

Harpy, M 1

NAME CR

11 AC 38 HP 10 PASSIVE PERCEPTION 20/40f SPEED

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

SKILLS / TRAITS

2 PROF

ACTIONS

Multiattack: 1 claws, 1 club
Claws: +3, 2d4+1s
Club: +3, 1d4+1b
Luring Song: 300', DC 11 Wis save or charmed & move toward harpy while singing (bonus action continue)/until save, then immune

Merfolk, M 1/8

NAME CR

11 AC 11 HP 12 PASSIVE PERCEPTION 10/40s SPEED

STR 0 BONUS DEX 1 BONUS CON 1 BONUS INT 0 BONUS WIS 0 BONUS CHA 1 BONUS

SKILLS / TRAITS

Perception +2

Amphibious: Breathe air & water

2 PROF

ACTIONS

Spear: 20/60, +2, 1d6p/1d8p 2-hands

Merrow, L 2

NAME CR

13 AC 45 HP 10 PASSIVE PERCEPTION 10/40s SPEED

STR 4 BONUS DEX 0 BONUS CON 2 BONUS INT -1 BONUS WIS 0 BONUS CHA -1 BONUS

SKILLS / TRAITS

Darkvision 60'

Amphibious: Breathe air & water

2 PROF

ACTIONS

Multiattack: 1 bite, 1 claws/harpoon
Bite: +6, 1d8+4p
Claws: +6, 2d4+4s
Harpoon: 20/60, +6, 2d6+4p. <H Str contest vs merrow or pulled 20'

Plesiosaurus, L 2

NAME CR

13 AC 68 HP 13 PASSIVE PERCEPTION 20/40s SPEED

STR 4 BONUS DEX 2 BONUS CON 3 BONUS INT -4 BONUS WIS 1 BONUS CHA -3 BONUS

SKILLS / TRAITS

Perception +3, Stealth +4

Hold Breath: 1 hour

2 PROF

ACTIONS

Bite: 10', +6, 3d6+4p

Rakshasa, M 13

NAME CR

16 AC 110 HP 13 PASSIVE PERCEPTION 40 SPEED

STR 2 BONUS DEX 3 BONUS CON 4 BONUS INT 1 BONUS WIS 3 BONUS CHA 5 BONUS

SKILLS / TRAITS

Darkvision 60', Deception +10, Insight +8, vuln: p magic weapon wielded by good, immune: bps nonmagic
Limited Magic Immunity: Immune to spells 6th lvl or lower, adv on saves vs other magic
Innate Spellcasting: See spell card*

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ACTIONS

Multiattack: 2 claw

Claw: +7, 2d6+2s & no benefit from short & long rests, remove curse ends

Reef Shark, M 1/2

NAME CR

12 AC 22 HP 12 PASSIVE PERCEPTION 40s SPEED

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

SKILLS / TRAITS

Blindsight 30', Perception +2
Pack Tactics: Adv on attacks if ally within 5' of target
Water Breathing: Breathe water only

2 PROF

ACTIONS

Bite: +4, 1d8+2p

Sahuagin, M 1/2

NAME CR

12 AC 22 HP 15 PASSIVE PERCEPTION 30/40s SPEED

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

Sea Hag, M 2

NAME CR

14 AC 52 HP 11 PASSIVE PERCEPTION 30/40s SPEED

STR 3 BONUS DEX 1 BONUS CON 3 BONUS INT 1 BONUS WIS 1 BONUS CHA 1 BONUS

SKILLS / TRAITS

Darkvision 60'
Amphibious: Breathe air & water
Horrific Appearance: If 30' & can see true form, DC 11 Wis save or frightened/until save (disadv if sees hag), save immune. Can avert eyes if no surprise, attacks disadv

2 PROF

ACTIONS

Claws: +5, 2d6+3s
Death Glare: 1 frightened creature 30', if sees hag, DC 11 Wis save or 0 HP
Illusory Appearance: Ugly humanoid illusion, Investigation DC 16 to discern