTICS

Swordfish are not aggressive by nature and will oftentimes flee at the sight of danger. However, if forced to, it is quite capable of defending itself, using its superior speed to propel itself at its opponents with its deadly lance-like beak.

MANTAS

Mantas are a rather strange breed of fish sporting winglike fins and a wiry barbed tail. Mantas seems to emulate the motion of flying as they effortlessly glide through coral reefs and the open seas in large schools or flocks. When they are not swimming, they choose to rest on the sea floor wherein they can blend in with their surroundings to avoid predators. Their natural majesty makes them respected by many aquatic and coastal civilizations, many that have begun to tame these creatures as mounts or to farm them as a source of food. They come in a variety of shapes ranging from the colossal emperor manta to the airborne cloud manta.

STORMTIDE MANTA

The stormtide manta is a rare but easily recognizable variant of manta. Its body is covered with bioluminescent patterns that are believed to be individually unique. It is rumored the stormtide manta primarily reside at the deepest depths of the sea only coming up to the surface during a storm. Because of this, sailors often associate their appearance as the advent of a terrible storm.

Despite their beautiful appearance, stormtide mantas can be quite dangerous. Although they non-aggressive, they do have numerous defense that can prove to be quite lethal. Their primary weapon is their barbed stinger-like tail that is coated with a paralyzing venom. Additionally, their bodies can generate lethal charges of electricity that can shock predators. However, their most unique ability to absorb and redirect lightning. This trait is believed to be responsible for why these creatures are attracted to storms.

CLOUD MANTAS

Cloud mantas are the most popular of all kinds of mantas thanks to their very friendly demeanor. At times, these creatures can be too friendly as small flocks have been known to swarm individuals they like when they want attention. Another reason for their popularity is their ability to leap out of the water to fly for short periods of times to catch small airborne prey. As a result, cloud mantas are common mounts in aquatic and coastal cities. However, cloud mantas rarely travel too far from the ocean as they must return to the sea for they can only breathe underwater and must hold their breath while airborne.

EMPEROR MANTA

The colossal emperor manta is a true sight to behold. Oftentimes, the first sign of the appearance of emperor mantas is that the surrounding water begins to glow with an otherworldly light as these glow from their bioluminescent bodies causes them to illuminate the sea around them. However, the most peculiar ability of these creatures are their ability to seemingly turn invisible while underwater as their scales seems to perfectly mimic the ocean around it. In general, these creatures are very peaceful but will use their colossal fins and whip-like tail to repel any creature foolish enough to attack it.

DRAGONFISH

The dragonfish is the largest of all fish, dwarfing all but the largest vessels. It is also often the source of many myths and legends behind sea monsters. Many sailors tell terrible stories of a colossal snake-like beast that its very presence churns the ocean in its wake threatening to sink their ship. However, despite the foreboding tales about this creature, the dragonfish is not aggressive and its rather curious, often too much for its own good.

The dragonfish seems to show a particular interest for seafaring vessels often swimming around it and at times playfully bumping into it. Often times, its presence is often mistaken for malevolence and this creature is unfortunately often fired upon by vessels at first sight. Because of this, their numbers have seemingly dwindled due to being hunted or simply they have learned of the dangers of approaching vessels.

DRAGONFISH TACTICS

Dragonfish are peaceful creatures by nature and if attacked, it will prefer to flee. However, its large size makes it very dangerous if angered as it is capable of swallowing creatures whole in a single bite and a single swipe from its tail can cause significant damage to a vessel.

However, in the case that it is not driven off, it has been known to accompany vessels for days on their voyage. The presence of the dragon inadvertently deters other aquatic threats thanks to its huge size. Additionally, the wake of such a colossal beast actually seems to aid vessels in storms as large waves seem to be disrupted by the path of this creature providing safe passage for a vessel. It is unclear whether these benefits are the intentions of the dragonfish or merely coinciding with its presence, but this creature can be seen as a hidden boon to those who tolerate its presence.



