

## Marid, L

11



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\*

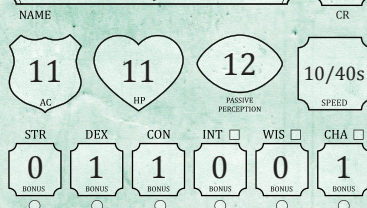
4

### 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



SKILLS / TRAITS  
Perception +2

**Amphibious:** Breathe air & water

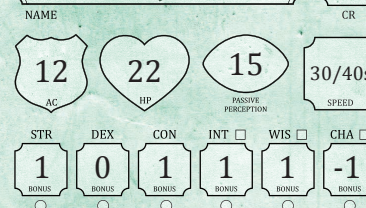
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### ACTIONS

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

## Sahuagin, M

1/2



### 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

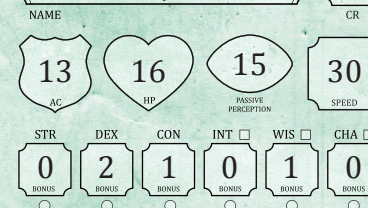
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### ACTIONS

**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



### SKILLS / TRAITS

Nature +4, Perception +5, Stealth +6, Survival +5

**Keen Hearing & Sight:** Adv on Perception for hearing & sight

2

### ACTIONS

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

## Veteran, M

3



SKILLS / TRAITS  
Athletics +5, Perception +2

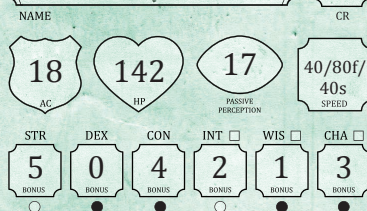
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### ACTIONS

**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



SKILLS / TRAITS  
Darkvision 120', blindsight 30', Insight +4, Perception +7, Stealth +3, immune: lightning

**Amphibious:** Breathe air & water

3

### 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



### SKILLS / TRAITS

Darkvision 120', blindsight 30', Deception +5, Perception +7, Stealth +4, immune: poison

**Amphibious:** Breathe air & water

3

### 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

### 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

### NOTES

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