

The background is a deep blue, textured surface resembling water or a night sky. Numerous small, light blue bubbles or droplets are scattered throughout, particularly concentrated in the center. The overall effect is ethereal and mysterious.

BESTIARY

TIDES OF GOLD V3.0 — CASSKDESIGNS

MONSTER TABLES

MYTHICAL MONSTERS

1: Sea Raiders

2: Primoridal

3: Undine

4: Merfolk

5: Centaur

6: Harpy

TIER I

- 1: Spotted shark
- 2: Lightning Snake
- 3: Vampire Pod
- 4-5: Hook Eel
- 6: Next chart or mythical monster

TIER II

- 1: Venom Ringed Octopus
- 2: Colossal Squid
- 3: Spider Crab
- 4-5: Banshee Sea Lion
- 6: Next chart or mythical monster

TIER III

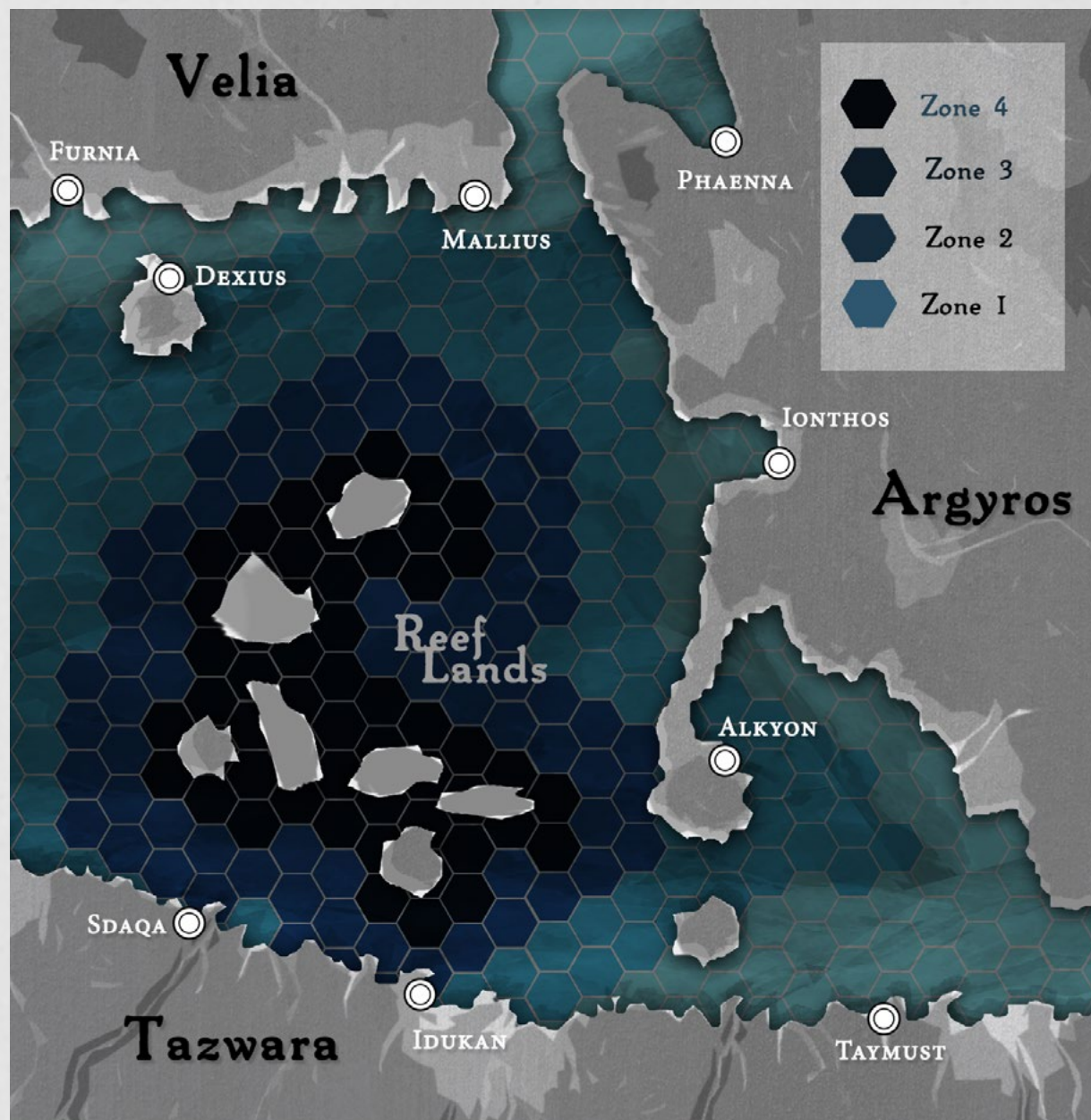
- 1: Swallowfish
- 2: Bedeviler Beetle
- 3: Siren Seal
- 4-5: Doppelganger Lizards
- 6: Next chart or mythical monster

