

# Sea Spawn

Medium, Monstrosity, Neutral Evil

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**ARMOR CLASS**

13

**HIT POINTS**

44 (8d8 + 8)

**CHALLENGE**

1 | 200 XP

**PROFICIENCY**

+2

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

**Initiative** +1

**Saving Throws** Con +3

**Skills** Athletics +5, Perception +2

**Damage Resistances** Cold

**Senses** Darkvision 60 ft.; Passive Perception 12

**Passive Perception** 12

**Languages** Understands Aquan and Common but speaks in broken phrases

**STR**16  
+3**DEX**12  
+1**CON**12  
+1**INT**6  
-2**WIS**10  
+0**CHA**8  
-1

## Traits

**Amphibious.** The sea spawn can breathe air and water.

**Deep One's Change.** The sea spawn ignores difficult terrain caused by shallow water, kelp, slick stone, and tide pools.

## Actions

**Multiattack.** The sea spawn makes two Barnacle Claw attacks.

**Barnacle Claw.** Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Slashing damage.

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Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

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