

NUCKELAVEE

Large Monstrosity, Chaotic Evil

ARMOR CLASS 17	HIT POINTS 210	SPEED 60 ft., Swim 40 ft.
-----------------------	-----------------------	----------------------------------

ABILITY SCORES

STR (MOD/SAVE)	DEX (MOD/SAVE)	CON (MOD/SAVE)	INT (MOD/SAVE)	WIS (MOD/SAVE)	CHA (MOD/SAVE)
19 (+4/+8)	18 (+4/+4)	20 (+5/+9)	12 (+1/+1)	15 (+2/+2)	8 (-1/-1)

SKILLS Perception +10, Survival +10

RESISTANCES Acid, Necrotic

IMMUNITIES Poison; Poisoned

SENSES Darkvision 120 ft.; Passive Perception 20

LANGUAGES Common; telepathy 120 ft.

CHALLENGE RATING 10 (XP 5,900); **PROFICIENCY BONUS** +4; **INITIATIVE** +8 (18)

TRAITS

Amphibious. The Nuckelavee can breathe air and water.

Fresh Water Intolerance. If the Nuckelavee is splashed with fresh water (minimum 1 cup) it must succeed on a DC 15 Wisdom Saving Throw or be stunned until the end of its next turn. This effect may successfully stun it up to 5 times/day. After the fifth successful stun, it automatically succeeds on subsequent saves against this effect.

Legendary Resistance (3/Day). If the Nuckelavee fails a saving throw, it can choose to succeed instead.

Nocturnal creature. At night the Nuckelavee is alert and has Proficiency in Dexterity Saving Throws (+8) and Wisdom Saving Throws (+6).

Pestilential Aura. The Nuckelavee emanates an aura in a 20-foot Emanation. Any creature that enters or starts its turn in the aura must succeed on a DC 16 Constitution Saving Throw or take 3d6 Necrotic damage. Creatures with resistance to necrotic damage automatically succeed on this saving throw. Plants without resistance to Necrotic damage automatically fail this saving throw and gradually wilt, wither and die while within the aura. Opening any healing potion within this aura makes the potion immediately and permanently spoil. A creature can be affected by this aura only once per turn.

ACTIONS

Multiattack. The Nuckelavee makes two Claw attacks and one Hooves attack or three Claw attacks or one Take to the Sea Attack.

Claw. *Melee Attack Roll:* +8, *reach* 5 ft. *Hit:* 14 (3d6 + 4) Slashing damage.

Hooves. *Melee Attack Roll:* +8, *reach* 5 ft. *Hit:* 11 (3d4 + 4) Bludgeoning damage. If the target is a Large or smaller creature and the Nuckelavee moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (3d4) Bludgeoning damage and has the Prone condition.

Take to the Sea. *Melee Attack Roll:* +8, *reach* 5 ft. *Hit:* 14 (3d6 + 4) Piercing damage. If the target is a Medium or smaller creature it must make a DC 16 Strength or Dexterity Saving Throw (target's choice). On a failure, the target is scooped up and placed on the Nuckelavee and grappled. While it has a grappled target, the Nuckelavee will carry its target towards the nearest body of salt water and attempt to drown its target. While carrying a grappled creature, the Nuckelavee, as its action, can only make one Claw attack per turn. This attack has advantage against the creature it is currently carrying. At the start of its turn the grappled creature may make a DC 16 Strength Saving Throw to end the grapple and escape from the Nuckelavee. If this succeeds, the creature must also make a DC 16 Dexterity Saving Throw. On a failure the target falls prone next to the Nuckelavee instead of landing upright.

BONUS ACTIONS

Screech. All targets within 60 ft. of the Nuckelavee make a DC 16 Wisdom Saving Throw, a Constitution Saving Throw, or both, as chosen by the GM. The Nuckelavee can then apply either or both of the following effects to creatures that fail the corresponding save:

Fear. A creature that fails the Wisdom saving throw has the Frightened condition until the start of the Nuckelavee's next turn.

Constant Drone. A creature that fails the Constitution saving throw has a –2 penalty to Dexterity-based rolls and AC until the start of the Nuckelavee's next turn. The creature loses concentration and cannot cast spells requiring concentration during this time.

GM Note. Screech is intended as a real-time difficulty adjustment. Use it less frequently if the party is struggling.