BLOODFISH SWARM

Large Swarm of tiny beasts, unaligned

Armor Class 13 (Natural Armor)

Hit Points 39 (6d10+6)

Speed 40ft. swim

STR	DEX	CON	INT	WIS	CHA
16(+32)	16 (+3)	12 (+1)	1 (-5)	15 (+2)	3 (-4)

Skills Perception +7

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled,

Paralyzed, Petrified, Prone, Restrained, Stunned

Senses darkvision 120ft., passive Perception 17

Challenge 4(1100 XP)

Swarm The bloodfish swarm can occupy another creature space and vice versa. It can move through any opening large enough for a tiny creature. The swarm can't regain hitpoints or gain temporary hitpoints

Swarm Tactics The bloodfish swarm can enter another creature's space without penalty to its movement. A creature that first enters or starts its turn with the swarm's space takes 4d4 piercing damage and must treat the area as difficult terrain.

Waterbreathing The bloodfish swarm can only breathe underwater

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

Blood Sense The bloodfish swarm can pinpoint the location of a creature below half its hitpoint maximum within 1 mile of it.

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

Actions

Multiattack The bloodfish swarm can make two frenzy of bites attacks. If it is below half of its hitpoint maximum, it can only make one attack

Frenzy of Bites +6 to hit; 5ft., , all targets within the swarm's space. Hit 14(4d4+4) piercing damage.



BEHOLDER FISH

Large Beast, unaligned

Armor Class 14(Natural Armor)

Hit Points 84 (10d10+40)

Speed 30ft. swim

STR	DEX	CON	INT	WIS	CHA
19(+4)	10 (+0)	18 (+4)	3 (-5)	10 (+0)	17 (+3)

Skills Perception +3

Senses blindsight 120ft., darkvision 120ft., passive Perception 13

Challenge 4(1100 XP)

Hypnotic Array When a creature that can see the beholder fish's array starts its turn within 30 feet of the beholder fish, the beholder fish can force the creature to make a DC 14 Wisdom saving throw if the beholder fish 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 beholder fish in a safe manner. While an affected creature is within 5 feet of the beholder fish, its movement speed is reduced to 0 and is incapacitated. It can repeat its save at the end of each of its turns or if it takes any damage. On a successful saving throw, creatures are immune to being charmed in this manner by this beholder fish for the next 24 hours.

Bioluminescence The beholder fish 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.

Waterbreathing The beholder fish can only breathe underwater

Actions

Bite +7 to hit, 5ft., , one target. *Hit* 24(3d12+4) piercing damage. If the creature is a large or smaller creature, it is grappled and restrained(DC 15). Until this grapple ends, the beholder fish cannot make a bite attack against another creature but can use its bonus action to make another bite attack against that creature.

Stunning Flash(Recharge 5-6) Creatures with a 30ft. radius of the Beholder Fish that can see it must succeed a DC 14 Constitution saving throw become stunned and blinded for one minute. It can repeat its save at the end of each of its turns, ending the effect on a successful save



DEVILFISH

Medium Beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 33 (6d8+6)

Speed 40ft. swim

STR	DEX	CON	INT	WIS	CHA
14(+2)	18 (+4)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2, Athletics +4, Acrobatics +6

Senses darkvision 120ft., passive Perception 12

Challenge 3(700 XP)