TIER IV

- 1: Snapping Cay
- 2: Bloody Maw
- 3: Gulper
- 4-5: Chameleon Shark
- 6: Next chart or mythical monster

TIER V

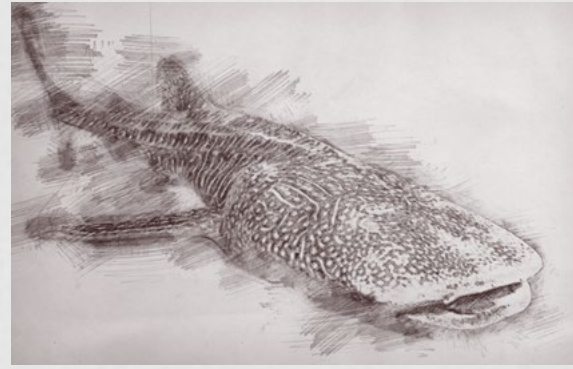
- 1: Sickle Shark or mythical monster
- 2: Abyssal Worm
- 3: Leviathan Star
- 4: Blobfish
- 5: Lion Crab
- 6: Sunken Salamander



LIGHTNING SNAKE

Slender and fast moving, the snakes always travel in large groups. Instead of venom, they stun their prey with electrical charges, then strangle them. They can climb trees and ships, to the dismay of sailors everywhere.

TACTICS: Swarm, shock, strangle



SPOTTED SHARK

Sometimes growing as large as a small ship, the spotted shark is a slow moving, massive predator whose spotted hide blends in with the rippling surface of water. Its mouth opens wide enough to swallow most prey.

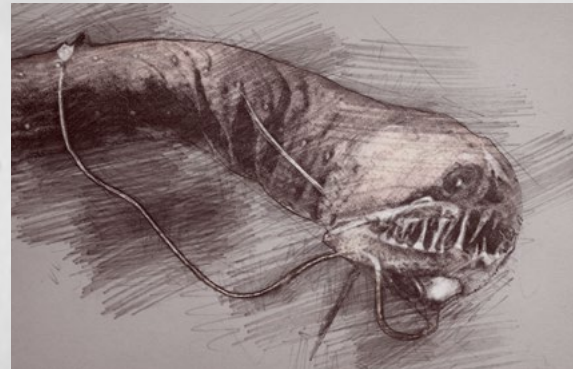
TACTICS: Ambush, batter, swallow



VAMPIRE POD

Instead of tentacles, the bright red jellyfish has multiple feeding arms with fanged mouths on the end. It can emerge from water for short periods, long enough to grab prey and drag them down. Grows up to 2 meters wide.

TACTICS: Snatch, bite, armored



HOOK EEL

These flesh eaters bolt through water at unmatched speeds. Using bioluminescence, they entice prey with a dazzling light show. Their teeth are barbed; once they get ahold of a target, it is impossible to break their grip.

TACTICS: Illusion, death-grip, circle behind

TIER I



VENOM RINGED OCTOPUS

The rings on the octopus secrete extremely deadly poison. While they do not hunt humans, they are extremely territorial and try to destroy ships that upset the waters around their home. Tentacles grow up to 10 meters.

TACTICS: Guard, poison, clobber



COLOSSAL SQUID

Grow up to 14 meters long. Their tentacles have the standard suckers and teeth, but their skin is also lined with numerous hooks to help it maintain its grip on prey. They sometimes mistake human ships for the whales they hunt.

TACTICS: Entangle, bleed dry, ship killer

SPIDER CRAB

They leave their sea-vent homes periodically to find more food. Growing up to 6 meters from claw to claw, they float beneath the surface and skewer prey with dagger-like claws. They usually find the heart on the first stab.

TACTICS: Lurk, spear, precise

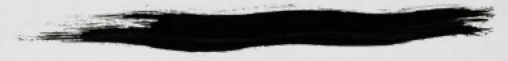


BANSHEE SEA LION

These lethal, translucent seals camouflage with sea foam and let out a wailing sound when they attack. Their slender bodies and broad fins let them leap out of the water and catch birds—or humans—in midair.

TACTICS: Intimidate, adapt, tackle

TIER II



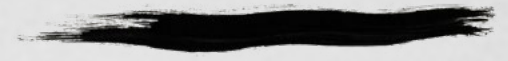
SWALLOWFISH

Equal in size to a blue whale, the fish can unhinge its jaw and suck in objects equal to its size. Its stomach is filled with acid that quickly changes objects into liquid and poisons the water around it with acidic fumes.

