

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

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 4 PROF

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

Archmage, M 12

NAME CR

AC 12/15* HP 99 PASSIVE PERCEPTION 12 SPEED 30

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
 Arcana +13, History +13, resist: spell damage, bps nonmagic*
Magic Resistance: Adv saves vs magic 4 PROF
Spellcasting: See spell card*

ACTIONS
Dagger: 20/60, +6, 1d4+2p

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

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 2 PROF

ACTIONS
Greataxe: +5, 1d12+3s

Dragon Turtle, G 17

NAME CR

AC 20 HP 341 PASSIVE PERCEPTION 11 SPEED 20/40s

STR 7 DEX 0 CON 5 INT 0 WIS 1 CHA 1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
 Resist: fire, darkvision 120'
Amphibious: Breathe air & water 6 PROF

ACTIONS
Multiattack: 1 bite, 2 claws/1 tail
Bite: 15', +13, 3d12+7p
Claw: 10', +13, 2d8+7s
Tail: 15', +13, 3d12+7b, DC 20 Str save or pushed 10' & prone
Steam Breath (5-6): 60' cone, DC 18 Con save, 15d6 fire, save half

Ghost, M 4

NAME CR

AC 11 HP 45 PASSIVE PERCEPTION 11 SPEED 40f

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
 Darkvision 60', resist: acid, fire, lightning, thunder, bps nonmagic, immune: charmed, cold, exhaust, fright, grapple, necrotic, paralyze, petrify, poison, prone, restrain
Ethereal Sight: See 60' into Ethereal Plane 2 PROF
Incorporeal Movement: Creatures/objects difficult terrain. 1d10 force if end in object

ACTIONS
Withering Touch: +5, 4d6+3 necrotic
Etherealness: Enter/exit Ethereal Plane
Horridifying Visage: 60', DC 13 Wis save or frightened 1min/until save, save immune. Fail >4, age 1d4x10 years, greater restoration in 24 hours to reverse
Possession (R 6): 5' DC 13 Cha save or controls target, save immune. Unconscious/expell w/magic ends

Giant Shark, H 5

NAME CR

AC 13 HP 126 PASSIVE PERCEPTION 13 SPEED 50s

STR 6 DEX 0 CON 5 INT -5 WIS 0 CHA -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
 Blindsight 60', Perception +3
Blood Frenzy: Adv on attacks vs wounded
Water Breathing: Breathe only underwater 3 PROF

ACTIONS
Bite: +9, 3d10+6p

Gnoll, M 1/2

NAME CR

AC 15 HP 22 PASSIVE PERCEPTION 10 SPEED 30

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
 Darkvision 60'
Rampage: If reduce melee target to 0 HP on turn, bonus action half speed & bite 2 PROF

ACTIONS
Bite: +4, 1d4+2p
Spear: 20/60, +4, 1d6+2p/1d8+2p 2-hands
Longbow: 150/600, +3, 1d8+1p

Guardian Naga, L 10

NAME CR

AC 18 HP 127 PASSIVE PERCEPTION 14 SPEED 40

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

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SKILLS / TRAITS
 Darkvision 60', immune: charm, poison
Rejuvenation: If dies, return to life 1d6 days later
Spellcasting: See spell card* 4 PROF

ACTIONS
Bite: 10', +8, 1d8+4p, DC 15 Con save, 10d8 poison, save half
Spit Poison: 15/30, +8, DC 15 Con save, 10d8 poison, save half