Waterbreathing The devilfish can only breathe underwater

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

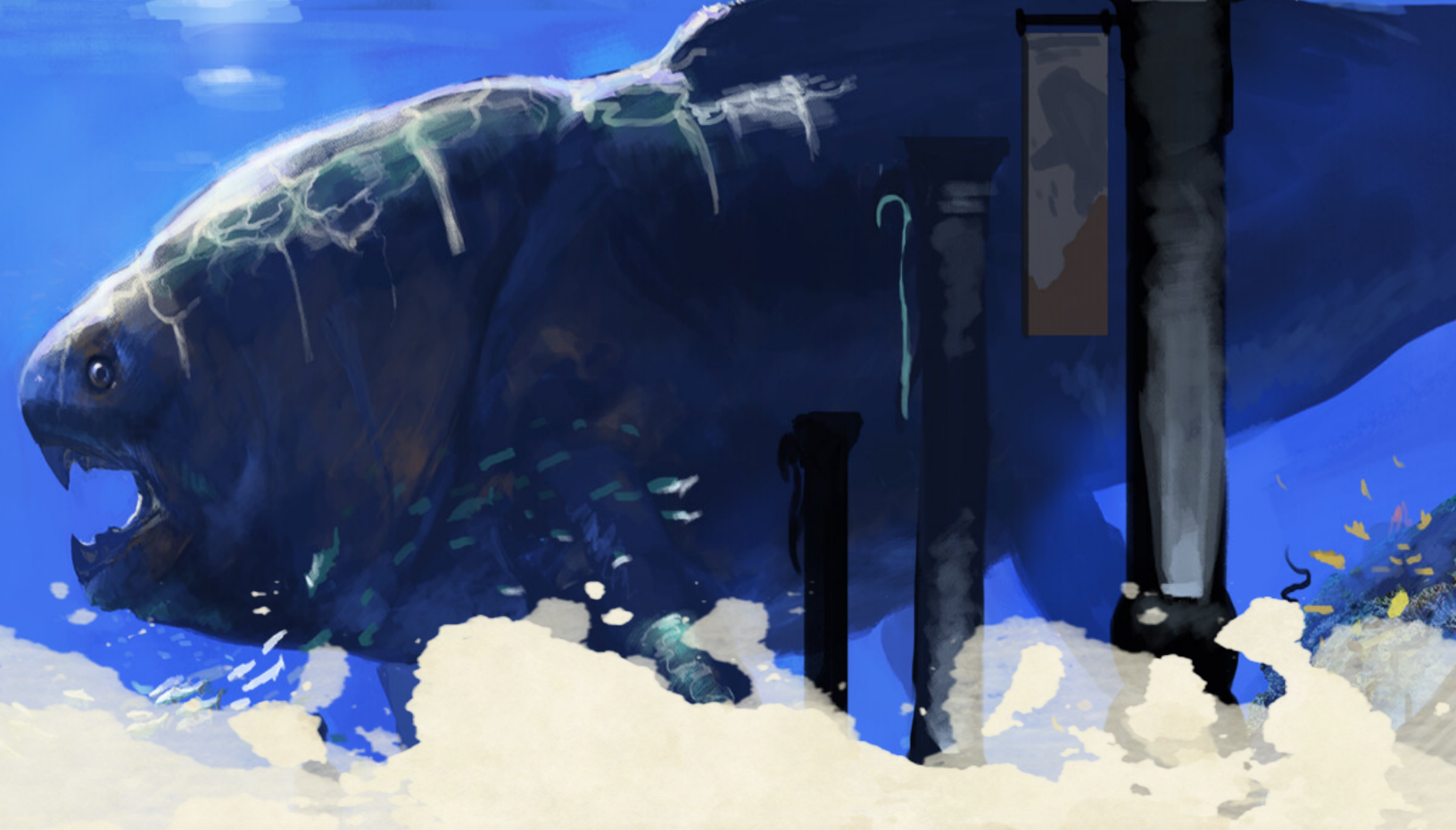
Agile Swimmer The devilfish can swim outside the reach of an enemy without provoking opportunity attack

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

Dive Attack If the devilfish moves least 20 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 11 (2d10) piercing damage.

Actions

Bite +6 to hit, 5ft., one target. Hit 10(1d10+4) piercing damage.



MONSTERFISH

Huge Beast, unaligned

Armor Class 17 (Natural Armor)

Hit Points 125 (10d12+60)

Speed 30ft. swim, burrow 30ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	9 (-1)	22 (+6)	1 (-5)	10 (+0)	6 (-2)

Saving Throws Constitution +9, Strength +8

Skills Perception +3, Athletics +8, Stealth +5

Senses darkvision 120ft., passive Perception 12

Challenge 9(5000 XP)

Waterbreathing The monsterfish can only breathe underwater

Crushing Jaws When the monsterfish makes a bite attack against a creature, it must succeed a DC 16 Constitution saving throw or have its movement speed halved until the end of its next turn.

