

The Anguillan

Terrors from the Deep



A Monster Designed for Tome Show Productions for Dungeon and Dragons
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Introduction

Color me shocked. In [Tome Show episode 177: Aquatic Adventures](#) Matt Goetz and Erik Scott De Bie came on as guests to talk about running games in a watery environment. Inspired by an article they read about old D&D monsters they wanted to remake the Anquillian, an eel-like humanoid creature. It's all claws, fins, and teeth. As an after-thought I asked if they'd be willing to stat out the creatures and I'd share stat blocks in the show notes like I'd done with some other guests in the past. They agreed and I hoped I'd get them in time to include in the show notes.

I ended up not hearing anything from them, I figured they are busy guys with day jobs and writing careers (be it game design work for WotC, novels, or both) they probably got a bit busy, it's no big deal and no one would likely get too upset. Then a few weeks later, BAM! Right in my mailbox lands this awesome document with an incredible illustration.

These guys didn't just design the handful of monsters, they wrote them up entirely, gave them lore, and Matt even had his wife illustrate it (and do it beautifully if I do say so myself...I'm going to commission her for more work). I decided that this was worth more than just tossing up as a link in show notes. I took the time to go through it to set up the formatting, do some layout work, and handle what little editing work was needed.

These guys took the time to give us a full blown article on this monster, I wanted to do right by them and present it as well as I could. That is what I present to you here. I hope you enjoy it as much as I have and leave a comment in the post at the website to let us know if you used them in a game and how it went.

Thanks Matt, Erik, and Roxxy you guys are welcome back any time!

- Jeff Greiner

Anguillian

Dark terrors stir in the crushing depths, where the light of the distant sky fades into murky black water. Far below civilized realms, beneath even the wild open waters lurk vicious beasts accustomed to the darkness. They move with sinuous, silent grace, drawn to intruders by the heat of their delicious blood.

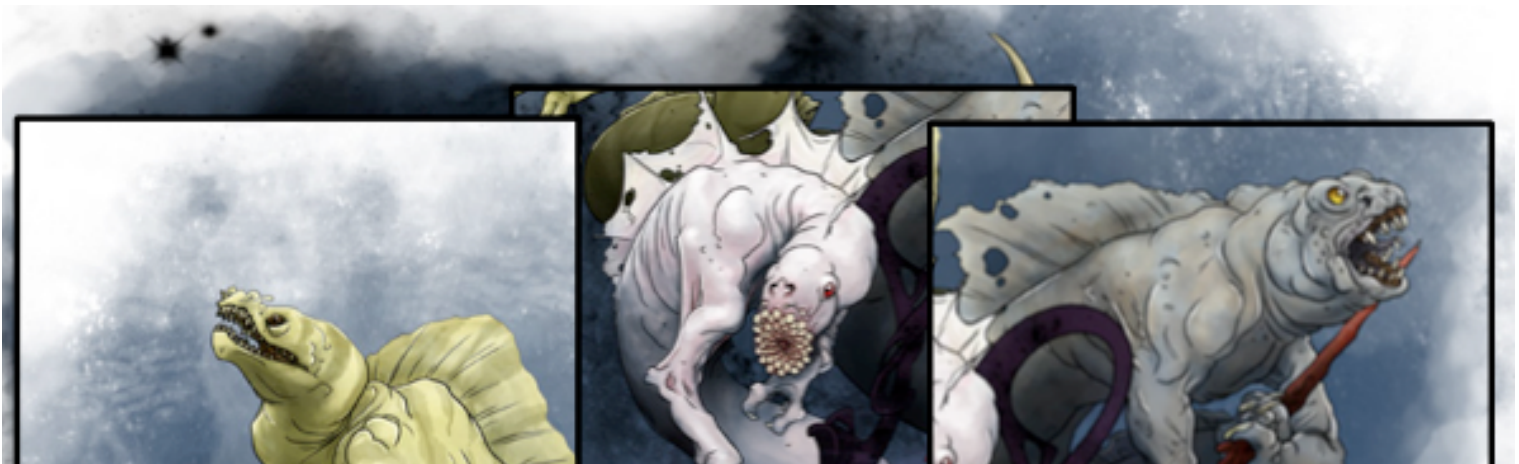
Lore

Nature (DC 17): Anguillians are vicious predators, called by some the “gnolls of the deep sea.” They drink blood to bolster their slimy bodies against the impossible chill of the depths. They form societies based on strength, where an alpha hunter leads a strict, unspoken hierarchy. The leaders among Anguillians are almost always male, referred to as chieftains of various levels. Strength is the only trait the Anguillians value as a basis for leadership, and may hesitate to fight if presented with a very strong threat.

Arcana or Dungeoneering (DC 21): Some Anguillians called Gloomdivers learn to touch the Deepdark, the Shadow reflection of their natural deep ocean environment (in their language, they call this place the “Ebon Fathoms”). Such contact is soothing for them, as the Deepdark is a world completely and utterly devoid of light, filled only with crushing darkness. But touching the darkness exerts a heavy price: the shadows drain vitality, ultimately killing a Gloomdiver that remains too long. For this purpose, Gloomdivers drain the hot blood of their victims before taking extended jaunts in their dark heaven. No meal is ever quite sufficient, however, and soon the hunger for blood returns.

