

Marid, L 11

NAME CR

17 AC 229 HP 13 PASSIVE PERCEPTION 30/60f/90s SPEED

STR 6 DEX 1 CON 8 INT 4 WIS 3 CHA 4

SKILLS / TRAITS
Blindsight 30', darkvision 60', resist: acid, cold, lightning
Amphibious: Breathe air & water
Elemental Demise: Body disintegrates on death
Innate Spellcasting: See spell card* 4 PROF

ACTIONS
Multiattack: 2 trident
Trident: 20/60, +10, 2d6+6p / 2d8 +2 2-hands
Water Jet: 60'x5' line, DC 16 Dex save or 6d6b & <G pushed 20' & prone (half damage on save, no push/prone)

Merfolk, M 1/8

NAME CR

11 AC 11 HP 12 PASSIVE PERCEPTION 10/40s SPEED

STR 0 DEX 1 CON 1 INT 0 WIS 0 CHA 1

SKILLS / TRAITS
Perception +2
Amphibious: Breathe air & water 2 PROF

ACTIONS
Spear: 20/60, +2, 1d6p/1d8p 2-hands

Sahuagin, M 1/2

NAME CR

12 AC 22 HP 15 PASSIVE PERCEPTION 30/40s SPEED

STR 1 DEX 0 CON 1 INT 1 WIS 1 CHA -1

SKILLS / TRAITS
Darkvision 120', Perception +5
Blood Frenzy: Adv on attacks vs wounded
Limited Amphibiousness: Breathe air & water, must submerge every 4 hours
Shark Telepathy: 120', telepathic communication with sharks 2 PROF

ACTIONS
Multiattack: 1 bite, 1 claws/spear
Bite: +3, 1d4+1p
Claws: +3, 1d4+1s
Spear: 20/60, +3, 1d6+1p/1d8+1p 2-hands

Scout, M 1/2

NAME CR

13 AC 16 HP 15 PASSIVE PERCEPTION 30 SPEED

STR 0 DEX 2 CON 1 INT 0 WIS 1 CHA 0

SKILLS / TRAITS
Nature +4, Perception +5, Stealth +6, Survival +5
Keen Hearing & Sight: Adv on Perception for hearing & sight 2 PROF

ACTIONS
Multiattack: 2 melee or 2 ranged
Shortsword: +4, 1d6+2p
Longbow: 150/600, +4, 1d8+2p

Veteran, M 3

NAME CR

17 AC 58 HP 12 PASSIVE PERCEPTION 30 SPEED

STR 3 DEX 1 CON 2 INT 0 WIS 0 CHA 0

SKILLS / TRAITS
Athletics +5, Perception +2 2 PROF

ACTIONS
Multiattack: 2 longsword, 1 shortsword
Longsword: +5, 1d8+3s/1d10+3s 2-hands
Shortsword: +5, 1d6+3p
Heavy Crossbow: 100/400, +3, 1d10+1p

Young Bronze Dragon, L 8

NAME CR

18 AC 142 HP 17 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 5 DEX 0 CON 4 INT 2 WIS 1 CHA 3

SKILLS / TRAITS
Darkvision 120', blindsight 30', Insight +4, Perception +7, Stealth +3, immune: lightning
Amphibious: Breathe air & water 3 PROF

ACTIONS
Multiattack: 1 bite, 2 claws
Bite: 10', +8, 2d10+5p
Claw: +8, 2d6+5s
Lightning Breath (5-6): 60'x5' line, DC 15 Dex save, 10d10 lightning, save half
Repulsion Breath (5-6): 30' cone, DC 15 Str save or 40' push

Young Green Dragon, L 8

NAME CR

18 AC 136 HP 17 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 4 DEX 1 CON 3 INT 3 WIS 1 CHA 2

SKILLS / TRAITS
Darkvision 120', blindsight 30', Deception +5, Perception +7, Stealth +4, immune: poison
Amphibious: Breathe air & water 3 PROF

ACTIONS
Multiattack: 1 bite, 2 claws
Bite: 10', +7, 2d10+4p & 2d6 poison
Claw: +7, 2d6+4s
Poison Breath (5-6): 30' cone, DC 14 Con save, 12d6 poison, save half

Aboleth

NAME

LAIR ACTIONS 20 INITIATIVE

NOTES
Rage Conduit: 90', DC 14 Wis save or 2d6 psychic. Can't use again until other lair action used.
Water Surge: 90', creatures within 20' of water aboleth DC 14 Str save or pulled 20' toward water & prone. Can't use again until other lair action used.
Phantasmal Force: Cast *phantasmal force*

LEGENDARY ACTIONS 3 ACTIONS

NOTES
Detect: Perception check
Tail Swipe: 1 tail attack
Psychic Drain (2 actions): 1 charmed creature 3d6 psychic & aboleth regains HP equal to damage