

# THALASSOR, WARDEN OF THE TIDES



- **Armor Class (AC):** 19 (Natural Armor)
- **Hit Points (HP):** 212 (17d12 + 85)
- **Speed:** 40 ft., fly 80 ft., swim 40 ft.

## ABILITIES

- **STR:** 25 (+7)
- **DEX:** 10 (+0)
- **CON:** 21 (+5)
- **INT:** 16 (+3)
- **WIS:** 15 (+2)
- **CHA:** 19 (+4)

## SAVING THROWS

- **DEX:** +5
- **CON:** +10
- **WIS:** +7
- **CHA:** +9

## SKILLS

- **History:** +10
- **Perception:** +12
- **Persuasion:** +9
- **Stealth:** +5

## DAMAGE IMMUNITIES

- **Lightning**

## SENSES

- **Blindsight:** 60 ft.
- **Darkvision:** 120 ft.
- **Passive Perception:** 22

## LANGUAGES

- **Common, Draconic**

## CHALLENGE

- **18 (20,000 XP)**

## STANDARD POWERS

- **Breath Weapon (Recharge 5–6):** Thalassor can use one of the following breath weapons:
  - **Lightning Breath:** Exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.
  - **Repulsion Breath:** Exhales repulsion energy in a 60-foot cone. Each creature in that area must succeed on a DC 19 Strength saving throw or be pushed 60 feet away from Thalassor and knocked prone.

## SPECIAL ABILITIES

- **Tidal Mastery:** Once per day, Thalassor can create a tidal wave in a 100-foot radius centered on itself, causing massive damage and knocking prone all creatures caught in its path. The wave has a height of up to 30 feet and can move up to 100 feet per round, lasting for 1 minute before dissipating.
- **Aquatic Empathy:** Thalassor can communicate with aquatic creatures telepathically and has advantage on Charisma checks made to influence them.
- **Lore Keeper:** Thalassor possesses vast knowledge of underwater civilizations, ancient ruins, and lost treasures. It can provide valuable information to adventurers in exchange for stories or lore from the surface world.
- **Guardian's Presence:** Thalassor exudes an aura of calm and authority, granting advantage on saving throws against fear effects to friendly creatures within 30 feet of it.

## LEGENDARY ACTIONS

Thalassor can take 3 legendary actions, choosing from the options below:

- **Detect:** Thalassor makes a Wisdom (Perception) check.
- **Tail Attack:** Thalassor makes a tail attack.
- **Wing Attack (Costs 2 Actions):** Thalassor beats its wings. Each creature within 10 feet of Thalassor must succeed on a DC 23 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. Thalassor can then fly up to half its flying speed.

Thalassor, Warden of the Tides, stands as a formidable guardian of the ocean depths, with powers and abilities befitting its ancient lineage and noble purpose. Check out our one stop D&D for beginners site via the link below for monsters, DMing advice and more

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