

PLESIOSAURS

PLESIOSAUR LORE

Nature DC 10: Plesiosaurs employ a form of countershading, where their backs are a darker color than their undersides, to hide in open water, allowing them to ambush unsuspecting prey.

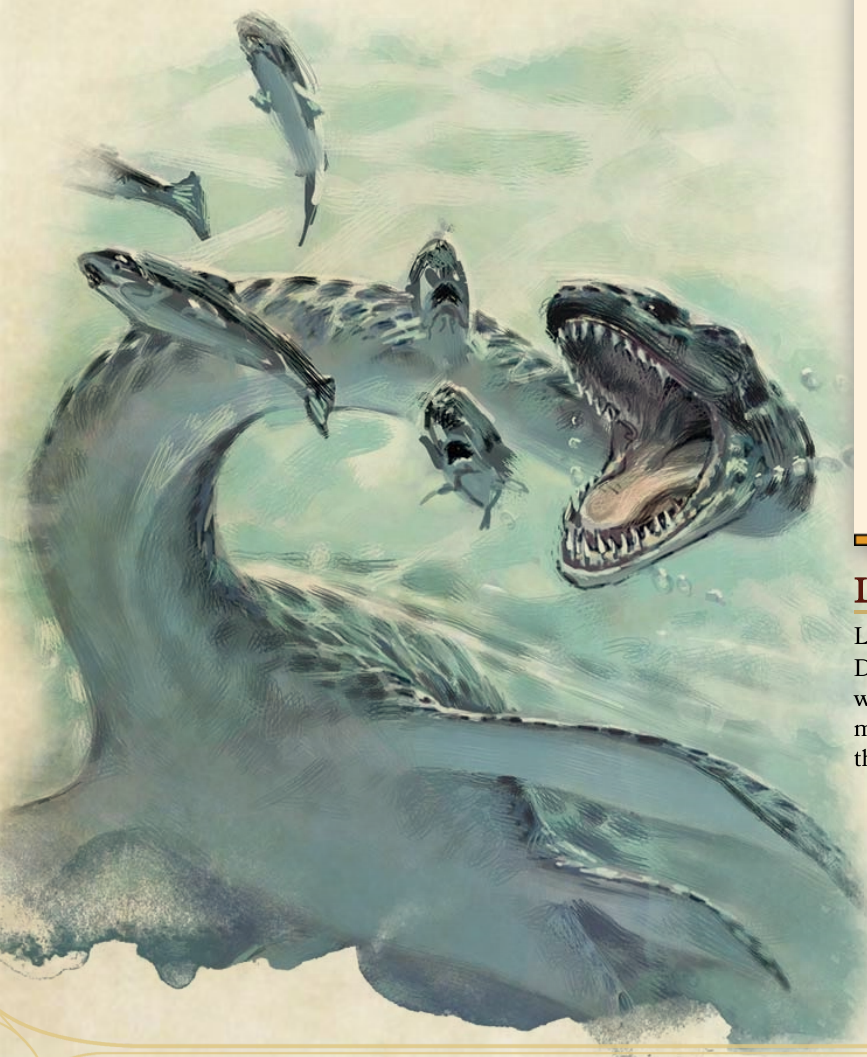
Nature DC 15: Plesiosaurs' teeth are adapted for crushing through the thick carapaces of giant mollusks, making heavy armor of little defense against them. While the longer-necked variations mostly hunt prey smaller than themselves, the stouter plesiosaurs such as liopleurodons are adapted to ripping at prey their own size or larger.

PLESIOSAURUS/ELASMOSAURUS TACTICS

A plesiosaurus is rarely spoiling for any sort of real fight, and uses its Dark Water Ambush to attack the frailest looking opponent, particularly targeting pets, familiars, and PCs with a d6 hit die, typically fleeing with its prize once it has made a kill.

If their prey makes a stand and fights back effectively, they typically flee after being reduced below half hit points, or immediately if confronted with an enemy their own monstrous size or larger.

