

**Aboleth, L** 10

NAME CR

AC 17 HP 135 PASSIVE PERCEPTION 20 SPEED 10/40s

STR 5 DEX -1 CON 2 INT 4 WIS 2 CHA 4

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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 2 PROF

ACTIONS  
**Multitattack:** 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

NAME CR

AC 13 HP 52 PASSIVE PERCEPTION 10 SPEED 30/30s

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

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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  
**Multitattack:** 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

NAME CR

AC 15 HP 65 PASSIVE PERCEPTION 10 SPEED 30

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

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SKILLS / TRAITS  
 Athletics +4, Deception +4 2 PROF

ACTIONS  
**Multitattack:** 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

NAME CR

AC 13 HP 67 PASSIVE PERCEPTION 10 SPEED 30

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

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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

NAME CR

AC 16 HP 27 PASSIVE PERCEPTION 10 SPEED 30

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

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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

NAME CR

AC 12 HP 88 PASSIVE PERCEPTION 11 SPEED 30/30s

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

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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

NAME CR

AC 16 HP 93 PASSIVE PERCEPTION 14 SPEED 30/30s

STR 4 DEX 0 CON 3 INT -3 WIS 0 CHA -3

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SKILLS / TRAITS  
 Darkvision 60', Perception +4, immune: poison 2 PROF

ACTIONS  
**Amphibious:** Breathe air & water  
**Sense Magic:** Sense magic 120' 2 PROF

ACTIONS  
**Multitattack:** 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

NAME CR

AC 17 HP 190 PASSIVE PERCEPTION 10 SPEED 30/90s

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

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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  
**Multitattack:** 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