Encounters

Possessed of only average intelligence, Anguillians rely upon their feral cunning and a natural propensity for psychological warfare to weigh on their enemies’ minds and spirits. They play with their prey for a time, lurking at the limits of their vision, brushing against them in the dark—all meant to harry their would-be victims into an ambush. Then they attack viciously with an all-consuming hunger.



Anguillian Reefrunner

Often intruders think they have merely caught sight of a single eel-like creature swimming at the edge of their light. While this may put them on their guard, the Reefrunner avoids confrontation for a long time, continuing to shadow outsiders as they swim along. It is not until the uninitiated realize that what they thought was one Anguillian was really two, or three, or more that the ambush falls.

Anguillian Reefrunner	Level 10 Skirmisher	
Medium aberrant humanoid (aquatic)	XP 500	
HP 104; Bloodied 52	Initiative +12	
AC 24; Fortitude 21; Reflex 23; Will 22	Perception +9	
Speed 4, swim 6	Darkvision	
Traits		
Aquatic		
The reefrunner can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
Light Sensitivity		
Creatures holding a source of bright light have concealment against the reefrunner.		
Opportunistic Hunter		
The reefrunner gains a +2 bonus to attack and damage rolls against slowed or grabbed targets.		
Standard Actions		
m Claw • At-Will		
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC		
<i>Hit:</i> 2d6 + 9 damage.		
<i>Effect:</i> The reefrunner may grab the target if it has fewer than 2 creatures grabbed (escape DC 18).		
Move Actions		
C Schooling Behavior • Encounter		
<i>Effect:</i> The reefrunner moves up to twice its speed in squares, but must end the move adjacent to an allied creature.		
Triggered Actions		
Slippery Swimmer • At-Will		
<i>Trigger:</i> An enemy moves to flank the reefrunner.		
<i>Effect (Immediate Reaction):</i> The reefrunner immediately shifts up to half its speed.		
Skills Athletics +11, Stealth +15		
Str 12 (+6)	Dex 21 (+10)	Wis 18 (+9)
Con 16 (+8)	Int 12 (+6)	Cha 14 (+7)
Alignment evil Languages Abyssal		



Anguillian Reefrunners in Combat

The first line of assault, they flit in and out of the darkness, testing intruders' defenses and grabbing those foes who look the most mobile or dangerous. Reefrunners rely upon their natural speed in the water, focusing their attacks on hampered enemies (such as those already grabbed). Their instincts keep them from being surrounded, and they work together to bring foes down.

Anguillian Manfisher

Anguillians that live for multiple years amongst the ruthless brutality of their own society grow bigger and stronger than their Reefrunner cousins. Called Manfishers, these veteran bruisers wield massive spears wrought of coral torn from reefs to skewer their foes.

Anguillian Manfisher	Level 11 Brute
Medium aberrant humanoid (aquatic)	XP 600
HP 141; Bloodied 71	Initiative +7
AC 23; Fortitude 25; Reflex 22; Will 23	Perception +9 Darkvision
Speed 4, swim 6	
Traits	
Aquatic	
The manfisher can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
Light Sensitivity	
Creatures holding a source of bright light have concealment against the manfisher.	
Opportunistic Hunter	
The manfisher gains a +2 bonus to attack and damage rolls against slowed or grabbed targets.	
Standard Actions	
m Coral Longspear (weapon) • At-Will	
<i>Attack:</i> Reach 2 (one creature); +15 vs. AC	
<i>Hit:</i> 2d12 + 10 damage.	
Rending Strike • At-Will	
<i>Attack:</i> Reach 2 (one creature); +13 vs. Fortitude	
<i>Hit:</i> The target takes ongoing 10 damage (save ends).	
Triggered Actions	
Bloodborne Frenzy • At-Will	
<i>Trigger:</i> The manfisher hits a bloodied creature with <i>coral longspear</i> .	
<i>Effect (Free Action):</i> The manfisher rolls for damage twice and keeps the highest result.	
Skills Athletics +15	
Str 21 (+10)	Dex 15 (+7) Wis 18 (+9)
Con 21 (+10)	Int 11 (+5) Cha 15 (+7)
Alignment evil Languages Abyssal	
Equipment longspear	



Anguillian Manfishers in Combat

In an Anguillian ambush, Manfishers prefer to remain outside the range of their victims' light and wait while Reefrunners confuse or entrap their foes. They prefer to charge grabbed foes and rip them apart with their spears.

Anguillian Gloomdiver

Those Anguillians who have ventured beyond the explored deeps into a far darker world sometimes return as sickly white, red-eyed reflections of what they had been before. These creatures bear the mark of the Shadowfell and are called Gloomdivers for their ability to meld into the Deepdark for short periods of time. Gloomdivers are held in high esteem in Anguillian society, despite their relative small size and bulk, as it is thought (correctly) that only the strongest can survive the Deepdark.

