PLESIOSPLASH

Huge elemental, neutral

Armor Class 19 (natural armor) Hit Points 142 (15d12 + 45) Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	16 (+3)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 9 (5,000 XP)

Freeze. If the Plesiosplash takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next

Invisible in Water. The Plesiosplash is invisible while fully

Siege Monster. The Plesiosplash deals double damage to objects and structures.

Water Form. The Plesiosplash can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The Plesiosplash makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 24 (4d8 + 6) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the Plesiosplash's space must make a DC 16 Strength saving throw. On a failure, a target takes 24 (4d8 + 6) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 15). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the Plesiosplash's space.

The Plesiosplash can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the Plesiosplash's turns, each target grappled by it takes 24 (4d8 + 6) bludgeoning damage. A creature within 5 feet of the Plesiosplash can pull a creature or object out of it by taking an action to make a DC 15 Strength check and succeeding.



