

ZAPPERFIN

Small • Beast • Unaligned

Armor Class 12

Initiative +2 (12)

Hit Points 14 (4d6)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	2 (-4)	9 (-1)	4 (-3)

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 9

Languages -

CR 1/4 (XP 50; PB +2)



Water Breathing. The zapperfin can breathe only underwater.

ACTIONS

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

Electrified Tail Fin. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* A Small or smaller target is grappled (escape DC 8) and restrained while grappled this way. If the target is Medium or bigger, the zapperfin attaches to it instead. The attached zapperfin moves with the target whenever the target moves, requiring none of the zapperfin's movement. The zapperfin can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the zapperfin.

ZAPPERFIN — WEAKER

Armor Class 13

Initiative +3 (16)

Hit Points 14 (4d6)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	2 (-4)	9 (-1)	4 (-3)

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 9

Languages -

CR TBD



ZAPPERFIN — STRONGER

Armor Class 13

Initiative +3 (13)

Hit Points 38 (7d6 + 14)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	2 (-4)	9 (-1)	4 (-3)

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 9

Languages -

CR 2 (XP 450; PB +2)



While grappled this way or while the zapperfin is attached, *Constitution Saving Throw:* DC 10 (with disadvantage if grappled or attached by multiple zapperfins), the target at the start of each of its turns. *Failure:* The target becomes paralyzed until the end of its turn.

BONUS ACTIONS

Luring Gaze. *Wisdom Saving Throw:* DC 10, one creature within 30 feet of the zapperfin that can see it. *Failure:* The target becomes charmed until the end of its next turn. While charmed this way, the target must spend its turn moving as close to the zapperfin as possible. *Success or Effect Ends:* The target becomes immune to all zapperfins's Luring Gaze for 1 hour.

Water Breathing. The zapperfin can breathe only underwater.

ACTIONS

Multiattack. The zapperfin makes two Bite attacks. It can replace one of these attacks with a use of Electrified Tail Fin.

Bite. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) piercing damage.

Electrified Tail Fin. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* A Small or smaller target is grappled (escape DC 8) and restrained while grappled this way. If the target is Medium or bigger, the zapperfin attaches to it instead. The attached zapperfin moves with the target whenever the target moves, requiring none of the zapperfin's movement. The zapperfin can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the zapperfin.

While grappled this way or while the zapperfin is attached, *Constitution Saving Throw:* DC 12 (with disadvantage if grappled or attached by multiple zapperfins), the target at the start of each of its turns. *Failure:* The target becomes paralyzed until the end of its turn.

BONUS ACTIONS

Luring Gaze. *Wisdom Saving Throw:* DC 12, one creature within 30 feet of the zapperfin that can see it. *Failure:* The target becomes charmed until the end of its next turn. While charmed this way, the target must spend its turn moving as close to the zapperfin as possible. *Success or Effect Ends:* The target becomes immune to all zapperfins's Luring Gaze for 1 hour.