REACTIONS

Legendary Back Kick. *Melee Attack Roll:* +8, *reach* 5 ft. *Hit:* 11 (3d4 + 4) Bludgeoning damage. If a creature moves into a space within 5 ft. directly behind the Nuckelavee, the Nuckelavee may kick the target. If the attack is successful and the target is a Large or smaller creature then the target must succeed on a DC 16 Strength Saving Throw or be thrown 10 ft. and fall prone. The Nuckelavee can use this reaction multiple times per round, but only once per triggering creature's movement. This reaction allows the Nuckelavee to turn in place (without moving to a new space) so that the triggering creature is within its Back Kick triggering area.



GM NOTES AND SCALING

Read Me. This monster is designed as a flexible encounter rather than a fixed encounter. Adjust the recommended options before or during the encounter to account for party size, level, composition, and tactics.

Screech. Screech is intended as an easy real-time difficulty adjustment. Skip it when the party is struggling, or use it more frequently when the encounter needs to be harder.

Tactical Play. The Nuckelavee is most dangerous at close range; clever parties can exploit its Fresh Water Intolerance and Necrotic resistance, or use ranged attacks to avoid its aura.

CR Levels. This creature is presented at a baseline CR 10, suitable for a party of 4–5 adventurers at level 10. The CR can be adjusted for parties of different sizes and levels using the table below. As a general guideline, keep the CR similar to the average character level of a party of 4–5 adventurers; for example, CR 5 is likely to work well for a party of 5 adventurers at level 5. The CR 10 should also work well against a party of 6 adventurers at level 8, meaning that the party level and CR do not have to be perfectly aligned and party size and composition should also be taken into account.

Note: When scaling the Nuckelavee toward the higher end of the CR scale, it is intentionally somewhat less powerful than a monster specifically designed for that CR. A CR 14+ Nuckelavee represents a more experienced and dangerous Nuckelavee, not a Nuckelavee that has somehow morphed into a dragon. To balance the Nuckelavee, at CR 14 or higher, add one Claw attack to its Multiattack:

Multiattack. The Nuckelavee makes three Claw attacks and one Hooves attack or four Claw attacks or one Take to the Sea attack.

Scaling Table

The table below provides suggested values for adjusting the Nuckelavee's CR. Start with the desired CR and replace the corresponding HP, AC, PB, STR, attack bonus, DC, damage dice, Aura range, and Screech range. Adjust further if needed for your specific party.

CR	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	135	150	165	180	195	210	225	240	255	270	285	300	315	330	345	360
AC	15	15	15	16	16	17	17	17	18	18	18	18	19	19	19	19
STR Score	17	17	17	17	19	19	19	19	21	21	21	21	23	23	23	23
STR MOD	+3	+3	+3	+3	+4	+4	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6
PB	+3	+3	+3	+3	+4	+4	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6
Hit	+6	+6	+6	+6	+8	+8	+8	+8	+10	+10	+10	+10	+12	+12	+12	+12
DC	15	15	15	16	16	16	17	17	17	18	18	18	19	19	19	19
d4	1d4	1d4	2d4	2d4	3d4	3d4	3d4	4d4	4d4	4d4	5d4	5d4	5d4	6d4	6d4	6d4
d6	1d6	1d6	2d6	2d6	3d6	3d6	3d6	4d6	4d6	4d6	5d6	5d6	5d6	6d6	6d6	6d6
Aura	10ft.	15ft.	15ft.	20ft.	20ft.	20ft.	20ft.	20ft.	25ft.	25ft.	25ft.	30ft.	30ft.	30ft.	30ft.	30ft.
Screech	30ft.	40ft.	40ft.	60ft.	60ft.	60ft.	60ft.	60ft.	60ft.	60ft.	60ft.	60ft.	60ft.	60ft.	80ft.	80ft.

How to read this table

DC values are for targets to resist the abilities of the monster. This has no bearing on the monster's chances to resist fresh water (constant DC 15).

Hit values are the modifier for all the attack rolls of the monster and they are PB+STR MOD. You may use these values for its Strength Saving Throws.

d4 and **d6** values are the number of dice rolled for damaging abilities such as Claw or Pestilential Aura.

Aura and **Screech** values refer to the area of effect around the Nuckelavee.

