

**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

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

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  
NAME CR

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

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

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

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  
NAME CR

AC: 15 HP: 65 PASSIVE PERCEPTION: 10 SPEED: 30

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

SKILLS / TRAITS  
 Athletics +4, Deception +4 2

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  
NAME CR

AC: 13 HP: 67 PASSIVE PERCEPTION: 10 SPEED: 30

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

SKILLS / TRAITS  
**Reckless:** Can have adv on melee attacks, grants adv to others' attacks that target berserker until start of its next turn 2

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

SKILLS / TRAITS  
 Darkvision 60', Stealth +6, Survival +2  
**Brute:** Extra die of melee damage (included)  
**Surprise Attack:** If surprises and hits, +2d6 damage 2

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

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

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

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

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

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  
NAME CR

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

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

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

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