

**Marid, L** 11  
NAME CR

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

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

BONUS

**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

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

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

BONUS

**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

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

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

BONUS

**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

AC 13 HP 16 PASSIVE PERCEPTION 15 SPEED 30

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

BONUS

**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

AC 17 HP 58 PASSIVE PERCEPTION 12 SPEED 30

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

BONUS

**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

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

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

BONUS

**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

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

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

BONUS

**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