

# River King

Large, Fey, Neutral

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**ARMOR CLASS**

18

**HIT POINTS**

171 (18d10 + 72)

**CHALLENGE**

9 | 5,000 XP

**PROFICIENCY**

+4

**Speed** Swim 60 ft., Walk 30 ft.

**Initiative** +4

**Saving Throws** Cha +9, Dex +8, Wis +7

**Skills** Insight +7, Deception +9, Perception +7

**Damage Resistances** Cold, Psychic

**Damage Immunities** Charmed

**Condition Immunities** Charmed

**Senses** Darkvision 60 ft.; Passive Perception 17

**Passive Perception** 17

**Languages** Aquan, Common, Sylvan

**STR**20  
+5**DEX**18  
+4**CON**18  
+4**INT**16  
+3**WIS**16  
+3**CHA**20  
+5

## Traits

**Sovereign Current.** While in or within 30 feet of natural water, the river king has Advantage on saving throws against spells.

**Court of Reeds.** Creatures of the river king choice treat shallow water and reeds within 30 feet as normal terrain.

## Actions

**Multiattack.** The river king makes two Scepter Current attacks.

**Scepter Current.** Melee or Ranged Spell Attack: +9, reach 10 ft. or range 90 ft. Hit: 22 (4d8 + 4) Bludgeoning damage.

**Royal Flood (Recharge 5-6).** Strength Saving Throw: creatures in a 40-foot Line. Failure: 49 (11d8) Bludgeoning damage and the target is pushed 20 feet. Success: Half damage.

## Bonus Actions

**Step Through Water.** While within 5 feet of water, the river king teleports up to 60 feet to an unoccupied space within 5 feet of water.

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