Anguillian Gloomdiver	Level 12 Lurker	
Medium aberrant beast (aquatic)	XP 700	
HP 94; Bloodied 47	Initiative +16	
AC 26; Fortitude 24; Reflex 25; Will 24	Perception +9 Darkvision	
Speed 4, swim 6		
Traits		
Aquatic		
The gloomdiver can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
Light Sensitivity		
Creatures holding a source of bright light have concealment against the gloomdiver.		
Scent Tracking		
The gloomdiver deals 4 extra damage to a creature taking ongoing damage.		
Standard Actions		
m Crippling Bite • At-Will		
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC		
<i>Hit:</i> 2d8 + 5 damage and the target is slowed until the end of the gloomdiver's next turn.		
Blood Drain • Recharge when the gloomdiver uses deepdark dive.		
<i>Attack:</i> Melee 1 (one grabbed or slowed creature); +15 vs. Fortitude		
<i>Hit:</i> The target loses a healing surge. If the target loses a surge because of this power but has no surges left, the target takes damage equal to its surge value.		
Deepdark Dive • Recharge when the gloomdiver uses blood drain.		
<i>Effect:</i> The gloomdiver enters the Deepdark until the start of its next turn. While in the Deepdark, it is invisible, insubstantial, and phasing, and it cannot attack and does not provoke opportunity attacks.		
Skills Acrobatics +17, Athletics +13, Stealth +17		
Str 14 (+8)	Dex 22 (+12)	Wis 13 (+7)
Con 16 (+9)	Int 16 (+9)	Cha 18 (+10)
Alignment evil Languages Abyssal		



Anguillian Gloomdivers in Combat

When Gloomdivers participate in a battle, it is for one purpose: to suck the blood of victims, that they might spend more time in their beloved Deepdark. They focus their attacks on a grabbed target, draining the hapless victim dry so they can skim the surface of the Deepdark. They want nothing more than this, and will fight viciously to get at the blood they need to complete the journey.

In combat, other Anguillians will give up their lives to protect Gloomdivers, which they consider the most perfect specimens of their race.

Fulgur Eel in Combat

Looking like fanged shards of living lightning, fulgur eels are prized by Anguillian chieftains as hunting beasts, often accompanying their masters into combat. Like surface-dwellers use falcons to hunt prey, specially trained Anguillian eelfathers direct the strikes of the fulgur, always careful to avoid swimming close, lest they too are caught in the blast of an angered eel.

Fulgur Eel		Level 10 Brute Minion
Small natural beast (aquatic)		XP 100
HP 1; a missed attack never damages a minion AC 22; Fortitude 23; Reflex 22; Will 22 Speed 2, swim 6		Initiative +9 Perception +7
Traits		
Aquatic		
The fulgur eel can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
Standard Actions		
m Bite • At-Will		
<i>Attack:</i> +15 vs. AC		
<i>Hit:</i> 8 damage.		
C Voltaic Discharge (lightning) • Encounter		
<i>Attack:</i> Close Burst 1 (creatures in burst); +13 vs. Fortitude		
<i>Hit:</i> 12 lightning damage.		
Minor Actions		
Danger, High Voltage! (lightning) • At-Will, 1/round		
<i>Effect:</i> :A creature grabbing the fulgur eel takes 3 lightning damage.		
Str 14 (+6)	Dex 17 (+7)	Wis 14 (+6)
Con 11 (+4)	Int 3 (+0)	Cha 14 (+6)
Alignment unaligned		Languages —

Fulgur Eels in Combat

Fulgur eels follow in the wake of an eelfather, usually chosen from the ranks of the reefrunners. If the eelfather is incapable of inflicting damage on a target, the fulgur eels crash into it like living lightning, attempting to prevent the target from retaliating against their master.

Barbed Eel

Survivors of Anguillian attacks are rare, but those few who return to the surface often speak of the packs of barbed eels that harry and harass prey, moving like dark clouds. With bodies covered in wicked spines, these eels are often described as living whips festooned with thorns, shrieking horribly at a victim just before they shred it to ribbons.

Barbed Eel	Level 8 Controller Minion
Small natural beast (aquatic)	XP 88
HP 1; a missed attack never damages a minion	Initiative +8
AC 22; Fortitude 18; Reflex 23; Will 20	Perception +5
Speed 2, swim 6	
Traits	
Aquatic	
The barbed eel can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
Thrashing Swarm	
If two or more eels hit the same target in the same round, the second attack does ongoing 2 damage (save ends).	
Standard Actions	
m Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 7 damage and target is slowed until the end of the eel's next turn.	
Minor Actions	
R Shriek • Encounter	
<i>Attack:</i> Ranged 5 (one creature); +11 vs. Will	
<i>Hit:</i> The target is immobilized and suffers a -2 penalty to attack rolls until the end of the eel's next turn.	
Str 13 (+5)	Dex 16 (+7)
Con 13 (+5)	Int 2 (0)
	Wis 13 (+5)
	Cha 13 (+5)
Alignment unaligned Languages —	

Barbed Eels in Combat

Packs of barbed eels swim together on the fringes of a conflict, trying to prevent targets from escaping and herding them back into the arms of their Anguillian masters. The fastest moving prey draws the attention of the eels, who use their debilitating shrieks to get close enough to gang up on it.