TACTICS: Consume, burn, stink



TIER III



BEDEVILER BETTLE

Up to 2 meters wide, the beetles alternate between floating on the ocean surface and flying for short spurts. They spray a chemical fume that causes the target to lose control of their body, jerking, twitching, speechless.

TACTICS: Skitter, spray, armor

SIREN SEAL

Round, big-eyed, and perennially smiling, the seal projects an adorable, almost supernatural appeal that catches even the most veteran sailor off guard. It will body-slam then drag its prey into the deepest level of the ocean.

TACTICS: Charm, deceive, drown



DOPPELGANGER LIZARD

The palm-sized lizards do everything in pairs. The pale half uses its whip like tail to causes stinging welts; the dark half spits a venom that prevents blood clotting. They travel in packs, their coordinated assault surprisingly lethal.

TACTICS: Lash, coordinate pack, climb

SNAPPING CAY

The size of a small island, its shell resembles a type of coral reef. Once a creature lands on it—human or animal—it devours it with a few quick bites. They are found in open water and burrowed into beaches.

TACTICS: Camouflage, chomp, cutting shell and beak



TIER IV

BLOODY MAW

Spiked webbing connects the giant squid's arms. Its tentacles release a binding goo, encasing its prey in a bubble. Firework-like lights confuse enemies, and it can turn inside out so only the barbed webbing is visible.

TACTICS: Envelop, dazzle, lethal armor

GULPER

A titan sized serpent, it coils around prey and then shoves it into their unhinged jaw. Its scales secrete an oily substances that makes it impossible to float and difficult to swim, keeping even escaped prey in its watery domain.

TACTICS: Lasso, trap, cripple

CHAMELEON SHARK

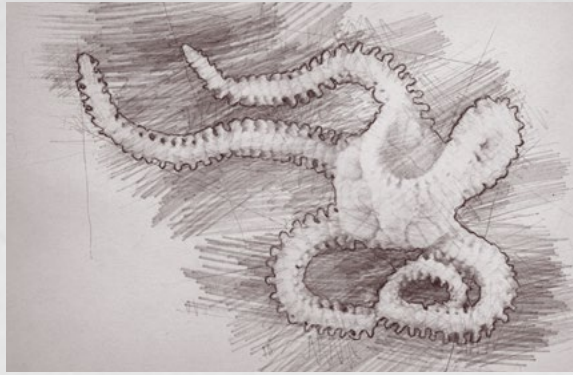
The silvery shark can reshape parts of its body into different limbs, allowing it to morph from fins to legs to wings. Whichever form suits its needs, it always retains a mouth crammed full of deadly teeth and milky white eyes.

TACTICS: Amphibious, persistent, always moving

LEVIATHAN STAR

Its spindly, plated arms are armored and self-healing. Covered in thousands of tiny hooks, they latch onto prey like velcro. It rarely moves from a small territory but doesn't need to with its telescoping arms extending 30 meters.

TACTICS: Long reach, impede, regeneration



TIER V



BLOBFISH

Rubbery, gelatinous, oozing, the amphibious creature stretches and tightens its body to avoid danger. It feeds by enveloping prey in its gooey hold and digesting with hundreds of mouths on its skin.

TACTICS: Engulf, versatile, silent



SUNKEN SALAMANDER

The reptile has an almost human face, wide range of expressions, and ability to imitate sounds. Above water, it slims down and sprints across the surface. Underwater, it swells like a puffer fish and swims in schools.

TACTICS: Mimic, taunt, burning spit



LION CRAB

The enormous crab floats easily on arms covered with buoyant fur and often blends in with kelp. Its fur creates static that releases with a shock strong enough to paralyze most targets.

Tactics: Bladed pinchers, lightning, camouflage

SICKLE SHARK

The serpentine shark has generated countless myths about sea serpents and dragons in the depths. It swims in a bent manner that appears awkward, but allows it to lunge forward like a striking serpent. With more than 300 teeth in 25 rows, a single bite can be lethal, but it often coils around prey, constricting it to death. Their size ranges from 2 to 10 meters.

TACTICS: Capsize, constrict, spiral



ABYSSAL WORM

Up to 50 meters, the grotesque worm can break into multiple copies at will; the new parts instantly function, but remain in a joined hive-mind with the original worm. Possessing a sucker mouth lined with fangs, secretion of a paralyzing neurotoxin, and barbed skin to afix to prey, everything about it spells death. The worm prefers the water, but is able to survive on land, and may temporarily move ashore to hide among dead seaweed until food passes within range.

