



ART BY SVERKER CASILLO

Giant Eels

Eels are normally small creatures that hunt their prey through short electrical shocks. Sometimes nature decides otherwise, and creates giant version that can stun an entire regimen of soldiers.

Giant Electric Eels. These are the deadly giant electric eels, which have a skin resistant to electricity and hunt a far bigger game than their regular counterpart, they had to adapt to survive the deadly depths of the ocean.

Golden Eels. Golden eels on the other hand, kill for pleasure. They are very similar in appearance to electric ones, the only striking difference being their red blood eyes, which their more passive counterpart do not possess. Golden eels hunt humanoids for fun, ripping their flesh apart and feasting in the remaining blood. They particularly enjoy the taste of flesh charred by electricity. It is said that these eels are the creation of malevolent sunken creatures, or perhaps they just reflect the cruelty of the abyss.

GIANT ELECTRIC EEL

Large beast, unaligned

Armor Class 13
Hit Points 68 (8d10 + 24)
Speed 0 ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2, Stealth +5
Damage Resistances lightning
Senses passive Perception 12
Languages —
Challenge 2 (450 XP)

Water Breathing. The eel can breathe only underwater.

ACTIONS

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

Electric Discharge (Recharge 6). The eel unleashes a wave of electricity. All creatures in a 10-foot radius centered on the eel must succeed on a DC 13 Constitution saving throw or take 11 (2d10) lightning damage and be stunned for 1 minute, or half as much on a success and not be stunned. A stunned creature can repeat the save at the end of each of its turns, ending the effect on a success.

GOLDEN EEL

Large monstrosity (beast), evil

Armor Class 14
Hit Points 110 (13d10 + 39)
Speed 0 ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	16 (+3)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +6
Damage Immunities lightning
Senses passive Perception 13
Languages —
Challenge 4 (1,100 XP)

Water Breathing. The eel can breathe only underwater.

Lightning Absorption. Whenever the eel is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt, recharges its electric discharge and its movement speed increases by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The eel makes two attacks, one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and 4 (1d8) lightning damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage and the target must succeed on a DC 13 Constitution saving throw or take 11 (2d10) lightning damage and be stunned until the end of the eel's next turn, or half as much on a success and not be stunned.

Electric Discharge (Recharge 6). The eel unleashes a wave of electricity. All creatures in a 20-foot radius centered on the eel must succeed on a DC 13 Constitution saving throw or take 19 (3d12) lightning damage and be stunned for 1 minute, or half as much on a success and not be stunned. A stunned creature can repeat the save at the end of each of its turns, ending the effect on a success.