

NULUNTIQ

Small • Aberration • Chaotic Neutral

Armor Class 14

Initiative +2 (12)

Hit Points 49 (9d6 + 18)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

Skills Investigation +2, Stealth +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech

CR 2 (XP 450; PB +2)



Amphibious. The nuluntiq can breathe air and water.

Pack Magic Resistance. The nuluntiq has advantage on saving throws against spells and other magical effects if at least one other nuluntiq is within 5 feet of it and that nuluntiq isn't incapacitated.

ACTIONS

Multiattack. The nuluntiq makes two attacks, using Slowing Claw or Mucus Spit in any combination.

Slowing Claw. *Melee Weapon Attack:* +4, reach 5 feet. *Hit:* 7 (2d4 + 2) slashing damage. Further, the target can't take reactions until the end of its next turn, and on its next turn, it can take either an action or a bonus action, not both.

Mucus Spit. *Constitution Saving Throw:* DC 12, one creature within 30 feet of the nuluntiq that it can see. *Failure:* 7 (2d6) poison damage, and the target becomes blinded until the end of its turn. *Success:* Half damage.

NULUNTIQ — WEAKER

Armor Class 13

Initiative +2 (12)

Hit Points 13 (3d6 + 3)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	10 (+0)	11 (+0)	9 (-1)

Skills Investigation +2, Stealth +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Deep Speech

CR 1/4 (XP 50; PB +2)



Amphibious. The nuluntiq can breathe air and water.

Pack Magic Resistance. The nuluntiq has advantage on saving throws against spells and other magical effects if at least one other nuluntiq is within 5 feet of it and that nuluntiq isn't incapacitated.

ACTIONS

Slowing Claw. *Melee Weapon Attack:* +3, reach 5 feet. *Hit:* 4 (1d6 + 1) slashing damage. Further, the target can't take reactions until the end of its next turn, and on its next turn, it can take either an action or a bonus action, not both.

Mucus Spit. *Constitution Saving Throw:* DC 11, one creature within 30 feet of the nuluntiq that it can see. *Failure:* 4 (1d8) poison damage, and the target becomes blinded until the end of its turn. *Success:* Half damage.

NULUNTIQ — STRONGER

Armor Class 15

Initiative +2 (12)

Hit Points 97 (15d6 + 45)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	16 (+3)	12 (+1)	14 (+2)	9 (-1)

Saving Throws Dex +6, Int +3, Wis +5

Skills Investigation +4, Stealth +9

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages Deep Speech

CR 5 (XP 1,100; PB +3)



Amphibious. The nuluntiq can breathe air and water.

Pack Magic Resistance. The nuluntiq has advantage on saving throws against spells and other magical effects if at least one other nuluntiq is within 5 feet of it and that nuluntiq isn't incapacitated.

ACTIONS

Multiattack. The nuluntiq makes three attacks, using Slowing Claw or Mucus Spit in any combination.

Slowing Claw. *Melee Weapon Attack:* +6, reach 5 feet. *Hit:* 11 (2d8 + 3) slashing damage. Further, the target can't take reactions until the end of its next turn, and on its next turn, it can take either an action or a bonus action, not both.

Mucus Spit. *Constitution Saving Throw:* DC 13, one creature within 30 feet of the nuluntiq that it can see. *Failure:* 10 (3d6) poison damage, and the target becomes blinded until the end of its turn. *Success:* Half damage.