

## SHARKFOLK

Small or Medium • Humanoid • Any Alignment

**Armor Class** 12

**Initiative** +1 (11)

**Hit Points** 22 (4d8 + 4)

**Speed** 10 ft., swim 40 ft.

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

**Skills** Athletics +3, Perception +4

**Senses** blindsight 30 ft., passive Perception 14

**Languages** Primordial (Aquan)

**CR** 1/2 (XP 100; PB +2)



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

**Blood Frenzy.** The sharkfolk has advantage on melee attack rolls against any creature that doesn't have all its hit points.

### ACTIONS

**Multiattack.** The sharkfolk makes two attacks, only one of which can be a Bite attack.

**Bite.** *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) piercing damage. If the sharkfolk is grappling the target, the attack scores a critical hit on a 19 or 20.

**Claws.** *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) bludgeoning damage. Instead of dealing damage, the sharkfolk can grapple the target (escape DC 11).

### REACTIONS

**Relentless Pursuit.** *Trigger:* A creature within 15 feet of the sharkfolk moves away from it. *Response:* The sharkfolk moves up to half its speed toward that creature.

## SHARKFOLK — WEAKER

**Armor Class** 11

**Initiative** +0 (10)

**Hit Points** 4 (1d8)

**Speed** 10 ft., swim 40 ft.

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

**Skills** Perception +2

**Senses** blindsight 30 ft., passive Perception 12

**Languages** Primordial (Aquan)

**CR** 0 (XP 10; PB +2)



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

**Blood Frenzy.** The sharkfolk has advantage on melee attack rolls against any creature that doesn't have all its hit points.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +2, reach 5 ft. *Hit:* 1 piercing damage.

### REACTIONS

**Relentless Pursuit.** *Trigger:* A creature within 15 feet of the sharkfolk moves away from it. *Response:* The sharkfolk moves up to half its speed toward that creature.

## SHARKFOLK — STRONGER

**Armor Class** 13

**Initiative** +2 (12)

**Hit Points** 58 (9d8 + 18)

**Speed** 10 ft., swim 40 ft.

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

**Skills** Athletics +4, Perception +5

**Senses** passive Perception 14

**Languages** Primordial (Aquan)

**CR** 3 (XP 700; PB +2)



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

**Blood Frenzy.** The sharkfolk has advantage on melee attack rolls against any creature that doesn't have all its hit points.

## ACTIONS

**Multiattack.** The sharkfolk makes two attacks, only one of which can be a Bite attack.

**Bite.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 15 (3d8 + 2) piercing damage. If the sharkfolk is grappling the target, the attack scores a critical hit on a 19 or 20.

**Claws.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) bludgeoning damage. Instead of dealing damage, the sharkfolk can grapple the target (escape DC 12).

## REACTIONS

**Relentless Pursuit.** *Trigger:* A creature within 15 feet of the sharkfolk moves away from it. *Response:* The sharkfolk moves up to half its speed toward that creature.