

**Aboleth, L**

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NAME						
AC	17	HP	135	PASSIVE PERCEPTION	20	SPEED
						10/40s
STR	DEX	CON	INT	WIS	CHA	
5	-1	2	4	2	4	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

## 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

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## 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**

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NAME						
AC	13	HP	52	PASSIVE PERCEPTION	10	SPEED
						30/30s
STR	DEX	CON	INT	WIS	CHA	
3	1	3	-1	0	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

## SKILLS / TRAITS

Darkvision 60', immune: acid, poison

**Water Breathing:** Breathe underwater only  
**Corruption:** Can take reactions & no Wis save vs. enslaved if damaged while enslaved by aboleth

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## 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**

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NAME						
AC	15	HP	65	PASSIVE PERCEPTION	10	SPEED
						30
STR	DEX	CON	INT	WIS	CHA	
2	3	2	2	0	2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

## SKILLS / TRAITS

Athletics +4, Deception +4

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## 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**

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NAME						
AC	13	HP	67	PASSIVE PERCEPTION	10	SPEED
						30
STR	DEX	CON	INT	WIS	CHA	
3	1	3	-1	0	-1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

## SKILLS / TRAITS

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

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## ACTIONS

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

**Bugbear, M**

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NAME						
AC	16	HP	27	PASSIVE PERCEPTION	10	SPEED
						30
STR	DEX	CON	INT	WIS	CHA	
2	2	1	-1	0	-1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

## SKILLS / TRAITS

Darkvision 60', Stealth +6, Survival +2

**Brute:** Extra die of melee damage (included)  
**Surprise Attack:** If surprises and hits, +2d6 damage

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## ACTIONS

**Morningstar:** +4, 2d8+2p  
**Javelin:** 30/120, +4, 2d6+2p/1d6+2p R

**Captain Haddad, M**

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NAME						
AC	12	HP	88	PASSIVE PERCEPTION	11	SPEED
						30/30s
STR	DEX	CON	INT	WIS	CHA	
0	2	1	2	1	4	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

## SKILLS / TRAITS

Darkvision 60', Arcana +4, immune: acid, poison  
**Amphibious:** Breathe air & water  
**Corruption:** Can take reactions & no Wis save vs. enslaved if damaged while enslaved by aboleth  
**Innate Spellcasting:** See spell card\*

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## ACTIONS

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

**Chuul, L**

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NAME						
AC	16	HP	93	PASSIVE PERCEPTION	14	SPEED
						30/30s
STR	DEX	CON	INT	WIS	CHA	
4	0	3	-3	0	-3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

## SKILLS / TRAITS

Darkvision 60', Perception +4, immune: poison

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

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## 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**

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NAME						
AC	17	HP	190	PASSIVE PERCEPTION	10	SPEED
						30/90s
STR	DEX	CON	INT	WIS	CHA	
5	2	4	-3	0	-1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

## 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

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## 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