SAMPLE HOMEBREW

The Drowned Coast

A monster, a magic item and a spell from a storm-wrecked shore, for fifth edition.

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Monster

Brine Ghast

Medium Undead, Neutral Evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (−1)	10 (+0)	9 (−1)

Saving Throws Con +3

Damage Resistances Cold

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Common

Challenge 2 (450 XP)

Amphibious. The ghast can breathe air and water.

Stench of the Deep. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 11 Constitution saving throw or have the Poisoned condition until the start of its next turn.

Actions

Multiattack. The ghast makes two Claw attacks.

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage plus 3 (1d6) Cold damage.

Drowning Grasp. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Bludgeoning damage, and the target has the Grappled condition (escape DC 12). Until the grapple ends, the target can't breathe air.

Magic Item

Saltglass Charm

Wondrous Item, Uncommon (Requires Attunement)

This charm is a smooth shard of sea glass, cloudy white and threaded with silver, hung on a cord of braided kelp. It always feels cool and damp to the touch.

While wearing the charm, you have a Swim Speed equal to your Speed, and you can hold your breath for 1 hour.

The charm has 3 charges. As a Magic action, you can expend 1 charge to cast *Water Breathing* from it. The charm regains 1d3 expended charges daily at dawn.

Spell

Undertow Grasp

Level 2 Conjuration (Druid, Sorcerer, Wizard)

Casting Time Action

Range 60 feet

Components V, S, M (a pinch of wet sand)

Duration Concentration, up to 1 minute

A surge of cold, churning water rises around one creature you can see within range. The target must make a Strength saving throw. On a failed save, it takes 3d6 Bludgeoning damage and has the Restrained condition until the spell ends. On a successful save, it takes half as much damage only.

A Restrained target can take an action to make a Strength (Athletics) check against your spell save DC, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

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