

Harpy, M						1
NAME						CR
11	38	10	20/40f			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
1	1	1	-2	0	1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						2
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	11	12	10/40s			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
0	1	1	0	0	1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						2
Perception +2 Amphibious: Breathe air & water						
ACTIONS Spear: 20/60, +2, 1d6p/1d8p 2-hands						

Merrow, L						2
NAME						CR
13	45	10	10/40s			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
4	0	2	-1	0	-1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						2
Darkvision 60' Amphibious: Breathe air & water						
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	68	13	20/40s			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
4	2	3	-4	1	-3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						2
Perception +3, Stealth +4 Hold Breath: 1 hour						
ACTIONS Bite: 10', +6, 3d6+4p						

Rakshasa, M						13
NAME						CR
16	110	13	40			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
2	3	4	1	3	5	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						5
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*						
ACTIONS Multiattack: 2 claw Claw: +7, 2d6+2s & no benefit from short & long rests, <i>remove curse ends</i>						

Reef Shark, M						1/2
NAME						CR
12	22	12	40s			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
2	1	1	-5	0	-3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						2
Blindsight 30', Perception +2 Pack Tactics: Adv on attacks if ally within 5' of target Water Breathing: Breathe water only						
ACTIONS Bite: +4, 1d8+2p						

Sahuagin, M						1/2
NAME						CR
12	22	15	30/40s			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
1	0	1	1	1	-1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						2
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						
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	52	11	30/40s			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	1	3	1	1	1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						2
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						
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						