

Marid, L

11

NAME

CR

17

229

13

30/60f/90s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

6

1

8

4

3

4

BONUS

BONUS

BONUS

BONUS

BONUS

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

11

11

12

10/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

1

1

0

0

1

BONUS

BONUS

BONUS

BONUS

BONUS

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

12

22

15

30/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

1

0

1

1

1

-1

BONUS

BONUS

BONUS

BONUS

BONUS

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

13

16

15

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

2

1

0

1

0

BONUS

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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

17

58

12

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

1

2

0

0

0

BONUS

BONUS

BONUS

BONUS

BONUS

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

18

142

17

40/80f/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

5

0

4

2

1

3

BONUS

BONUS

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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

18

136

17

40/80f/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

1

3

3

1

2

BONUS

BONUS

BONUS

BONUS

BONUS

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

20

NAME

INITIATIVE

LAIR ACTIONS

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