

FALSE PROPHET

Medium aberration, lawful evil

Armor Class 16 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	13 (+1)	11 (+0)	19 (+4)

Saving Throws Wis +2

Skills Acrobatics +6, Deception +8, Persuasion +8, Religion +3

Damage Resistances radiant

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 10

Languages Common, Deep Speech

Challenge 4 (1,100 XP)

Amphibious. The false prophet can breathe air and water.

Creature of the Deep. The false prophet is immune to the pressure and cold effects of the deep ocean.

Honeyed Words. If the false prophet succeeds on a Persuasion check by 5 or more against a humanoid, the humanoid is considered charmed by the false prophet for 1 minute, or until it takes damage. The target isn't aware it was charmed.

Innate Spellcasting. The false prophet's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *alter self*, *sanctuary (self)*, *thaumaturgy*, *tongues*

ACTIONS

Multiattack. The false prophet makes four claw attacks.

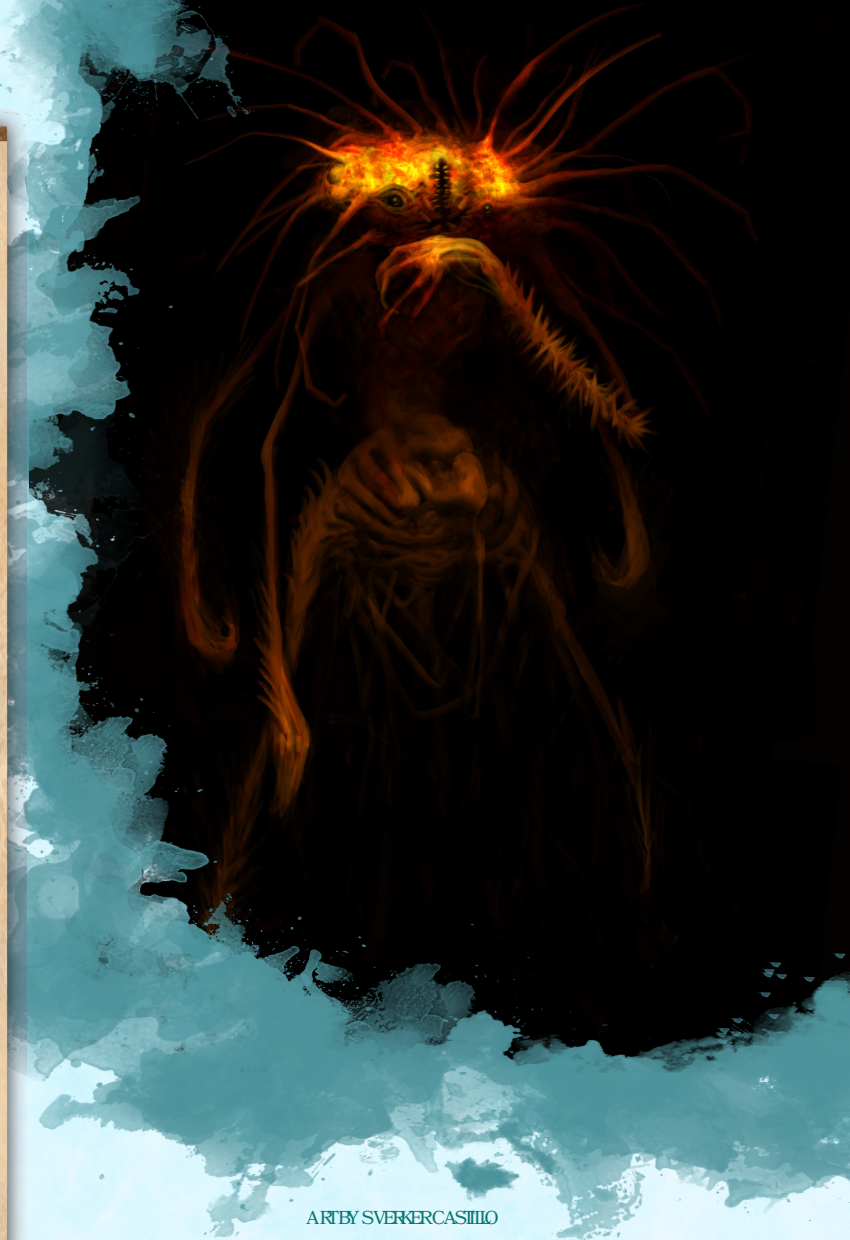
Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Convert. The false prophet attempts to persuade a creature it sees to start worshipping the God of the Deep (or another entity that it serves). It chooses a humanoid that is charmed by it within 120 feet, the target must succeed on a DC 14 Wisdom saving throw. On a failure it renounces any other God it may worship, if any, and start fervently worshipping the new one. If a creature's saving throw is successful, the creature is immune to the false prophet's Convert for the next 24 hours. A creature with a strong faith has advantage on this save. At the end of every 7 days, the creature can repeat its saving throw against this effect, ending it on a success. If it fails the save 5 times in a row, the effect becomes permanent.