TACTICS: Paralyze, latch onto, multiplicity



MYTHICAL

TOUCHSTONES

Using mythical creatures is optional. A small selection is provided below. Like the examples below, traditional touchstones can provide a starting point that you adapt better to fit your world and create unique creatures.

CENTAUR

Intelligent, technologically savy, and amphibious, centaurs have frilled gills along their necks that allow them to breathe underwater. They swim atop and below water with a trotting motion. While slower in water, they compensate with advanced firearms with flechettes that still fire underwater. They do not build ships of their own, but steal them from humans who enter their territory. They cannot speak human language and are assumed to communicate more like horses, though there are persistent rumors of mental magic that lets them read and project thoughts.

TACTICS: Engineer, herd defense, mystical



HARPY

Rumored to be storms taken physical form, they soar, swoop, and dive with blurred speed. They are known to be temperamental, just as likely to sing sailors a lullaby or save them from some sea terror as they are to rend them to pieces or unleash a tempest. To most, they seem to communicate with wordless music, mimicking a wide range of instruments and natural sounds. Humans with mystical leanings can attune to the songs of harpies; they will receive visions of what the harpy is speaking. This lack of language as humans understand it underscores their elemental origins.

TACTICS: Storms, trickery, musical visions



MERFOLK

Merfolk are able to shift form, sliding between dolphin, half-fish/half-human, and human form. The transition requires time and ritual magic, which is why most prefer to stay in their mermaid or merman form. Stories say mer cannot have children of their own, so they steal human children, and transform them with marine magic. There are also rumors that the mer gain immortality through marriage with a human, but the human's life is cut short by the lecherous bond. As a result, there are cults of humans devoted to earning the mer's favor so they might also be changed, or married, and gain an exotic life under the sea. However, most adults who approach the mer are used as food rather than recruits. While the mer can communicate with humans, they are distinctly alien and predatory. Their magic is based on ritual and song, and grants them the power to alter the physical plane.

TACTICS: Magical manipulation, stalk prey, false promises



UNDINE

The undine are water spirits found in the ocean, rivers, lakes, and waterfalls. They are shapeshifters, each able to transform into a giant equivalent of one aquatic beast. The personality of each undine reflects its kindred animals; crocodile undines are patient and predatory, while dolphin undines are social and playful. Their human appearance is always attractive yet fragile. They appear harmless, which allows them to gain the help of humans. Their violence towards human varies; if an undine is threatened or harmed by a human, it will tear them to pieces, but otherwise it depends on the undine's personality and level of hunger. While all undines feed on human souls, most only need one soul per generation. The non-predatory undines may agree to share occult mysteries with humans they like, and there are numerous marine cults dedicated to a specific undine. Like water, undines can warp perception, appearing more threatening or invisible as it suits them.

TACTICS: Shapeshift, exploit, glamour



PRIMORDIAL

In their natural state, primordial lack individuality, taking elemental group form like fog, sandstorm, or wind. For short periods of time, they can materialize in human form, but it is easier for them to possess a human or animal instead. Their essence when possessing a host is overwhelming to the mortal body, often causing physical illness for the host. If someone suspects a possession, they may try to cast them out or make a deal with the primordial for the host's freedom. There are cults who invite primordials into their bodies in exchange for supernatural knowledge. There are rumors that these symbiotic partnerships, if continued long enough, blur the line between spiritual and physical, granting the symbiotic pair the power to teleport, bend elements to their will, and phase through physical objects.

The primordials are separated into four broad clans based on their primary element:

- ◇ Sozag: fire, droughts, destructive and cleansing magic
- ◇ Wazidan: air, sandstorms, travel and manipulation magic
- ◇ Nisatan: earth, earthquakes, healing and plant magic
- ◇ Sus: water, fog, concealment and illusion magic

TACTICS: Possession, natural disasters, acquisition



SEA RAIDERS

Humanoid in stature, their faces are a mix of robotics and animal. Instead of human skin, they have feathers, fur, scales, or blubber, and their eye(s) are goggle-like and made of some otherworldly synthetic metal and glass. They wear layers of clothes looted from those they kill. They communicate with whistles, clicks, and trills similar to dolphins and swim just as adeptly. The Sea Raiders mix advanced technology with superhuman physicality, able to swim, run, and leap far beyond a normal human.

While many believe they were destroyed during the Maritime Wars, they retreated back into the Reef Lands with their numbers significantly depleted. Their settlements lie mostly abandoned, and tempt treasure hunters, warriors, and knowledge seekers alike. The waters around their islands are infested with the most lethal monsters in the world, which deters all but the most brave... or foolish. Those who disrupt the last sea raiders quickly die, protecting the myth these creatures are extinct.

TACTICS: Gunnery, blitz, steal