If their prey flees, they pursue it relentlessly, particularly if it attempts to hide in a crevice or other tight cover.



PLESIOSAURUS

Large beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 68 (8d10 + 24)

Speed 20 ft., swim 40 ft.

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

Skills Perception +3, Stealth +4

Senses Darkvision 60 ft., Passive Perception 13

Challenge 2 (450 XP)

Serpentine Neck. The plesiosaurus can move up to 10 feet into any space large enough for a Small creature without squeezing.

Countershading. The plesiosaurus has advantage on Dexterity (Stealth) checks made to hide from creatures above it in open water.

Actions

Shellsplitter Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

This attack is made at advantage against a creature wearing Medium or Heavy armor.

Dark Water Ambush (Recharge 6). The plesiosaurus moves up to its speed in a straight line towards a creature it is hidden from and makes a bite attack against it.

If the attack hits, the target must succeed on a DC 14 Constitution saving throw or be Stunned until the end of the plesiosaurus' next turn.

Reactions

Darting Snap. As a reaction when a creature enters its reach, the plesiosaurus makes a bite attack against it, then moves up to 10 feet.

LIOPLEURODON TACTICS

Liopleurodons go straight for the largest enemy with their Dark Water Ambush, following up with their Bucking Thrash whenever available. When they use their Circle, if they have more than three conscious enemies they often choose to take the opportunity to flee, ideally with a grappled meal in tow.

ELASMOSAURUS

Huge beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 94 (9d12 + 36)

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	2 (-4)	15 (+2)	5 (-3)

Skills Perception +5, Stealth +5

Senses Darkvision 60 ft., Passive Perception 15

Challenge 5 (1,800 XP)

Serpentine Neck. The elasmosaurus can move up to 20 feet into any space large enough for a Medium creature without squeezing.

Countershading. The elasmosaurus has advantage on Dexterity (Stealth) checks made to hide from creatures above it in open water.

Actions

Cage-Mouth Bite. One creature within 20 feet of the elasmosaurus must succeed on a DC 17 Dexterity saving throw or take 16 (3d6 + 6) piercing damage and be grappled and restrained (escape DC 17), or take half as much damage on a success.

Whenever the elasmosaurus uses this ability, each creature already grappled in its mouth is dragged to the nearest unoccupied space to the target, then may use its reaction to attempt to escape.

Dark Water Ambush. The elasmosaurus moves up to its speed in a straight line towards a creature it is hidden from and uses its Cage-Mouth Bite against it.

If the attack hits, the target takes an additional 10 (3d6) piercing damage and must succeed on a DC 17 Constitution saving throw or be Stunned until the end of the plesiosaurus' next turn.

Sediment Churn (Recharge 5-6). The elasmosaurus dives up to its speed straight down and attempts to Hide.

If it ends this movement within 10 feet of the bed of the body of water it is submerged in, it kicks up a cloud of murky sediment, heavily obscuring the area in a 20 foot radius around itself that lasts until the end of its next turn.

Reactions

Darting Snap. As a reaction when a creature enters its reach (20 foot radius), the elasmosaurus uses its Cage-Mouth Bite against it, then moves up to 10 feet.

LIOPLEURODON

Huge beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 126 (11d12 + 55)

Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	21 (+5)	2 (-4)	15 (+2)	5 (-3)

Skills Perception +5, Stealth +5

Senses Darkvision 60 ft., Passive Perception 15

Challenge 8 (3,900 XP)

Countershading. The liopleurodon has advantage on Dexterity (Stealth) checks made to hide from creatures above it in open water.

Outsize Head. When the liopleurodon hits a Huge or larger creature with a bite attack, it may use its Bucking Thrash as a Bonus Action, if available.

Actions

Shellcrusher Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 33 (4d12 + 7) piercing damage and the target is grappled (escape DC 17).