Thick Armor The monsterfish has advantage on saving throws against being stunned.

Siege Monster The monsterfish can deal double damage to buildings and objects

False Appearance While the monsterfish remains motionless, it is indistinguishable from an underwater rock.

Actions

Bite +9 to hit; 5ft., one target. Hit 25(3d12+5) 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 monsterfish cannot bite another target. While grappling a creature in this manner, it can use its bonus action to make another bite attack



MACEFISH

Small Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 17 (3d6+6)

Speed 30ft. swim

STR	DEX	CON	INT	WIS	CHA
4 (-2)	9 (-1)	15 (+2)	1 (-5)	10 (+0)	14 (+2)

Skills Perception +2, Intimidation +4

Damage Resistances Poison

Senses darkvision 60ft., passive Perception 12

Challenge 1/4(50 XP)

Poison Resilience The macefish has advantage on saving throws against being poisoned

Waterbreathing The macefish can only breathe underwater

Toxic Spines If a creature hits it with a melee attack or touches it while within 5ft. of the macefish takes 1d4 piercing damage and must succeed a DC 12 Constitution saving throw or take 2d6 poison damage and become poisoned for one minute. On a successful saving throw, creatures take half damage. That creature must repeat its saving throw at the ends of each of its turn, ending the effect on a success.

Actions

Inflate As an action, the macefish increases to one size larger for one minute. While in this state, its toxic spines deals 5(2d4) piercing damage and the poison damage dealt increase to 14(4d6). While in this state, its movement speed is halved. The pufferfish can deflate itself as a bonus action.

SWORDFISH

large Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 52 (8d10+8)

Speed 60ft. swim

STR	DEX	CON	INT	WIS	CHA
17(+3)	16 (+3)	13 (+1)	1 (-5)	10 (+0)	2 (-5)

Skills Athletics +5, Acrobatics +5, Perception +2

Senses darkvision 60ft., passive Perception 12

Challenge 3(700 XP)

Waterbreathing The swordfish can only breathe underwater

Fast Swimmer while underwater, the swordfish can take the Dash action as a bonus action

Dive Attack If the swordfish moves least 30 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 18 (3d12) piercing damage..

Actions

Gore +5 to hit, 10ft., one target. Hit 9(1d12+3) piercing damage.



STORMTIDE MANTA

large Beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 58 (8d10+16)

Speed 40ft. swim, 20ft. burrow

STR	DEX	CON	INT	WIS	CHA
15(+2)	15 (+2)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2, Acrobatics +4

Damage Resistances Poison

Condition Immunities Paralyzed

Senses blindsight 120ft., passive Perception 12

Challenge 3(700 XP)

Poison Resilience The stormtide manta has advantage on saving throws against being poisoned

Bioluminescence The stormtide manta 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.

False Appearance While the manta remains motionless, it is indistinguishable from the sea floor

Waterbreathing The manta can only breathe underwater

Charged Skin When a creature hits the manta with a melee weapon attack, it must succeed a DC 12 Constitution saving throw or take 5(1d8) lightning damage.

Discharge When the stormtide manta takes lightning damage, it takes no damage and can force all creatures within a 10ft. radius to make a Constitution saving throw or take lightning damage equal to the amount of damage dealt and take half damage on a successful save. If creatures are underwater, they have disadvantage on this saving throw. If a creature fails its saving throw it is paralyzed until the end of its next turn.

Actions

Sting +4 to hit, 10ft., one target. *Hit* 6(1d6+2) piercing damage. Creatures hit by this attack must succeed a DC 12 Constitution saving throw or take 14(4d6 poison) damage and poisoned for one minute. While poisoned in this manner, creatures are paralyzed. A creature can repeat its save at the end of each of its turns ending it on a success.