False Prophet

Deep below the ocean, ancient gods, banished from the heavens, lurk, waiting for their time to rise from the abyss. To prepare the land for their coming, they have fashioned false prophets. Creatures of the depths given sentience and purpose, they only live to serve their master, be it god or usurper.

They are deadly in battle, but this is not where their strength lies. Their charisma, which lets them blend with other races without raising suspicion, praise the powers of their master, and create legions of believers, this is where they shine. After all who would attack an old woman chanting about the powers of her god.



ART BY SVERKER CASIMIRO

They usually prefer to speak to large groups of crowds, casting a wide net on potential new "willing" believers. Although they are subtle, they tend to prefer smaller towns where the clerical presence isn't too developed, as the simple thaumaturgic tricks that they perform can easily be seen through by experienced clergy members, and can only really fool the uneducated.

The new follower will then proceed to the ocean, where it will join its god in the abyss, and emerge changed. A new fallen worshipper will rise, or perhaps something else.

BLOATED NIGHTMARE

Medium aberration, evil

Armor Class 11

Hit Points 9 (2d8)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	1 (-5)	12 (+1)	4 (-3)

Damage Resistances cold

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Abyssal

Challenge 1/4 (50 XP)

Amphibious. The bloated nightmare can breathe air and water.

Bloated. The bloated nightmare cannot use the Dash Action.

Creature of the Deep. The bloated nightmare is immune to the pressure and cold effects of the deep ocean.

Deadly Echoes. If the bloated nightmare is killed by a hostile creature, all creatures that are allied to it within 60 feet of it become enhanced for 2 rounds. Whenever an enhanced creature makes an attack roll, saving throw or ability check, the target can roll a d6 and add the number rolled to the roll.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage.

Bloated Nightmare

A bloated nightmare is the result of a humanoid falling under the worship of the Deep One. Driven by ill-fated faith, they make their way into the abyssal ocean, which welcomes them in its cold embrace.

If the monstrous god judges its new servant too weak, it is slain, turning into a husk of itself, a mindless zombie. Its new purpose is to now follow others in battle, and lay down its life before theirs, so that their battle can be successful.

Fallen Worshipper

Fallen worshippers are the result of the corruption of false prophets. These new believers of the Deep one wander deep into the ocean, where they receive their blessing from the ancient being.

They'll fight relentlessly to bring the titan back from the abyss, where it lays dormant.

FALLEN WORSHIPPER

Medium aberration (humanoid), neutral evil

Armor Class 13 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	11 (+0)	10 (+0)	12 (+1)

Senses darkvision 120 ft., passive Perception 10

Languages Common, Deep Speech

Challenge 1 (200 XP)

Amphibious. The fallen worshipper can breathe air and water.

Creature of the Deep. The fallen worshipper is immune to the pressure and cold effects of the deep ocean.

Blessing of the Deep One. The fallen worshipper is permanently under the effect of the *sanctuary* spell, even if it attacks or casts a harmful spell.

ACTIONS

Multiattack. The fallen worshipper makes two weapon attacks.

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

Spear. *Ranged Weapon Attack:* +3 to hit, range 80/300 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.