Until this grapple ends, the target is restrained, and the liopleurodon can't bite another target. This attack is made at advantage against a creature wearing Medium or Heavy armor.

Dark Water Ambush. The liopleurodon moves up to its speed in a straight line towards a creature it is hidden from and makes an attack against it with its Shellcrusher Bite.

If the attack hits, the target takes an additional 13 (2d12) piercing damage and must succeed on a DC 18 Constitution saving throw or be Stunned until the end of the plesiosaurus' next turn.

Bucking Thrash (Recharge 5-6). One creature grappled by the liopleurodon must succeed on a DC 18 Constitution saving throw or take 55 (10d10) slashing damage, or half as much on a success.

A creature that fails this save by 10 or more has a limb of its choice torn off and is released from the grapple, then drops to 0 hit points.

Reactions

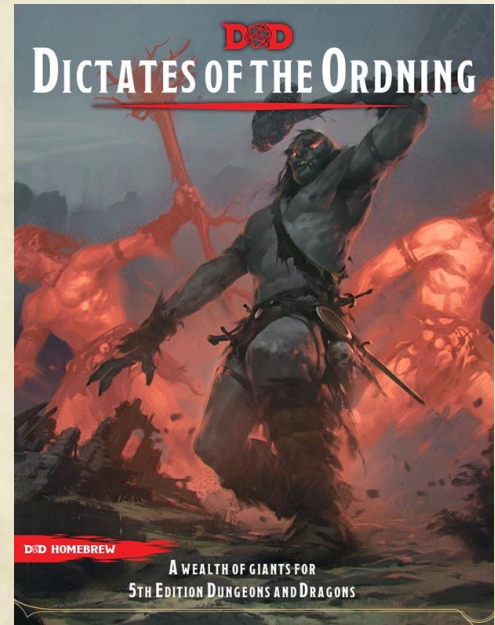
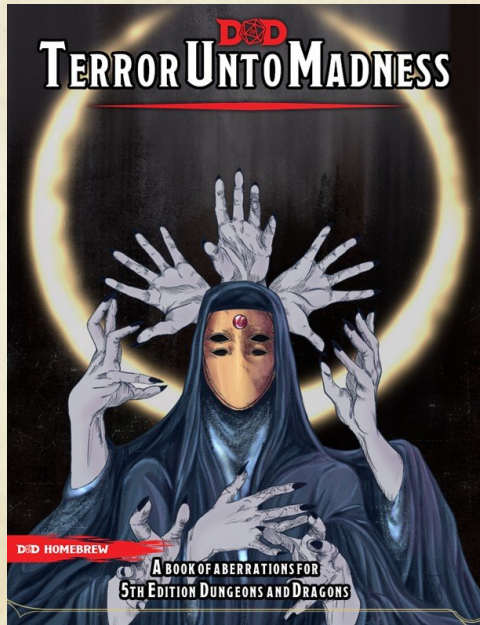
Circle (1/Day). As a reaction to being reduced below 64 hit points, the liopleurodon moves up to half its speed without provoking attacks of opportunity.

Each creature of its choice within 50 feet that has fewer than 20 hit points must succeed on a DC 17 Wisdom saving throw or be Frightened until the end of the liopleurodon's next turn.

ART CREDITS

- Plesiosaurus by Sam Wood
- Bisk, Goblin King by [Rae Elderidge](#)

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A large illustration of a green goblin-like character with a crown, sitting on a pile of gold coins. The character is holding a glowing blue orb. Surrounding the character are various items: a stack of gold coins, a pineapple, a bunch of grapes, a banana, a small blue dragon, a small orange lion, and several books. One book is titled 'CONFLUX CREATOR'S NASTY BOYS' and another is 'B.B.E.G. DIARY'. There are also several dice and a small box labeled 'EROTI'. The background is a dark, textured surface. There are several red banners with the text 'Become a patron' and the Patreon logo. A large red banner at the bottom says 'Become a patron'.