CLOUD MANTA

large Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 30 (4d10+8)

Speed 40ft. swim, 40ft. fly

STR	DEX	CON	INT	WIS	CHA
15(+2)	17 (+3)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2, Acrobatics +7

Senses blindsight 120ft., passive Perception 12

Challenge 2(450 XP)

Flyby The cloud manta can fly out of the reach of an creature without provoking opportunity attack

Nimble Swimmer The cloud manta can swim out of the reach of an creature without provoking opportunity attack

Waterbreathing The manta can only breathe underwater

Hold Breath The cloud manta can hold its breath up to one hour.

False Appearance While the manta remains motionless, it is indistinguishable from the sea floor

Actions

Multiattack The Cloud Manta can make a bite attack and a tail attack. It cannot target the same creature with both attacks

Bite +4 to hit; 5ft., one target. *Hit* 7(1d8+2) piercing damage.

Tail +4 to hit; 5ft., one target. *Hit* 6(1d6+2) slashing damage.



EMPEROR MANTA

Gargantuan Beast, unaligned

Armor Class 12 (Natural Armor)
Hit Points 124 (8d20+40)
Speed 60ft. swim

STR	DEX	CON	INT	WIS	CHA
20(+5)	15 (+2)	20 (+5)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +3, Athletics +5
Senses blindsight 120ft., passive Perception 12
Challenge 5(1800 XP)

Siege Monster The emperor manta deals double damage to buildings and objects

Water Cloak While underwater, the emperor manta can use its bonus action to turn invisible until its attacks or until its Concentration ends, as if concentrating on a spell.

Bioluminescence The emperor manta 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.

Waterbreathing The manta can only breathe underwater

False Appearance While the manta remains motionless, it is indistinguishable from the sea floor

Actions

Tail +8 to hit; 20ft., one target. *Hit* 25(3d12+5) slashing damage. Creatures hit by this attack must succeed a DC 16 Constitution saving throw or become stunned until the end of its next turn

Wing +8 to hit; 10ft., all targets in range. *Hit* 22(3d10+5) bludgeoning damage. If the target is a creature, it must succeed a DC 16 Strength saving throw or be pushed back 10ft. and knocked prone. The manta can swim up to half its movement speed as part of this action.



DRAGONFISH

Gargantuan Beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 155 (10d20+50)

Speed 40ft. swim

STR	DEX	CON	INT	WIS	CHA
20(+5)	15 (+2)	21 (+5)	2 (-4)	10 (+0)	4 (-3)

Saving throws Strength +8, Constitution +8

Skills Athletics +8, Perception +3

Senses darkvision 60ft., passive Perception 13

Challenge 8(3900 XP)

Siege Monster The dragonfish deals double damage to buildings and objects

Waterbreathing The dragonfish can only breathe underwater

Titanic Wake While underwater, the dragonfish can generate difficult terrain for creatures within 30ft. of it as long as the dragonfish is moving and its not incapacitated. This effect does not hinder the movement of the dragonfish.

Actions

Multiattack The dragonfish can make a bite attack and a tail attack. It cannot make both attacks against the same target.

Bite +8 to hit; 15ft., one target. *Hit* 19(3d8+5) bludgeoning damage. If the target is Large or smaller creature, it must succeed a DC 16 Strength saving throw or be swallowed whole. A swallowed creature has full cover against attacks and other effects outside the dragonfish and it takes 11(3d6) acid + 11(3d6) bludgeoning damage at the start of the dragonfish's turn. If the dragonfish takes damage from a swallowed creature, it must succeed a Constitution saving throw equal to half the damage dealt (minimum 10). On a failed save, it regurgitates all swallowed creatures which fall prone in a space within 10ft. of the dragonfish. If the dragonfish dies, a swallowed creature can escape the corpse by using 20ft. of its movement, exiting prone.

Tail +8 to hit; 20ft., one target. *Hit* 22(3d10+5) bludgeoning damage. Creatures hit by this attack must succeed a DC 16 Strength saving throw or be pushed back 10ft. and knocked prone.

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