

DEPTH WATCHER

While the deep waters beneath the oceans of the multiverse are home to myriad ferocious and dangerous creatures, the depth watcher stands—or swims—alone.

The depth watcher resembles a large, cyclopean angler fish where, instead of a single lure-tipped antenna, it sports 8 long, muscular tentacles, in addition to its ancestors' ten magically-empowered eyestalks.

SAGE ARBITERS

While others of its ilk are wont to engage themselves and those around them in schemes for power, wealth, and notoriety, depth watchers are much more reserved. It's not uncommon for a depth watcher to go decades, if not centuries without contact with another intelligent being, save for those it intends to consume as prey. This does not mean that this species is free of its relatives' superiority complex however.

In fact, depth watchers are perhaps the *most* smugly self-superior examples of their kind—they are simply more secure

in their belief of this than the others. However, because they don't seek validation of their greatness from others, depth watchers have no reason to keep such companions around—and no reason not to simply eat them instead.

OBSESSION WITH THE NATURAL ORDER

If there's one personality trait in a depth watcher that is predictable enough to be exploited, it's their obsession with maintaining what they see as "the natural order of things."

Depth watchers live to insist that all things be as they are in nature: night follows day, wind creates waves, predators eat prey. Any deviation from this state of "stability" is an abomination to a depth watcher, and an irritation to their psyche. Point out some such deviation to a depth watcher, and rest assured that they will not be able to ignore it.

"—*Thalassophobia*. It means an exaggerated or irrational fear of deep water."

"There's nothing irrational about it! Have you seen what's down there?"

—Brena and Torvald, dwarven sailors



DEPTH WATCHER

Large aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 0 ft., swim 40 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Str +8, Wis +8, Cha +8

Skills Perception +14

Damage Resistances cold

Condition Immunities prone

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Aquan, Deep Speech, Undercommon

Challenge 14 (11,500 XP)

Drowning Cone. The depth watcher's central eye creates an area of drowning magic in a 150-foot-cone. At the start of each of its turns, the depth watcher decides which way the cone faces and whether the cone is active. While in the area, creatures begin to drown, losing the ability to breathe and immediately running out of breath. This effect suppresses any means a target may have to breathe water or maintain a supply of air, including spells, magic items, or any innate water breathing. An affected creature begins suffocating. It drops to 0 hit points at the end of its next turn after a number of rounds equal to its Constitution modifier (min. 1 round), unless it is able to breathe again before that time.

Echolocation. The depth watcher can't use its blindsight while deafened or out of the water.

Limited Amphibiousness. The depth watcher can breathe air and water, but it needs to be submerged at least once every 8 hours to avoid suffocating.

Actions

Multiattack. The depth watcher makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (4d8 + 2) piercing damage.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained. The depth watcher has eight tentacles, each of which can grapple only one target.

Eye Rays. The depth watcher shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Lure Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be entranced by phantasmal floating lights it sees in front of the depth watcher, becoming charmed by it for 1 minute. While charmed, the target must use half its movement on each of its turns to move closer to the depth watcher, then may use no further movement that turn. The creature moves by the most direct route to the depth watcher, while avoiding obvious hazards. Due to the distraction, the target also has disadvantage on

attack rolls and ability checks while it is charmed. The target may repeat its save each time it takes damage, ending the effect early for it on a success. If the depth watcher directly damages the target, the effect ends immediately.

2. **Paralyzing Ray.** The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Fear Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. **Slowing Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
5. **Boiling Ray.** A 5-foot radius sphere of boiling water appears, centered on the target. Any creature in the area must make a DC 16 Constitution saving throw, take 35 (10d6) fire damage on a failed save, or half as much on a successful one. This fire damage ignores fire resistance gained for being fully immersed in water.
6. **Tidal Ray.** a 10-foot wide, 60-foot long line of quickly flowing water appears from the depth watcher. The line can curve up to 45 degrees every 10 feet along its length. Any creature that enters this current for the first time on a turn, or that starts its turn there must succeed on a DC 16 Strength saving throw or become restrained and be carried 20 feet along the current's path. A creature caught in the current can use its action to repeat its save, moving to the nearest unoccupied space outside the area on a success.
7. **Chill Ray.** The targeted creature must make a DC 16 Constitution saving throw. The target takes 22 (4d10) cold damage, and its speed is halved until the end of the depth watcher's next turn on a failed save, or half as much damage and no speed reduction on a successful one.
8. **Petrification Ray.** The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.
9. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.
If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
10. **Death Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Legendary Actions

The depth watcher can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The depth watcher regains spent legendary actions at the start of its turn.

Eye Ray. The depth watcher uses one random eye ray.