

## NULUNTIQ PEARLSKIN

Small • Aberration • Chaotic Neutral

**Armor Class** 16

**Initiative** +2 (12)

**Hit Points** 71 (11d6 + 33)

**Speed** 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	13 (+1)	16 (+3)	9 (-1)

**Skills** Insight +5, Nature +3

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Deep Speech

**CR** 4 (XP 1,100; PB +2)



**Amphibious.** The nuluntiq can breathe air and water.

**Living Conduit.** An allied Aberration can cast spells with a range of Touch using the nuluntiq as a vessel, provided that the Aberration is within 60 feet of the nuluntiq.

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

### ACTIONS

**Multiattack.** The nuluntiq makes two Claw attacks and uses its Pearl Ray Barrage once.

**Claw.** *Melee Weapon Attack:* +4, reach 5 feet. *Hit:* 6 (1d8 + 2) slashing damage.

**Pearl Ray Barrage.** *Constitution Saving Throw:* DC 13, one creature within 60 feet of the nuluntiq that it can see. *Failure:* 15 (6d4) radiant damage. *Success:* Half damage.

## NULUNTIQ PEARLSKIN — WEAKER

**Armor Class** 15

**Initiative** +1 (11)

**Hit Points** 33 (6d6 + 12)

**Speed** 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	11 (+0)	14 (+2)	9 (-1)

**Skills** Insight +4, Nature +2

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Deep Speech

**CR** 1 (XP 200; PB +2)



**Scintillation (1/Day).** *Wisdom Saving Throw:* DC 13, each creature (except nuluntiqs) in a 15-foot emanation (30-foot emanation while underwater) originating from the nuluntiq that can see it. *Failure:* The target becomes stunned until the end of its turn.

### BONUS ACTIONS

**Veil.** The nuluntiq chooses a willing creature other than itself within 30 feet of it that is submerged in water that it can see. The target becomes invisible until it attacks, casts a spell, or takes damage. The effect otherwise lasts for 1 minute.

### REACTIONS

**Transfer Pain.** *Trigger:* The nuluntiq takes damage. *Response:* The nuluntiq transfers the damage to another willing nuluntiq within 30 feet of it.

**Amphibious.** The nuluntiq can breathe air and water.

**Living Conduit.** An allied Aberration can cast spells with a range of Touch using the nuluntiq as a vessel, provided that the Aberration is within 60 feet of the nuluntiq.

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

## ACTIONS

**Multiattack.** The nuluntiq makes one Claw attacks and uses its Pearl Ray Barrage once.

**Claw.** *Melee Weapon Attack:* +3, reach 5 feet. *Hit:* 4 (1d6 + 1) slashing damage.

**Pearl Ray Barrage.** *Constitution Saving Throw:* DC 12, one creature within 60 feet of the nuluntiq that it can see. *Failure:* 10 (4d4) radiant damage. *Success:* Half damage.

## NULUNTIQ PEARLSKIN — STRONGER

**Armor Class** 17

**Hit Points** 120 (16d6 + 64)

**Speed** 10 ft., swim 30 ft.

**Initiative** +3 (13)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	15 (+2)	18 (+4)	9 (-1)

**Skills** Insight +7, Nature +5

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Deep Speech

**CR** 7 (XP 2,900; PB +3)

**Amphibious.** The nuluntiq can breathe air and water.

**Living Conduit.** An allied Aberration can cast spells with a range of Touch using the nuluntiq as a vessel, provided that the Aberration is within 60 feet of the nuluntiq.

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

## ACTIONS

**Multiattack.** The nuluntiq makes two Claw attacks and uses its Pearl Ray Barrage once.

**Claw.** *Melee Weapon Attack:* +6, reach 5 feet. *Hit:* 12 (2d8 + 3) slashing damage.

**Pearl Ray Barrage.** *Constitution Saving Throw:* DC 15, one creature within 60 feet of the nuluntiq that it can see. *Failure:* 21 (6d6) radiant damage. *Success:* Half damage.

**Scintillation (1/Day).** *Wisdom Saving Throw:* DC 12, each creature (except nuluntiqs) in a 10-foot emanation (20-foot emanation while underwater) originating from the nuluntiq that can see it. *Failure:* The target becomes stunned until the end of its turn.

## BONUS ACTIONS

**Veil (2/Day).** The nuluntiq chooses a willing creature other than itself within 30 feet of it that is submerged in water that it can see. The target becomes invisible until it attacks, casts a spell, or takes damage. The effect otherwise lasts for 1 minute.

## REACTIONS

**Transfer Pain.** *Trigger:* The nuluntiq takes damage. *Response:* The nuluntiq transfers the damage to another willing nuluntiq within 30 feet of it.



**Scintillation (2/Day).** *Wisdom Saving Throw:* DC 15, each creature (except nuluntiqs) in a 15-foot emanation (30-foot emanation while underwater) originating from the nuluntiq that can see it. *Failure:* The target becomes stunned until the end of its turn.

## BONUS ACTIONS

**Veil.** The nuluntiq chooses a willing creature other than itself within 30 feet of it that is submerged in water that it can see. The target becomes invisible until it attacks, casts a spell, or takes damage. The effect otherwise lasts for 1 minute.

## REACTIONS

**Transfer Pain.** *Trigger:* The nuluntiq takes damage. *Response:* The nuluntiq transfers the damage to another willing nuluntiq within 30 feet of it.