

# OTARK

Medium • Beast • Unaligned

**Armor Class** 13

**Initiative** +3 (13)

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	4 (-3)	12 (+1)	5 (-4)

**Skills** Perception +3, Stealth +5

**Senses** blindsight 10 ft., darkvision 30 ft., passive Perception 13

**Languages** -

**CR** 2 (XP 450; PB +2)



**Agile Swimmer.** The otark doesn't provoke an opportunity attack when it moves out of an enemy's reach. This trait only works when the otark uses its swim speed.

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

## ACTIONS

**Multiattack.** The otark makes one Bite and one Claws attack.

**Bite.** *Melee Weapon Attack:* +5 (with advantage if the target is grappled by the otark), reach 5 ft. *Hit:* 12 (2d8 + 3) piercing damage.

## OTARK — WEAKER

**Armor Class** 11

**Initiative** +1 (11)

**Hit Points** 13 (3d8)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	10 (+0)	4 (-3)	10 (+0)	5 (-4)

**Skills** Perception +2, Stealth +3

**Senses** blindsight 10 ft., darkvision 30 ft., passive Perception 12

**Languages** -

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



**Agile Swimmer.** The otark doesn't provoke an opportunity attack when it moves out of an enemy's reach. This trait only works when the otark uses its swim speed.

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

## ACTIONS

**Multiattack.** The otark makes one Bite and one Claws attack.

**Bite.** *Melee Weapon Attack:* +3 (with advantage if the target is grappled by the otark), reach 5 ft. *Hit:* 3 (1d4 + 1) piercing damage.

## OTARK — STRONGER

**Armor Class** 14

**Initiative** +3 (13)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	4 (-3)	14 (+2)	5 (-4)

**Skills** Perception +5, Stealth +7

**Senses** blindsight 20 ft., darkvision 60 ft., passive Perception 15

**Languages** -

**CR** 5 (XP 1,800; PB +3)



**Claws.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 5 (1d6 + 2) slashing damage. If the target is a Medium or Smaller creature it is grappled (escape DC 12).

## REACTIONS

**Protective Nudge.** *Trigger:* An allied creature within 5 feet of the otark that it can see is hit by an attack roll, while bot are underwater. *Response:* The otark adds 2 to the ally's AC against that attack, possibly causing it to miss.

**Claws.** *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 2 slashing damage. If the target is a Medium or Smaller creature, it is grappled (escape DC 11).

## REACTIONS

**Protective Nudge.** *Trigger:* An allied creature within 5 feet of the otark that it can see is hit by an attack roll, while bot are underwater. *Response:* The otark adds 2 to the ally's AC against that attack, possibly causing it to miss.

**Agile Swimmer.** The otark doesn't provoke an opportunity attack when it moves out of an enemy's reach. This trait only works when the otark uses its swim speed.

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

## ACTIONS

**Multiattack.** The otark makes one Bite and one Claws attack.

**Bite.** *Melee Weapon Attack:* +6 (with advantage if the target is grappled by the otark), reach 5 ft. *Hit:* 19 (3d10 + 3) piercing damage.

**Claws.** *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 17 (3d8 + 3) slashing damage. If the target is a Medium or Smaller creature, it is grappled (escape DC 14).

## REACTIONS

**Protective Nudge.** *Trigger:* An allied creature within 5 feet of the otark that it can see is hit by an attack roll, while both are underwater. *Response:* The otark adds 3 to the ally's AC against that attack, possibly causing it to miss.