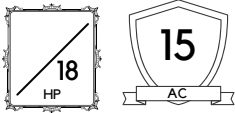


# Ixitxachtl



Speed 0 ft., swim 30 ft.

Senses darkvision 60 ft.  
Languages Abyssal, Ixitxachtl  
Challenge 1/4 (50 XP)

## Actions

### Bite.

Melee Weapon Attack: +3 to hit, reach 5 ft., one target.  
Hit: 4 (1d6 + 1) piercing damage.

## Reactions

**Barbed Tail.** When a creature provokes an opportunity attack from the ixitxachtl, the ixitxachtl can make the following attack instead of using its bite.

Melee Weapon Attack: +5 to hit, reach 5 ft., one target.  
Hit: 7 (1d8 + 3) piercing damage..

# Archpriest



## KUO-TOA ARCHPRIEST

[ Kuo-toa, archiprêtre ]  
Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor)  
Hit Points 97 (13d8 + 39)  
Speed 30 ft., swim 30 ft.

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

Skills Perception +9, Religion +6  
Senses darkvision 120 ft., passive Perception 19  
Languages Undercommon  
Challenge 6 (2300 XP)

**Amphibious.** The kuo-toa can breathe air and water.

**Otherworldly Perception.** The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

**Slippery.** The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

**Sunlight Sensitivity.** While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Spellcasting.** The kuo-toa is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

Cantrips (at will): guidance, sacred flame, thaumaturgy  
1st level (4 slots): detect magic, sanctuary, shield of faith  
2nd level (3 slots): hold person, spiritual weapon  
3rd level (3 slots): spirit guardians, tongues  
4th level (3 slots): control water, divination  
5th level (2 slots): mass cure wounds, scrying

## ACTIONS

**Multiattack.** Two melee attacks.  
**Scepter.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target.  
Hit: 6 (1d6 + 3) bludgeoning damage plus 14 (4d6) lightning damage.

**Unarmed Strike.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

# Kua Toa Monitor



## VARIANTE : KUO-TOA MONITOR

Same statistics as a kuo-toa whip except that it

- adds its Wisdom modifier to its Armor Class (AC 13),
- loses the Spellcaster trait,
- replaces the whip's action options with the following action options.

**Multiattack.** The kuo-toa makes one bite attack and two unarmed strikes.

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target.  
Hit: 4 (1d4 + 2) piercing damage.

**Unarmed Strike.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) lightning damage, and the target can't take reactions until the end of the kuo-toa's next turn.

# Kua Toa Whip



## KUO-TOA WHIP

[ Kuo-toa, fouet ]  
Medium humanoid (kuo-toa), neutral evil

Armor Class 11 (natural armor)  
Hit Points 65 (10d8 + 20)  
Speed 30 ft., swim 30 ft.

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

Skills Perception +6, Religion +4  
Senses darkvision 120 ft., passive Perception 16  
Languages Undercommon  
Challenge 1 (200 XP)

**Amphibious.** The kuo-toa can breathe air and water.

**Otherworldly Perception.** The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

**Slippery.** The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

**Sunlight Sensitivity.** While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Spellcasting.** The kuo-toa is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

Cantrips (at will): sacred flame, thaumaturgy  
1st level (3 slots): bane, shield of faith

## ACTIONS

**Multiattack.** The kuo-toa makes two attacks: one with its bite and one with its pincer staff.

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

**Pincer Staff.** Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the kuo-toa can't use its pincer staff on another target.

# Kua Toa



Speed 30 ft., swim 30 ft.

Skills Perception +4  
Senses darkvision 120 ft.,  
passive Perception 14  
Languages Undercommon

## Actions

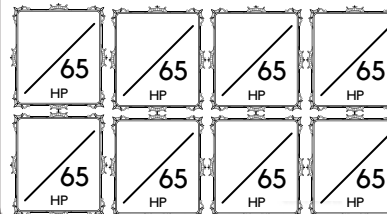
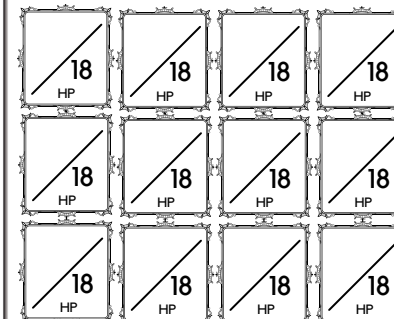
**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

**Spear.** Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

**Net.** Ranged Weapon Attack: +3 to hit, range 5/15 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

## Reactions

### Sticky Shield.



**Hemeth**  
Arms Dealer



**Klibdoloogut**  
Whip of the Leemooggoogoon  
(Deep father)



**Bloppblippodd**  
Archpriest of the Leemooggoogoon  
(Deep father)



**Glooglugogg**  
Whip of the Bliibdoolpoolp  
(Sea Mother)



**Ploopploopen**  
Archpriest of the Bliibdoolpoolp  
(Sea Mother)



**Klibdoloogut**  
Whip of the  
Leemooggoogoon  
(Deep father)



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(Sea Mother)



**Ploopploopen**  
Archpriest of the Bliibdoolpoolp  
(Sea Mother)



**Hemeth**  
Arms Dealer

- Heard about the rebellion and was trying to sell to both sides, but got taken as a prisoner instead and is now going to be sacrificed
- Will help the party by any means necessary to escape
- (If the party helps him, he can help them later in Chpt 7)

- Is the right-hand woman for the ritual and all other needs

- Ploopploopen's daughter
- Recently became arch priestess
- Captures party and wants to offer them to Leemooggoogoon
- Has a Duegar named Hemeth who she is ready to sacrifice in the ritual

- Ploopploopen's son
- Doesn't really want to hurt his sister
- Does not want outsiders involved in these matters - to which Ploopploopen dismisses him with a wave of his hand

- Wants the party's help to save the city from his daughter
- He wants them to be "bait" so they can get into her inner guard and attack from the inside, which also allows him to attack from the outside
- If the party says no, captures them and does the plan anyways