

Aboleth, *L*

10

NAMECR

17

135

20

10/40s

ACHPPASSIVE PERCEPTIONSPEED

5

-1

2

4

2

4

BONUSBONUSBONUSBONUSBONUSBONUS

SKILLS / TRAITS

Darkvision 120', History +12, Perception +10

**Amphibious:** Breathe air & water

**Mucous Cloud:** If touch/hit, DC 14 Con save or can only breathe water, lasts 1d4 hours

**Probing Telepathy:** Learn greatest desires if telepathic communication

4

PROF

ACTIONS

**Multiattack:** 3 tentacle

**Tentacle:** 10', +9, 2d6+5b, DC 14 Con save or 1 min later can only regain HP underwater\*

**Tail:** 10', +9, 3d6+5b

**Enslave** (3/day): DC 14 Wis save or charmed & under aboleth's control, save again if damaged

Aboleth Thrall, *M*

3

NAMECR

13

52

10

30/30s

ACHPPASSIVE PERCEPTIONSPEED

3

1

3

-1

0

-2

BONUSBONUSBONUSBONUSBONUSBONUS

SKILLS / TRAITS

Darkvision 60', immune: acid, poison

**Water Breathing:** Breathe underwater only

**Corruption:** Can take reactions & no Wis save vs. enslave if damaged while enslaved by aboleth

2

PROF

ACTIONS

**Multiattack:** 1 claws, 1 cutlass

**Claws:** +5, 2d6+3s & 1d6 poison, DC 13 Con save or poisoned 1 min

**Cutlass:** +5, 1d6+3s & 1d6 poison

Bandit Captain, *M*

2

NAMECR

15

65

10

30

ACHPPASSIVE PERCEPTIONSPEED

2

3

2

2

0

2

BONUSBONUSBONUSBONUSBONUSBONUS

SKILLS / TRAITS

Athletics +4, Deception +4

2

PROF

ACTIONS

**Multiattack:** 2 scimitar, 1 dagger or 2 ranged dagger

**Scimitar:** +5, 1d6+3s

**Dagger:** 20/60, +5, 1d4+3p

**Parry** (react): +2 AC vs melee

Berserker, *M*

2

NAMECR

13

67

10

30

ACHPPASSIVE PERCEPTIONSPEED

3

1

3

-1

0

-1

BONUSBONUSBONUSBONUSBONUSBONUS

SKILLS / TRAITS

**Reckless:** Can have adv on melee attacks, grants adv to others' attacks that target berserker until start of its next turn

2

PROF

ACTIONS

**Greataxe:** +5, 1d12+3s

Bugbear, *M*

1

NAMECR

16

27

10

30

ACHPPASSIVE PERCEPTIONSPEED

2

2

1

-1

0

-1

BONUSBONUSBONUSBONUSBONUSBONUS

SKILLS / TRAITS

Darkvision 60', Stealth +6, Survival +2

**Brute:** Extra die of melee damage (included)

**Surprise Attack:** If surprises and hits, +2d6 damage

2

PROF

ACTIONS

**Morningstar:** +4, 2d8+2p

**Javelin:** 30/120, +4, 2d6+2p/1d6+2p R

Captain Haddad, *M*

4

NAMECR

12

88

11

30/30s

ACHPPASSIVE PERCEPTIONSPEED

0

2

1

2

1

4

BONUSBONUSBONUSBONUSBONUSBONUS

SKILLS / TRAITS

Darkvision 60', Arcana +4, immune: acid, poison

**Amphibious:** Breathe air & water

**Corruption:** Can take reactions & no Wis save vs. enslave if damaged while enslaved by aboleth

**Innate Spellcasting:** See spell card\*

2

PROF

ACTIONS

**Cutlass:** +2, 1d6s & 1d6 poison

Chuul, *L*

4

NAMECR

16

93

14

30/30s

ACHPPASSIVE PERCEPTIONSPEED

4

0

3

-3

0

-3

BONUSBONUSBONUSBONUSBONUSBONUS

SKILLS / TRAITS

Darkvision 60', Perception +4, immune: poison

**Amphibious:** Breathe air & water

**Sense Magic:** Sense magic 120'

2

PROF

ACTIONS

**Multiattack:** 2 pincer & 1 tentacle if grappling

**Pincer:** 10', +6, 2d6+4b, <H grappled DC 14

**Tentacles:** Grappled target DC 13 Con save or poisoned & paralyzed 1min/until save

Corrupted Water Elemental, *L*

11

NAMECR

17

190

10

30/90s

ACHPPASSIVE PERCEPTIONSPEED

5

2

4

-3

0

-1

BONUSBONUSBONUSBONUSBONUSBONUS

SKILLS / TRAITS

Darkvision 60', resist: acid, bps nonmagic, immune: exhaust, grapple, paralyze, petrify, poison, prone, restrain, unconscious

**Water Form:** Occupy hostile creature's space, >1" no squeeze

**Freeze:** If cold damage, speed reduced 20' until end of elemental's next turn

4

PROF

ACTIONS

**Multiattack:** 3 slam

**Slam:** +9, 2d8+5b & 1d6 poison

**Whelm** (4-6): Each creature in elemental's space DC 17 Str save or 2d8+5b & 1d6 poison, <H grappled, restrained, drowning (1 L/2 M targets), escape DC 17. Ongoing 2d8+4b & 1d6 poison, DC 17 Str check pull free