

FUGUHITO

From the Depths rise the fughito. Land lovers call these spine-covered water breathers "pufferfolk", and as one might expect, the fughito looks like a humanoid pufferfish. Their needles are not just sharp but carry a powerful toxin capable of paralyzing foes.

Servants of Qhek. The marids of Qhek use the fughito as their frontline. And since fughito can exist out of water and are closer to human size than the sahuagin or merfolk, they make excellent spies.

FUGUHITO

Medium humanoid (fughito), lawful evil

Armor Class 13 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	8 (-1)	11 (+0)	9 (-1)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 1 (200 XP)

Barbed Hide. At the start of each of its turns, the fughito deals 4 (1d8) piercing damage to any creature grappling it. A creature who takes damage from the fughito's barbed hide must succeed on a DC 12 Constitution saving throw or become paralyzed for 1 minute. Creatures immune to poison automatically succeed on their saving throw. A paralyzed creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

Limited Amphibiousness. The fughito can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Needles. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or become paralyzed for 1 minute. Creatures immune to poison automatically succeed on their saving throw. A paralyzed creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

