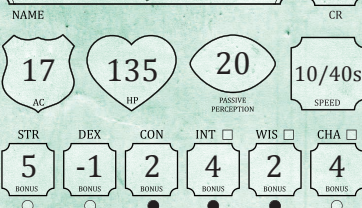


Aboleth, L

10



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

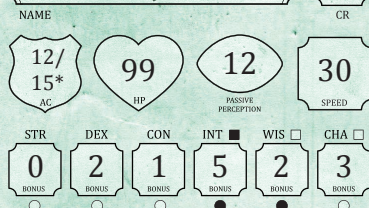
4

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



SKILLS / TRAITS

Arcana +13, History +13, resist: spell damage, bps nonmagic*

Magic Resistance: Adv saves vs magic
Spellcasting: See spell card*

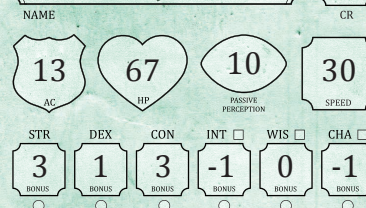
4

ACTIONS

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

Berserker, M

2



SKILLS / TRAITS

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

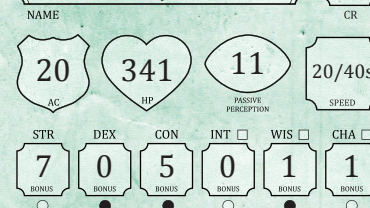
2

ACTIONS

Greataxe: +5, 1d12+3s

Dragon Turtle, G

17



SKILLS / TRAITS

Resist: fire, darkvision 120'

Amphibious: Breathe air & water

6

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



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
Incorporeal Movement: Creatures/objects difficult terrain. 1d10 force if end in object

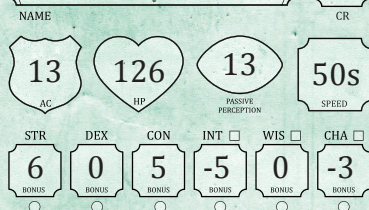
2

ACTIONS

Withering Touch: +5, 4d6+3 necrotic
Etherealness: Enter/exit Ethereal Plane
Horrorific 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



SKILLS / TRAITS

Blindsight 60', Perception +3

Blood Frenzy: Adv on attacks vs wounded
Water Breathing: Breathe only underwater

3

ACTIONS

Bite: +9, 3d10+6p

Gnoll, M

1/2



SKILLS / TRAITS

Darkvision 60'

Rampage: If reduce melee target to 0 HP on turn, bonus action half speed & bite

2

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



SKILLS / TRAITS

Darkvision 60', immune: charm, poison

Rejuvenation: If dies, return to life 1d6 days later

Spellcasting: See spell card*

4

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